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2009 Rules Clinic Study Aid for The Official Rules of the USCA American Six Wicket Game

Introduction

The Study Aid for the 2009 Rules Clinic is divided into three parts:

Part One (1) – General Overview. Players at all levels of playing experience should be familiar with the contents of this section. Novice players may elect to limit their attention to Part 1.

Part Two (2) – Situation Analysis - Day to Day Play without a Referee. This section is oriented to situations when a referee is not present to provide rulings or guidance. A player who has advanced beyond the novice level should attempt to complete Parts 1 & 2.

Part Three (3) – Situation Analysis - Tournament Play with a Referee This section is similar to Part 2 except the participants assume the role of a referee. More experienced players should complete this section.

Participants may want to review the questions and answers provided in the 2008 Rules Clinic Study Aid before attempting to complete this questionnaire. The 2008 version can be found in the special topic page of the CCC webpage. www.coastalcroquetclubs.com. Click on the linkage: *Study Aid: 2008RuleClinicStudyAid.pdf* and *Solutions to Questions in Study Aid: 2008RulesClinicStudyAidAnswers.pdf*.

As previous years, the Rules Clinic will be conducted in two sessions. The first sessions are “Classroom Discussions” and the second session “On the Lawn Demonstrations”. A major change from the past years is that the discussion/demonstration leaders will not only provide the correct “solution” to a specific situation but will place attention on how to minimize the negative effects of situations that do not necessary result in a fault. This is most relevant to Part 2 since some of the responses to the situations in Part 2 will not correlate to a specific Numbered Rule. This can be contrasted to Part 3 where most solutions can be correlated to specific Numbered Rules.

Part 1 General Overview

1-1 List the order of play for Six Wicket croquet.

(Example: red, yellow, etc.) Blue, Red, Black, Yellow.

1-2 Color of crown on Wicket-6 back. Red

1-3 Color of crown on Wicket-1. Blue

1-4 Color of the flag on the Southeast corner of the lawn court. Yellow

1-5 Color of Yellow's partner ball. Red

1- 6 The responsibility of deadness board is: a) Board Keeper, **b) All players for all balls**, c) Each player for his/her ball(s), d) Each player for opponent's balls.

1-7 If your opponent scores Wicket-1 back in 26 Point Croquet or Wicket-4 in 14 Point Croquet you may take specific action regarding deadness of your balls. What is this action?

The opponent may clear deadness on one of its two balls.

(7.3 a Special Relief From Deadness P-35)

1-8 The responsibility to ensure that balls are placed in bounds correctly is: a) Board Keeper, **b) All players for all balls**, c) Each player for his/her balls, d) Each player for opponent's balls.

Although all players share the responsibility, the striker may choose order of placement of multiple balls that go out of bounds in the same location.

(Replacing Balls and Placing Clips, P-10.)

If an official did not observe the exact locations of ball that were driven out of bounds the locations are decided upon by the striker.

(8.3 Ball Placement, P-37-39.)

1-9 What action should a striker take if he notices that he did not shoot into or move the roqueted ball in his croquet shot?

Striker should call a fault on himself.

(Calling Faults, P-10; 11.5 Mallet Faults a13, P-51; 12.1 Limit of Claim, P-53)

1-10 The ultimate responsibility to assure that all clips are placed correctly is: a) Board Keeper, **b) All players for all clips**, c) Each player for his/her clips, d) Each player for opponent's clips.

(Replacing Balls and Placing Clips, P-10; 1.2b Clips, P-20.)

1-11 The starting area where a ball is placed to begin a game is 36 inches in the south direction from the wicket. In the east/west direction the edge of the ball can be placed X inches from the centerline of the wicket where X equals: a) 9 inches, b) 12 inches or **c) 4.5 inches.**

(1.3 Order of Play and Starting Area(b, Figure 3, P-21)

Although the rationale provided in discussion of Figure 3 is correct, it is written such that one can incorrectly conclude that the ball can be placed up to 9 inches from the centerline.

1-12 If a ball cannot be placed in the starting area due to the presence of other balls, it (the ball to start in the game) shall be placed up to **nine** inches in the east or west directions of the starting area.

(1.3 Order of Play and Starting Area c, P-21)

1-13 The penalty for a fault will include: **a) end-of-turn**, b) end-of-turn depending on type of fault, c) not end-of-turn.

(11.5 Mallet Faults b, P-51)

1-14 Balls not-in-the-game are dead on balls in-the-game. Balls in-the-game are dead on balls not-in-the game. The two statements are: **a) true for both statements**, b) not true for both statements, c) true for one of the statements.

(5.2 Deadness Between Balls In and Out of Game, P-28)

1-15 When a striker ball is in-the-game, balls not-in-the-game a) **can** or b) can not be lifted. When a striker ball is not in-the-game, balls in-the-game a) **can** or b) can not be lifted.

(5.4 Lifting Balls In and Out of the Game, P-29)

1-16 to 20 The dimensions of a Standard Court are based in five (5) units long and four (4) units wide with unit of length of 21 feet (thus standard court is 105 by 84 feet). When a lawn court playing area is too small to accommodate a standard court the same 5 by 4 proportions should be used in setting up a modified court. All players should know how to setup not only standard sized lawn courts but also lawn courts that are less than full sized. Complete the lawn court size matrix in the table below for courts that are less than full sized. The full sized standard court is provided as Court #1.

Distance in Feet							
Ct. #	Court Length	Court Width	Corner Wickets to East or West Boundary	Corner Wickets to North or South Boundary	Wicket 6 To North Boundary	Wicket 5 To South Boundary	Wickets 5 & 6 to Center Post
1	105	84	21	21	31.5	31.5	21
2	100	80	20	20	30	30	20
3	80	64	16	16	24	24	16
4	75	60	15	15	22.5	22.5	15
5	90	72	18	18	27	27	18
6	85	68	17	17	25.5	25.5	17

The Standard Court, P-13; Modified Court Size and Setting, P-14; Figure 1, P-19)

Provide brief definitions for the following croquet terms:

1-21 Roquet Shot

A shot in which the striker ball hit another ball it is alive on.

1-22 Croquet Shot

The first of two shots that a striker takes after a roquet.

1-23 Rush

A roquet shot in which the roqueted ball is hit to a predetermined position.

1-24 Rover

A ball that has scored all twelve wickets.

1-25 Cannon

A shot in which the striker ball drive a roqueted or croqueted ball into another ball.

1-26 Stalk

A process to line up a shot by approaching a ball from several feet behind a ball to the desired direction of the shot.

1-27 Take-Off

A croquet shot in which the croqueted ball moves a small distance.

1-28 Double Bank

Two croquet games played on the same court at the same time.

1-29 Peel

A croquet shot in which the croqueted ball is driven through (scores) a wicket.

1-30 Block or Stymie

A ball, a striker ball is dead-on, is in the direct path that the striker ball would take to score a wicket.

Part 2 Situation Analysis- Day-to-Day Play - Referee Not Present

Part 2 is oriented to situations when **referees are not** present. Game situations are based on playing under tournament conditions; i.e. playing without use of bisques, “do-overs”, coaching, mentoring, etc. How do you as a player (player can be the striker, striker partner, or opponents) respond to the described situation. The correct response to some situations is to do nothing.

Example: In a double bank game blue solids is about to take his turn and a stripe ball is in the direct path of where blue intends to hit his ball. Blue’s and/or red’s response.

Response: *Either blue or red should ask permission from the players of the stripe game to mark and lift the stripe ball.*

Blue is not dead on red. Blue is getting ready to attempt a roquet shot on the red ball that is slightly intruding into the jaws of the wicket.

2-1 Blue’s response.

Since the red ball is in the wicket blue should ask red if he would like to watch the shot.

(Questionable Shot P-11)

2-2 Blue does not respond to the situation. Red’s response.

Red should ask blue for permission to watch the shot.

(13.5 Referee Not Available, P-58)

If red does not elect to watch the shot in either 2-1 or 2-2 he has no recourse but to accept blue’s decision.

(13.6 Appeals P-58)

Blue roquets yellow and is thus ball-in-hand. Blue’s partner (black) picks up the blue ball and places it in contact with yellow. Blue steps up to take the croquet shot without repositioning the blue ball.

2-3 Red’s response.

A response is not appropriate. No error or fault.

(6.5 Ball in Hand P-34)

Blue is for wicket-2. Blue roquets red. He successfully completes his croquet shot. On the continuation shot blue hits his blue ball in front of wicket-2. He then hits the blue ball through wicket-2 and the blue ball goes out of bounds. The blue ball is brought in-bounds and the blue clip is placed on wicket-3. Red shoots. Black is about to shoot when the players realizes that during blue's previous turn blue took two continuation shots after the successful croquet shot.

2-4 Blue's and/or red's response.

A response is not appropriate by either blue or red. When blue took the "second" continuation shot he was playing out-of-turn. However, when red played they were back in turn (in sequence).

(11.1 Out of Turn a-3 P-46)

Blue roquets the black ball. He picks up the black ball and places it in contact with the blue ball. He takes his croquet shot by striking the blue ball and makes eight more wickets before his turn ends. Red is about to shoot when they realize that prior to the original croquet shot black was moved to blue.

2-5 Blue's and/or red's response.

Both blue and red should acknowledge that black was misplaced when it was moved to the ball-in-hand ball (blue). None of scored wickets count. All balls are replaced where they were prior to the misplacement. The correct ball-in-hand ball (blue) is placed in contact with the black ball and blue continues with its turn.

(11.6 Misplaced Balls a, b, & c P-52)

Blue roquets the black ball. He picks up the black ball and moves it in contact with the blue ball. He takes his croquet shot striking the blue ball and makes several wickets before his turn ends. Red shoots. Black is about to shoot when the players realize that prior to the original croquet shot black was moved to blue.

2-6 Blue's and/or red's response.

A response by either blue or red is not appropriate. When red shot after blue's turn ended he condoned the misplaced ball error. All wickets score by blue count.

(11.6 Misplaced Ball e1 P-52)

Blue went though wicket-2. Prior to taking his continuation shot he places his clip on Wicket-6 rather than Wicket-3. Blue steps up to his ball to take the continuation shot when red realizes that blue placed his clip incorrectly.

2-7 Red's response

Red must call attention to misplaced clip as soon as it is observed.

(Rule 1.2 b P-20)

Blue is for wicket-4, dead on the red and black balls, and is blocked from making the wicket by red. Blue calls for the first block and passes. Red shoots away from wicket to clear the block. Black plays. Yellow roquets black and on the subsequent croquet shot hits black through the playing side but not the non-playing side of wicket. Yellow hit the yellow ball out of bounds. It is blue's turn.

2-8 Blue's response.

Blue can call for the second block since he called for the first block and the red-yellow team was responsible for both blocks. As a result blue can clear deadness on all blocking balls.

(9.2 Blocking Wickets P40-41)

Blue is not dead on black. However, the board reflects that blue is dead on black. Yellow shoots. Blue roquets black. Red says blue is dead on black.

2-9 Blue's response. .

Blue advises red that he wasn't dead on black. (He may remind red, politely, that the board is only an aid and all players and officials are responsible to ensure that the board is correct.)

Blue is not dead on black. However, the board reflects that blue is dead on black. Yellow asks if the board is correct and the response is yes. Yellow takes his turn. Blue roquets black. Red stops play and says blue is dead on black.

2-10 Blue's and/or red's response.

Blue may say that the board is not correct (As 2-9 above). However, red may respond that yellow asked before his turn if the board was correct and the response (immaterial if response was by the board keeper, official or blue/black) was yes. This is incorrect information. Yellow's turn may stand as played or yellow may replay his turn. In the latter case all balls are replaced to their positions prior to yellow's turn and yellow retakes his turn.

(11.7 Incorrect Information P-46)

Editorial note: Rule 11.7 is ambiguous. The only reasonable interpretation is that the time criteria for "right to replay" refers to time of discovery of the incorrect information, not to when the incorrect information was given.

Blue is on the southwest boundary when he hits the blue ball across the court to the east boundary. Red who was standing near the position where the blue ball went out of bounds asks "may I place the blue ball in for you"?

2-11 Blue's response.

In the spirit of croquet customs and court etiquette blue should say: "Thank You-Please Do".

(Croquet Customs and Court Etiquette P-6)

Blue is on the southwest boundary when he hit the blue ball across the court to the northeast corner where the black ball is positioned. The blue ball hits the black ball and both go out of bounds in the corner. Red who was standing near the corner asks “may I place the blue and black balls in ?”

2-12 Blue’s response.

Since both of the balls went out in the corner, blue may choose the placement of the balls. Accordingly, blue response may be: “Thank you for bringing the balls in. I would like to do the placement of the blue and black balls.”

(Ball Replacement 8.3 b,c, P-37-39)

Red and blue are playing singles. It is blue’s turn. Blue steps up to hit his black ball. Red realizes that the correct ball to be played is blue.

2-13 Red’s response

Red should immediately tell blue that he is hitting an out-of-turn ball. Invariably the terminology used is “you are hitting the wrong ball”. This is corrects since it is not the “right” ball, but it is not a wrong ball fault.

Many Croquet matches are played under “Double Bank” conditions. Assume the next five situations (2-14 to 2-18) occur with double bank play. Your response should be directed to both the stripe players and the solid players. Assume the games are not in the time element that will permit interference time outs. If the response includes marking of ball(s); identify who should mark, lift and replace the ball(s).

All of the stripe balls are for wicket-2, and all stripe balls except the yellow stripe, are near wicket-2. Yellow stripe is near wicket-4 in a non-critical position. It is blue stripe’s turn. Black solid is about to roquet red solid. However, yellow stripe is in the way.

2-14 Solids’ and/or stripes’ response.

A member of the solid game should ask stripes if they (solids) can mark yellow stripe. Stripes should rapidly respond yes. A solid player should mark and hold yellow ball. Immediately after the striker (black) hits his ball the yellow stripe ball shall be replaced to its original position.

Yellow stripe completes his turn with blue stripe about 36 inches in front of his next wicket, wicket-1 back. When yellow stripe’s turn ended black solid, for wicket-2, had just rushed red solid between wicket-2 and wicket-6.

2-15 Solids’ and/or stripes’ response

When black solid roquets red it is ball-in-hand. By the time the striker goes to pick up the black ball, goes to red, places the black ball in contact with red and takes his croquet shot, blue stripe would have had than sufficient time to take his wicket shot and move from the congested area. Therefore, even though black solid is on a “break”, blue stripe should play and solid balls should be marked and lifted only if necessary.

Red stripe has just scored wicket-4 and on a four ball break, He roquets yellow stripe and on the subsequent croquet shot places yellow stripe in a critical spot near wicket-6 and his red ball near blue stripe by the center post. Black stripe is about 12 feet north of wicket-5. Black solid is about to take a long shoot at the penultimate wicket and there is a slight chance that if successful it could hit the yellow stripe ball. Both solids and stripes recognize that yellow stripe is in critical position at the wicket and that the chances of black making the wicket and hitting yellow is remote.

2-16 Solids' and/or stripes' response

Black solid should play since it will take several shots before red stripe, if successful in his four ball break, will be in potential conflict with black solid or will be roqueting yellow stripe. However, before black solid shoots he should a disinterested player, another solid player, to mark and lift the yellow stripe ball.

Red stripe, on a four ball break, is about to attempt a relatively easy shot at wicket-5 with the blue stripe ball near the center post. The yellow stripe ball is in a critical spot near wicket-6. Black solid is about to take a long shoot at the penultimate wicket and there is a slight chance that if successful it could hit the yellow stripe ball. Both solids and stripes recognize that yellow stripe is in critical position at the wicket and that the chances of black making the wicket and hitting yellow is remote.

2-17 Solids' and/or stripes response

Black solid should not play even though the chances of hitting yellow is very remote. If black solid steps up to hit his ball stripes should intervene. Red stripe should play in an expedience manner. Black solid should remain on the court to mark his ball if necessary.

Both blue stripe and black solid are taking relatively long shots when they collide.

2-18 Solid and/or stripe response

If players involved in their respective games, i.e. solids or stripes, can agree upon the probable position of the balls, they can be placed to these positions. However, if the probable positions are critical positions the effected balls are reshot.

Blue attempts to roquet yellow. After the attempted roquet shot he takes the blue ball as ball-in-hand and places it against yellow for the croquet shot. Red says the blue ball didn't hit the yellow ball

2-19 Blue's response.

Since neither the striker nor red asked to have the shot watched, the call is strictly up to the striker. The striker need not accept reds opinion.

2-20 Red's response.

A response is not appropriate.

Editorial note: The next two situations occur all too often and it is very difficult for the strikers' opponent to suggest that there is a need for corrective action. This is especially difficult if the striker is not receptive to advice from others. However, the opponent is doing a disservice to the striker if errors or faults aren't called in the "friendly" game such as this. And the striker is doing himself a disservice by not taking the opponent's concerns under consideration.

When blue attempts a take-off croquet shot he seldom, in red's opinion, moves the ball. It happens again in blue's last croquet shot.

2- 21 Blue's response.

If blue recognizes he did not move the ball he should call a fault on himself.

2-22 Red's response.

Red should advise blue that he did not move the ball. Blue can accept red's comments and thank red or not accept the comments and say thanks but no thanks. It's really blue's problem to correct or not.

Red is a very deliberate player and he seems to take more time than the 45 seconds between shots. Blue decides to call him on the situation.

2- 23 Blue's response.

Blue should respectfully tell red that he seems to be taking too much time.

2- 24 Red's response

If red accepts blue's comments, he should call a fault on himself. He may want to ask red, or if there is a spectator available, to time him when he takes the next several shots. If red, believe he is not taking too much time he may say to red that he does not think so and asks red to time him for the next several shots.

One of the best teachers in the club has dropped by to watch the game. During the game, he makes some suggestions.

2-25 Red's and/or blue's response.

The "teacher" is the culprit in this situation and he should "know better". Technically the players should avoid listening to audible comments from spectators. Both players should respectfully ask the "teacher" to refrain from making comments.

Part 3 Situation Analysis – Tournament Play with a Referee

You are an appointed referee. Provide your rulings for the situations below.

3-1 With 2 seconds left in the game, blues hit the blue ball from near the southeast corner to the northwest corner. Immediately after blue strikes his ball red calls time-out.

Blue's turn does not end until the blue ball crosses the boundary line. Red can call time out only during the sides (red/yellow) turn. Time ran out and red will be first ball in last turn

(13.9 Time-Outs b P-61)

3-2 During a croquet shot, the striker ball catches up with the croqueted ball and hits the croqueted ball more than once.

No error or fault.

(11.3 Dead Ball Faults P-48).

3-3 Black and blue are dead on yellow and red. Blue roquets black resulting in black hitting red and blue bouncing off black to hit yellow.

No error or fault. All balls remain where they were after being hit and blue is ball-in-hand on black.

(6.2 Roquet Shots P-31)

3-4 Both blue and red are for wicket-1 back. Blue roquets red which ends up against the leg of the wicket. Since red is against the wicket you are asked to observe the croquet shot. On the subsequent croquet shot blue crushes red against the leg of the wicket and it (blue) scores the wicket.

Not a crush. A crush can not be transferred to the striker ball from another ball lying against an upright.

(11.5 Mallet Faults a9 P-51)

3-5 The game has just begun and blue has played. Red picks-up the black ball, places it in the starting area and strikes the black ball. You are called to determine if an error has been committed and if so, to place the effected balls.

The striker (red) has played a wrong ball (black) and his turn ends. Black is removed from the game and the striker places the red ball anywhere in the starting area. It is now black's turn.

(1.3 Order of Play and Starting Area d P-21)

3-6 Blue hits red. Blue and red agree that blue was dead on red. However, they don't agree the exact place where red should be replaced.

Blue's turn ends. Striker(blue) defers to opponent (red) for the replacement location. Balls are replaced.

(When Players' Opinion Differ P-11).

3-7 When the striker (blue) roquets black the mallet touches yellow on the follow through stroke.

Mallet Fault. Blue's turn ends. Blue is replaced to it's positions prior to the fault. Black remain where it ended up.

(11.5 Mallet Faults a3 P-50; 12.2 Penalties b P-54.)

3-8 Blue and black are for wicket-5. Blue roquets black. On the croquet shot blue peels black through the playing side of the wicket but not through the non-playing side. You are called on the court by blue and are asked if black has made the wicket and if he (blue) can score the wicket on his continuation shot.

You rule that black has scored the wicket. However, you will need to ask blue to rephrase the question regarding if he can score the wicket. If blue does not rephrase the question the answer is "yes, blue can score the wicket". In all probability blue wants to know if it will be a fault if he hits black while scoring the wicket. If he phrases the question this way, the answer is "yes it is a fault". Blue would need to score the wicket via a jump shot not to be a fault. The referee can not respond to a question in a manner that could be construed as advice.

(4.5 Dead on ball in Wicket P-27 and 11.3 Dead Ball Faults a P-48)

3-9 Red is not dead on yellow. The deadness board shows red dead on yellow. Blue ask red if the board is correct and he says it is. Blue takes his turn. Red roquets yellow and blue objects and calls you out for a ruling.

Red gave blue incorrect information when he said the board was correct. Blue has a right to retake his turn.

(11.7 Incorrect Information P-53)

3-10 You are called out to the court by both teams. You were able to ascertain that blue was for wicket-3 when he went to wicket-6 and "scored" the wicket (in the wrong direction), wicket-5 (in the wrong direction) and wicket 3-back. Since both red and blue believe blue had scored wicket-1 back red asked to be cleared from deadness. Red, black and yellow take their turns. On blue's next turn he "scores" wicket-4 back and was getting ready to take a continuation shot when he realized something may be wrong and calls you in for a ruling.

Blue does not have a continuation shot. All wickets "scored" by blue after wicket-2 do not count. Blue's clip is replaced to wicket-3. Since, black took a turn after red "cleared" the red ball, black condoned the clearing. It is red's turn to play.

(4.7 Wicket in the Wrong Direction P-27)

3-11 Blue is rover. He roquets yellow through wicket-1 back. Before he takes his croquet shot he asks to clear blue of deadness.

Blue can be cleared of all deadness except yellow.

(7.3 Special Relief from Deadness b P-35; 10.3 Rover Deadness b P-45)

For discussion purposes may restate the situation with blue peeling yellow through the wicket on the croquet shot. Answer is slightly different.

3-12 Yellow is not in-the-game and is on the playing side of wicket-1. Blue goes through wicket-2 back. Blue roquets black and on the roquet shot cannons yellow through wicket-1. Blue take its croquet shot off black and on his subsequent continuation shot rushes yellow to wicket-3 back. Red asks for a ruling.

No error or fault. When yellow was cannoned through wicket-1 it became a ball in-the-game.

(7.2 Ball Cannonned P-34; 6.2 Roquet Shots b P-31)

3-13 Time is about to run out. On a relatively hard drive black scores wicket 6 without touching either leg. Black goes to the north boundary to see if the ball is in play (which it was). Yellow quickly played, followed by blue who takes a hurried shot immediately after time ran out. Black protests saying I didn't get a chance to take my continuation shot.

No error or fault. Yellow played out of turned. However, when blue played they were back in sequence (no longer out of turn). Since blue took his turn after time ran out he was first ball in last turn.

(11.1 Out of Turn Play, Example c P-47)

3-14 Blue is on the west boundary away from all other balls. Blue completely mis-hits his ball and clearly strike the ball on the beveled edge. Red asks for a ruling.

No error or fault. Since blue's shot was not hindered, it is not a mallet fault even though the ball was hit on the beveled edge.

(11.5 Mallet Faults a, P-50)

3-15 Red is just touching the right leg of his next wicket. He calls you out to observe the shot. You ask him to what he is going to do. He says he is going to strike the mallet across the ball in order not to have any follow through of the mallet head. You mark the ball and he does as he said he was going to do and the ball spins through the wicket. Your ruling?

A Crush (Failed to strike ball away from the leg of the wicket.) Reds turn ends. Return red ball to where you marked it.

(Mallet Faults a9 P-51)

3-16 Red says blue/black does not move the ball on his take off shot. How do you respond?
You advise all players that you will be watching their croquet shots to assure the striker is hitting into the striker ball and the croqueted ball is being moved. You will continue to watch the shots until you are satisfied that all players are executing their croquet shots correctly. At that time, you will advise all players that you will not continue to watch their shots.

(13.2 Referee's Role b P-55)

3-17 Black complains that red/yellow is taking more than 45 seconds in his shots and calls you to get him to speed up play.

Essentially same as 3-16 above.

3-18 Blue is for wicket- 4 and at the northwest corner. The red player is standing near wicket-4 on the east boundary. The yellow ball is against the leg of wicket-4. Blue takes a long hard stroke. Blue claims he croqueted yellow and is now ball in hand. Red says he was standing near wicket and it was obvious that the blue ball hit the leg and not the yellow ball.
Blue should have asked the shot to be watched. If blue does not ask, red should have asked. Since you were not asked to watch the shot, you cannot rule. The striker makes the ruling.

(13.3 Intervention a P-56 and 13.5 Referee Not Available a,b P-58)

3-19 Blue goes through wicket-1 back and hits the ball out of bounds. The blue ball is brought in bounds. Red says "pass" and we would like to clear yellow. Black protests.

Pass is a turn. Red needed to clear yellow before his turn. Accordingly, yellow cannot be cleared.

(2.1 The Turn c P-22 and 7.3 Special Relief from Deadness a P-35)

3-20 List the times when a referee can intervene in a game.

Correct improper clip placement

Correct misplacement of balls

Make time announcements

Forestall an unearned continuation shot

Correct deadness board

Forestall any out of turn plays

Forestall striker striking a ball in the other game (Double banking)

(13.3 Intervention, P-56)