

Refresher Clinic of The Official Rules of The  
United States Croquet Association  
American Six Wicket Game  
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Stan Abrahamson

The Rules Refresher Clinic is provided to participants who have, as a minimum, a basic working knowledge of the Rules.

**Suggested review activities prior to the Rules Refresher Clinic.**

I. Obtain a copy of “*The Official Rules of the United States Croquet Association, Revised 2006, American Six Wicket Croquet.* ( Refereed to as The Green Book.) The Green Book can be purchased over the internet at the USCA's website, [croquetamerican.com](http://croquetamerican.com). The rules can also be downloaded from this website.

a) Gain an understanding of overall layout of the Green Book. Note the first section “ INTRODUCTION TO SIX WICKET CROQUET”, Pg 1-18, is of general information and primarily relates to Croquet Customs and Court Etiquette. There are several topics in this section that are especially applicable to situations when a referee is not available. (Everyday play.)

b) Note the second section “SIX WICKET CROQUET. Part 1-12, Pg 19-54, is oriented to numbered rules. The Refresher Clinic will place most of it’s of its attention to this second section.

II. Go to the CCC website, [coastalcroquetclubs.com](http://coastalcroquetclubs.com) and open the special topics page.

A. Go to **Rules Clinic-2008** and click onto *2008 Rules Clinic Study Aid*.

a) Try answering the question in Part 1 without use of the Greenbook.

b) Check your answers using the Greenbook. Identify rule numbers, page numbers, etc. where your correct answers are found.

c) Click onto *Solutions to 2008 Rules Clinic Study Aid*. Compare you answers to the Solutions.

d) If time permits you may want to repeat items a-c, above, with Part 2.

- B. Go to **Rules Clinic-2009** and click onto *2009 Rules Clinic Study Aid*.
- a) Try answering the question in Part 1 without use of the Greenbook.
  - b) Check your answers using the Greenbook. Identify rule number, page number, etc. where your correct answers are found.
  - c) Click onto *Solutions to 2009 Rules Clinic Study Aid*. Compare you answers to the Solutions.
  - d) If time permits you may want to repeat items a-c, above, with Part 2. Need not pursue Part 3 at this time.

## **Discussion Notes for the Rules Refresher Session**

The Rules Refresher Session is provided to help assure that the participants in Referee Training and Certification clinics have a working knowledge of the Rules. The session will not include application of the rules which will be included in the Referee Training. If there are any disagreements or inconsistencies in the Rules refresher session with the Referee Training sessions, the latter should be considered as correct.

All of the items found in the glossary are important to both the play and understanding of the game of Croquet. However, from a Rules standpoint it is essential that one has an unequivocal understanding of following terms: roquet, croquet, striker ball, croqueted ball, roqueted ball, ball-in-hand, out of turn, wrong ball, misplaced ball, and fault.

### **INTRODUCTION TO SIX WICKET CROQUET** **An Outline of the Game**

*P-6 Should a conflict exist with the numbered rules, the numbered rules shall prevail.*

The numbered rules are not found in this section. Numbered rules are found in subsequent sections.

*P-10 Replacing Balls and Placing Clips*

Note **all** players. Item 1.2 P- 20, numbered rule, provides additional requirements for placement of clips and Item 8.4, P-39, Opponent Replacing Ball for ball placement.

*P-10 Calling Faults*

The players are referees. Not just the striker.

Item 13.5 Page 58 provides additional info when referees are not available.

*P-11 Questionable Shot.*

Note if striker does not call for a ref to observe a questionable shot the opponent may request the referee. In addition, the previous paragraph stated that the players are their own refs when a ref is not available. As a result, opponents can ask to watch shot. In spirit of Sportsmanship (P-7) striker need so honor this request!

*P-11 When Players Opinion Differ*

Note the striker makes decision if a roquet was made. Opponent makes decision regarding replacement of moved ball. (Many players do not understand this.)

## **Part 1 Object of the Game and Starting**

*P-20 1.2b* Any player, ref or assigned official must call attention to a misplaced clip **as soon as it is observed.** This is valid even if the misplacement occurs during the turn and not just after the end of the turn..

*P-21 1.3c*

Note placement up to 9 inches E/W. Compare to 1.3 b which in effect is 4.5 inches.

*P-21 1.3d*

Note that wrong ball is removed from the court and **the correct ball** placed in the starting area.

### **Part 2.1 The Turn**

*P-22 2.1c*

Once announcement of pass has been made it can't be changed. **Pass is a turn.**

### **Part 2.2 Court Damage** alls

*P-23*

Need consent of both players. Need to move all balls that might be affected by shot the same amount. However, balls can not be moved if it is moved away from or into a critical position.

### **Part 2.4 Cleaning Ball**

*P-24*

Be sure to advise opponent.

### **Part 3.1 Mallet Use**

*P-24 3.1a Mallet Use*

Beveled edge fault **has to be a hampered shot** otherwise it isn't a fault.

### **Part 3.2 Striking Period and Shot**

*P-24 3.2a*

Note-in reality **only the striker** can decide when his backswing starts with the **intent** to strike ball. This is a potential problem when a striker takes numerous practice swings (casting).

*P-25 3.2b*

Shot beginning and ending relates primarily to timing aspects of the game (both to shot clock and game clock. But also affects who can call for a time-out since only the striker can call time-out and when the opponent becomes the striker and can strike his ball.

### **Part 4 Scoring a Wicket**

*P-25 Figure 4.*

Straight forward. Wicket width – grace area.

### **Part 4.3 Ball at Rest**

*P-26*

Key words are “**Ball at rest**”.

### **Part 4.4 Beginning the Wicket**

*P-26*

Straight forward if one uses Figure 4, page 25 as a guide.

### **Part 4.5 and 4.6**

*P-27*

Again refer to Figure 4.

### **Part 5 Balls In and Out of Game**

*P-28-29*

Key is that “balls in game” are dead on “balls not in game” and vice versa. The ramification of a striker ball hitting a ball it is dead on after a “roquet shot” is the same as described in section 6.2 b (P-31).

*5.4.c* The replacement of lifted balls is unique to ball in and out of game situation. Only thing one needs to remember is that the original “owner” of a position is replaced after the shot or turns ends as appropriate to the situation.

## 5.5 Scoring Wicket and Hitting a Ball Not In the Game

P-29

This is the same as any ball scoring a wicket and hitting a ball it is dead on.

## Part 6 Shots

### 6.1 Continuation Shot

P-30

*Straight forward.*

### 6.2 Roquet Shots

P-31

a-2 & f) The striker ball is not entitled to take croquet if roqueted ball goes out of bounds or the roqueted ball causes another ball to go out of bounds. (In this case no deadness is incurred.)

b) **The striker ball remains in play** after the roquet and nothing the striker balls does after the roquet will result in an error, fault or penalty.

e) Note when a ball is in contact with another ball at the beginning of the turn, if the striker hits away from the other ball **it is not a roquet even if the other ball moves or shakes slightly.** (Good idea, but not required, for the striker to tell the opponent what he is going to do before the shot.)

### 6.3 Wicket and Roquet

P-32

Straight Forward

### 6.4 Croquet Shots

P-33

a) The “ball in hand” ball (the striker ball in the subsequent croquet shot) must be in contact with the roqueted ball **but no other ball.**

d) Very important – in the croquet shot the strike must shoot into the croqueted ball **and** the croqueted ball must visibly move.

### 6.5 Ball in Hand

P-34

a) Any player may handle ball. (Similar to but not quite the same as Replacing Balls and Placing Clips (p-10) in the introductory section.) But only the striker or partner (b) **may place ball.**

## **Part 7 Dead Ball**

### **7.1 Deadness**

*P-34*

Deadness can only be cleared by going through a wicket, 1-back by opponent (7.3) or blocking (9.2)

### **7.3 Special Relief from Deadness**

*P-35*

*a)* Side eligible for relief must declare to the opponent which of the sides' balls will be cleared before first shot of turn. If side has taken wiring "ball in hand", before announcing which ball will be cleared, cannot clear that ball but can clear the other team ball.

*d)* When a side causes an opponent ball to score wicket 1- back, the side must declare clearing one of its ball before it takes the next stroke. If this occurs during croquet shot, either ball can be fully cleared and striker ball takes continuation shot. If this occurs during roquet shot the side can clear either ball but the striker ball will still be dead on the roqueted ball; it is ball in hand.

*c)* Side can not change its mind after declaring which ball is cleared, unless ball declared has no deadness (or it is the opponent ball). Then can clear the other ball that has deadness.

## **Part 8 Out of Bounds**

*P-36-38, Figure 8*

Actually straight forward. Can not place a ball such that it touches (come in contact) with another ball that "owns the position". When contact would take place one can placed the ball **up to** nine inches parallel to the boundary. Balls that own the positions are: ball not with-in nine inches of boundary, balls not affected by the play, and ball(s) affected by the play that have already been placed in.

## **Part 9 Blocking and Wiring**

### **9.1 Responsible for Position**

*P-39*

*Note that a side* becomes responsible for any ball the side plays, passes, cause to move or shake either directly or indirectly, as a result of playing a ball including balls replaced after a fault.

## 9.2 Blocking Wicket

P-40-41

Again this is relatively straight forward.

a) Note key words in *a2 (i & ii)* are that the opponent created the block by being responsible for the striker ball position **or** became responsible for position of all blocking balls.

b) Two consecutive turns of the same ball required and consequence is that striker can clean the deadness on all blocking balls.

## 9.2 Wired Ball

P41-42

Figure 8

Assure understanding that when one uses test ball that this illustrates the path ball would take –not need to clear test ball.

## Part 10 Rover and Finishing the Game

### 10.2 Stake Out

P-43

a) Only a rover can stake out another rover. Can be done with roquet, croquet or cannon shot.

c) When a ball is staked out by another rover the staked out ball is immediately out of the game. Any other balls it (the staked out ball) hits are replaced.

Q-What about balls that are hit by the striker rover ball? Assume the same as any striker ball in it's roquet shot. Rule 6.2.

### 10.3 Rover Deadness

When opponent scores one back the rover ball can be cleared even if it is dead on only one ball. **Not clear of last deadness.** This is the only time a rover ball can be cleared when it is dead on just one ball.

## Part 11 Errors in Play

Although all of the Rules are important and players at all level should develop an understanding of all rules, Part 11 Errors, probably affect the game more than all of the other “rules” combined. The rules provided in Part 11 on the surface are the most difficult to understand. For the most part, this discussion will be directed to possible simple alternatives to practical understanding of the rules. This will not replace a more rigorous study of the specific rules.

## **11.1 Out of Turn,**

*P 45-47*

Frequently players say someone played “wrong ball” when they should say (and think) “out of turn”. Out of turn can only occur **at the start of a turn**.

As the name suggests, out of turn occurs when a) a singles player plays the partner ball or b) in doubles when it is the partners or opponents turn or c) if player is still in turn and another player starts his turn. There is no penalty for out of turn play. However, there is a solution to the error.

Consider the first error in play is “out of turn” and subsequent errors in play “out of sequence”. Out of turn **must** be called immediately when the error is discovered.

The solution to the error is to get back in sequence regardless when the error is discovered. (It is not unusual for the matches of newer player to get out of turn and back in sequence without ever realizing they were out of turn. That’s OK, there is no penalty.)

How to get back in sequence. If the out of turn is discovered when first side only or the first side followed up by the second side play out of turn; replaces all balls to where they were when the first out of turn took place and the correct player in sequence plays.

If it occurred when three or more “out of turns” occurred go back to the last turn that took place prior to the discovery of the out of turn play, replace all balls, and play the correct turn in sequence. The game is now back in proper turn play.

If at a point in play players realize that several turns back they went out of turn but are now back in sequence there is no longer an error and play continues without any correction.

## ***11.2 Wrong Ball Fault***

*P-48*

A wrong ball fault is exactly as the words suggest. It can occur at the beginning or during the turn. The penalty is that all balls are return to where they were when the wrong ball fault shot occurred and **the turn ends**.

### ***11.3 Dead Ball Fault***

*P-48-49*

a) 1-2 These two exceptions normally are well understood since they have been covered in section related to roquet and croquet shots. (Part 6 Shots).

a-3 Same as above except need to emphasis that striker ball may hit a dead ball **lying beyond the wicket (not in wicket)** and the requirement to score the wicket.

C) Relatively straight forward except the clause **including any moving dead ball hit by the striker ball**, remains where they came to rest .and receive credit for any points scored.

Q-How can this happen? An Example. During croquet shot the roqueted ball hits a ball putting it in motion and the striker ball then hits the ball which is moving.

### ***11.4 Interference with a Ball***

*P-49*

Relatively straight forward

b) Pay special attention to: **If the final position cannot be reasonably determined, the shot is replayed.** (The next sentence is superfluous.)

### ***11.5 Mallet Fault***

*P-50-51*

This is probably the most comprehensive section in the Rules book that relates to errors in play. Accordingly, it is anticipated that Referee Training will spend a significant amount time to develop an understanding of rules provided in this section. In many aspects one can get a better understanding of the Rules provided in this section though demonstration.

It might be useful if the reader tried to understand the nuance of a6, a7, a8, and a9.

In addition, one area of misunderstanding is *all*. It is not a fault to hit a wicket or stake if there is not a ball at rest near or against the wicket (stake) that would be moved for it to be a fault.

## ***11.6 Misplaced Balls***

*P-52*

*c-d* Section c provides the list of what constitutes a misplacement of ball. However, it is just as important to understand what is not included as provided in section d. Item d2 is of particular interest.

Probably the most common misplaced ball situation is when a roqueted ball is pick up as ball-in-hand and placed in contact with the striker ball.

Key Point –It should be understood that when a ball is misplaced this is an error and anything that happens after the error is irrelevant.

## ***11.7 Incorrect Information***

*P-53*

Key point: Incorrect information concerning the state of the game provided by the **opponent or an official**, the striker shall have the **right** (not required) to replay.

Most incorrect information situations are associated with deadness and clip placement. However, there are other instances that apply. For example, if the opponent says a ball is placed in 9 inches from the boundary, when it isn't, and the striker attempts to hit or go out of bounds near the ball.

## **Part 12 Claims and Penalties**

### **12.1 Limit of Claims**

*P-53*

Note if a fault is not called before the first shot of the opponents next turn, the fault is condoned.

### **12.2 Penalties**

*P-54*

The penalties described in this section were discussed in previous sections. As an exercise, one might try to describe, without going back to specific section, situations when the three types of penalties apply.