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2008 Rules Clinic Study Aid for The Official Rules of the USCA American Six Wicket Game

Part 1: General Knowledge Questions

Questions related to *Errors in Play* and *Claims and Penalties* are not included in this section.

Answer True (T) or False (F).

Sections in the Introduction to Six Wicket Croquet or Numbered Rules and page numbers applicable to each question are provided in bold face. Questions in Part 1 that are true can be verified in the Section or Number Rule. A brief statement that describes why a statement is not true is provided for false statements.

1. T USCA croquet is a game that should be played with good sportsmanship as the foremost attitude of how a player approaches the game.

Sportsmanship, P-7

2. T The striker or partner may stand on the string if the string interferes with the swing.

Interference with a Shot, P-9

3. F A partner or opponents may stand on the string if the string is up from the turf and may prevent a ball from going out of bounds.

Interference with a Shot, P-9 (Players must not interfere with the boundary string during a shot.)

4. F Only the striker is responsible to ensure that all balls are correctly placed after a ball goes out of bounds or a fault has occurred.

Replacing Balls and Placing Clips, P-10 (All players are responsible.)

5. T If a striker observes he has committed a fault, he should call it on himself immediately.

Calling Faults, P-10

6. T When player's opinion differs the opponent defers to the opinion of the striker.
When Players Opinions Differ, P-11 (Generally true except replacement of moved ball. Very seldom applied.)

7. F When player's opinion differs, the opponent can, without agreement of the striker, consult with a reliable witness and the opinion of the reliable witness takes precedence
When Players' Opinions Differ, P-11 (Need agreement of both teams to use reliable witness.)

8. T A standard court is five (5) units long and four (4) units wide with a unit length of 21 feet.
The Standard Setting and Modified Court Size and Setting, P-14

9. T The crown of the first wicket is blue.
The Wickets, P-15

10. T The center stake is white with blue, red, black, and yellow bands descending in that order from the top.
The Stake, P-15

11. F The crown of wicket 5 (6-back) is blue.
The Wickets, P-15 (Crown is red.)

12. F The flag at the corner 2 is black.
Corner Flags, P-18 and Figure 1, P-19 (Flag at corner 2 is red.)

13. T The end of the lawn court where wickets 2 and 3 are located is considered lawn court north.
Figure 1, P-19

14. T The designations "northeast corner", "black flag corner" and "corner 3" all have the same meaning.
Figure 1, P-19

15. T In singles each of two players (opponents) plays two balls.
Rule 1.1 Start a1, P-19

16. T In doubles two (2) players (partners) play two balls.
Rule 1.1 Start a2, P-19

17. F In singles a player must play the same two balls throughout the game; in doubles balls may be switched between partners at wicket 1-back.
Rule 1.1 Start a2, P-19 (Each player plays one ball throughout the game.)

18. T The clips are placed on the crown of the wicket for the first six (6) wickets and on one of the uprights for the last six (6) wickets
Rule 1.2 Clips a, P-20

19. F The side winning the toss prior to the start of the game always starts first and plays blue & black.

Rule 1.1 Start c, P-20 (The side winning the toss has choice of blue & black or red & yellow.)

20. T After scoring a wicket the striker should removed the appropriate clip and at the end of the turn, place it on the next wicket to be scored by that ball.

Rule 1.2 Clips a, P-20

21. F It is not required for any player to call attention to a misplaced clip as soon as it is observed.

Rule 1.2 Clips b, P-20 (Any player, referee, or assigned official must call attention to a misplaced clip as soon as it is observed.)

22. T A clip may be temporary removed if it impedes the strikers shot.

Rule 1.2 Clips c, P-20

23. F A partner may indicate a spot using an aid, such as his mallet, for his playing partner to shoot at, but the aid must be removed immediately after the ball is hit.

Rule 2.3 Aiming Aids b, P-23 (The aid must be removed before the shot is taken.)

24. T If a ball cannot be placed in the starting area due to the presence of other balls, it shall be placed up to nine inches in the east/west direction from the starting area.

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

25. F A player may pass a turn. However, the pass may be rescinded and the turn played if done within the 45 seconds limitation.

Rule 2.1 The Turn c, P-22 (Once the announcement to pass is made the turn is finished.)

26. T A striker may mark and lift a ball to wipe it clean at any time during the strikers turn.

Rule 2.4 Cleaning Ball, P-24

27. T A striker shall strike the ball with either striker face of the mallet. The adjacent edge, beveled edge or corner of the striker face may be used if the striker's swing is not hampered.

Rule 3.1 Mallet Use a, P-24

28. T If a ball "at rest" moves, the ball is replaced and any effect after the movement is invalid.

Rule 4.3 Ball at Rest a, P-26

29. T A ball that is "in the game" is considered dead on a ball "not in the game". Similarly, a ball "not in the game" is considered dead on a ball "in the game".

Rule 5.2 Deadness Between Balls In and Out of The Game, P-28

30. F A striker ball not in a game may have any ball, in or not in the game, lifted.

Rule 5.4 Lifting of Balls In and Out of The Game a, P-24 (Ball not in the game can not have another ball not in game lifted.)

31. F Jump shots are not permitted in American Six Wicket Croquet
This is a misconception. See Glossary, P-80, for definition of a jump shot. (A jump shot executed improperly can cause damage to the lawn turf. Accordingly, it is not uncommon for clubs to prohibit jump shots during time periods, such as before a tournament, to minimize damage to the lawn.)

32. T A roquet shot is one in which a striker ball hits another ball which it is alive, either directly or after glancing off a wicket. It becomes a "ball in hand" and is placed in contact with the roqueted ball before the croquet shot.

Rule 6.2 Roquet Shots a, P-31

33. F A ball that scores two (2) wickets in one shot earns two continuation shot.

Rule 6.1 Continuation Shots c-4, P-30 (Only one continuation shot is earned.)

34. T A striker ball that scores a wicket and in the same shot hits another ball, is entitled to a continuation shot unless the turn ends because of a fault or because any ball went out of bounds.

Rule 6.3 Wicket and Roquet a, P-32

36. T During a croquet shot, the striker must shoot into the croquet ball and the croquet ball must visibly move or shake.

Rule 6.4 Croquet Shots d, P-33

37. T After a roquet shot the strikers partner may place the ball-in-hand and the striker may take the croquet shot without additional resetting of the striker ball.

Rule 6.5 Ball in Hand b, P-34

38. T All players have ultimate responsibility for the deadness board.

Deadness Board, P-17

Rule 13.3 Intervention, P-56

Rule 13.5 Referee Not Available, P-58

Clearly, the correct answer is true. However, verification is not straight forward. Deadness board is only an aid and does not alter matter of fact. Referees must correct deadness board when observed and when a referee is not available players act as their own joint referee. (The Rules Committee has not written a definitive statement or numbered rule, such as they did with 1.2 Clips b, Page 20 for this common infraction.)

39. F A ball is out of bounds when it makes contact with the boundary string.

Rule 8.1 Ball Out of Bounds, Figure 5, P-36 (Vertical axis of the ball must cross the boundary line (string) to be out of bounds.)

40. T A game is won when one team scores 26 wicket points, or in a time limit game, scores the most points.

Rule 10.4 Winning, P-45

Part 2 Situation Analysis – You Make the Call

Most croquet matches are played without a referee. In these matches the players need to make the calls. Please provide a response and when appropriate, a brief description of consequences of the following situations.

Two Examples-*Response and Consequence in Italics*

Example a) The striker's mallet hit a wicket before it hits the striker ball.

OK-No error committed.

Example b) The striker's mallet hits a wicket before it hits the striker ball and another ball that was against or near the wicket moves as a result of the striker's mallet hitting the wicket

Mallet Fault. All balls replaced to where they were positioned prior to the turn and striker ball turn ends.

41. The striker rests his mallet head against a wicket in order to control the direction of the mallet swing.

Legitimate Shot - No Error or Fault.

Do not get confused with Rule 11.5 Mallet Faults a5 or a11, P-50

42. Blue roquets black and the board keeper changes the board to reflect that blue is dead on black. Blue attempts a long pass roll croquet shot and the blue ball catches up and re-hits black.

Legitimate Shot - No Error or Fault.

Rule 11.3 Dead Ball Faults a 2, P-48 (During a croquet shot, the striker ball may hit the croqueted ball more than once.)

43. A striker ball is hit by the mallet during a practice swing.

No Error or Fault. Striker ball replaced and striker takes it's turn.

Rule 3.2 Striking Period and Shot a,P-24 "The striking period" begins when a striker starts the backswing, with the intent to strike the ball, and ends at the conclusion of the follow through.

44. Red/yellow ask for red to be cleared after blue makes one-back. However, red has no deadness so red/yellow request yellow to be cleared.

Acceptable -Yellow can be cleared

Rule 7.3 c, P-36 Special Relief from Deadness does not apply. (Both balls need deadness to prohibit change of mind.)

45. Blue is alive on red and dead on yellow. Blue roquets red. In its subsequent croquet shot the blue ball hits the yellow ball.

Blue's turn end since it hit a ball it was dead on (yellow). Red stays where it ended up after the croquet shot; yellow and blue are returned to their positions prior to croquet shot.

Rule 11.3 Dead Ball Faults a & c.

46. The striker (blue) inadvertently touches another ball with his foot when striking the blue ball.

Mallet Fault. The striker ball and any other ball affected by the stroke returned to their original positions. Blue's turn ends.

Rule 11.5 Mallet Faults a12, P-51 (Mallet fault even if it was inadvertent.)

47. Red is a rover ball. Blue goes through one-back. Before red begins his next turn he request red to be cleared of all deadness including last deadness.

Red may be cleared of deadness but not last deadness.

Rule 10.3 Rover Deadness e, P-45. (Note–this is the only time that the rover ball does not need to be dead on 2 or more ball to clear deadness.)

48. Blue is dead on red. However, this is not correctly reflected on the deadness board. Blue roquets red and then he is told by red that blue is dead on red and that the board is not correct. Blue agrees and says that since the board keeper has not kept the deadness board accurately, he is entitled to replay the shot.

Blue's turn ends. All balls affected by the turn returned to their original position.

Deadness Board, P-17

Rule 11.7 Incorrect Information, P-53.

(As a matter-of-fact, blue is dead on red regardless what the deadness board indicates. The deadness board is only an aid. Red or an official did not give blue incorrect information so blue is not entitled to a replay.)

49. Two games are played on the same lawn court (double banking). A yellow stripe ball is about 9 inches in front (the playing side) of number two wicket. Blue solid starts the solids game by striking the blue ball through wicket 1. On the continuation shot, blue solid hits the yellow stripe ball through wicket 2. Blue says that if the yellow stripe ball had not been there the blue ball would have gone through wicket. He apologizes to the stripe players for not asking that the yellow stripe ball be lifted. He moves yellow back to its original position and positions the blue solid ball to approximately the same area where the yellow stripe ball had ended up and set ups to take his continuation shot to wicket-3.

Yellow stripe is moved backed to its postion. Blue has not scored the wicket. Blue is returned to its original position and blue replays its turn

Rule 14.2 Interference Between Games b, P-64.

(The finishing position of blue can not be reasonably determined.)

50. Blue is alive on all three balls and is for wicket 6. Red roquets blue and on the subsequent croquet shot hits blue to the playing side of wicket 4 back but just barely in the wicket. Red hits his ball to the east boundary to allow a clear shot for blue on its subsequent turn. Black lays up near wicket 6. Yellow goes to the red corner. What are blues options?

Options

- 1) Blue can take its turn without declaring a wire.**
- 2) Blue can declare a wire on all three balls and take ball in hand on any of the other three balls.**

Rule 9.3 Wired Ball c, P-42.

(Blue is wired on all three balls since blue was in the wicket, albeit barely, and the opponent put blue there.)

51) Blue roquets black. He moves the ball-in-hand ball, blue, to be in contact with black. Blue proceeds with his croquet shot but strikes black.

Wrong ball fault. Move blue and black back to their positions prior to the croquet shot. Any other ball that are affected by the wrong ball fault are moved back to their original position. Blue's turn ends.

Rule 11.2 Wrong Ball Faults a 3, P-48.

52. Black is dead on blue but blue is not dead on black. Blue roquets black; blue peals black through black's wicket on the croquet shot. On the continuation shot blue goes through his correct wicket. Blue takes a continuation shot and his turn ends. The dead board is corrected to reflect that blue is not dead on black, but black's deadness is not corrected. Red shoots and his turn ends. Black roquets blue. Red says black is dead on blue as reflected on the board. After discussion red agrees the board is incorrect but states that he can re-shoot red due to incorrect information.

Black roquet shot is legitimate. Black continues with his croquet shot.

Rule 11.7 Incorrect information, P-53

Incorrect information was not given by opponent or official. Red cannot take his turn over. As a matter-of-fact black is not dead on blue regardless of what the board indicated.

53. Blue is dead on black and yellow. Blue roquets red which ends up in bounds but on the boundary string. In the process of roqueting red, blue bounces off red, hits black through a wicket and hits yellow out of bounds.

Red is brought in bounds. Black stays where it ended up and is credited with scoring the wicket if that was his next wicket to be score. Yellow is placed back in bounds. Blue is ball-in-hand on red.

Rule 6.2 Roquet Shots

54. Blues/black is playing singles against red/yellow. It is black's turn. The blue/black player plays blue.

Blue played out of turn. All ball brought back to their position prior to blue playing out of turn. Correct ball (black) is played.

Rule 11.1 Out of Turn Play a1, P-46.

(In singles play blue played out-of-turn. If this had been doubles it would have been a wrong ball fault.)

55. After making wicket 2, blue roquets black. He moves black to be in contact with blue for his croquet shot. On the croquet shot he hits blue and continues to make several more wicket before a question is asked about what happened after making wicket 2.

Misplaced ball. Bring all balls back and correctly place blue in contact with black. Blue takes croquet shot.

Rule 11.6 Misplaced Ball c4, P-52

(When black was moved to be in contact with blue it became a misplaced ball. Everything that happens after misplacing the ball that is invalid. All balls are replaced to their original position prior to the misplaced ball. Blue is placed in contact with black and it continues with its croquet shot.)

56. Blue is dead on red. However, this is not correctly reflected on the deadness board. Blue ask red if the board is correct and red responds that it is correct. Blue roquets red and makes many wickets before his turn ends. Before red takes his turn he realizes that the board was not correct and he advises blue of the same. Blue agrees. What are blues options. (Note: Options is plural.).

Before blue took his turn, red provided blue with incorrect information.

Blue's Options: 1) Not exercise the option to replay and play stands at end of the turn.

2) Exercise the option to reply the turn.

Rule 11.7 Incorrect Information, P-53.

57. Blue is three balls dead. Blue is blocked from shooting the wicket by red; so blue announces the first block and passes. Red on his turn hit his ball away from the block. Black attempts to hit yellow but is unsuccessful. Yellow roquets black. During the roquet shot red is cannoned to end up being in contact with blue. During yellow's croquet shot black ends up directly in front of blues wicket. Yellow decides to take a shot at the wicket but just barely ends up in the jaws. What are blue options?

Blue announced the first block. Before blues next turn the other side blocked blue with all three balls.

Blue's Options: 1) Do not announce second block and take turn.

2) Announce second block and cleared deadness on all blocking balls; in this case, all three balls. Take turn.

Rule 9.2 Blocking Wickets, P-40.

(Since this is relatively complex situation a recheck is helpful)

1) Blue announced first block.

2) During Red's turn he hits away from the block. (Good thing to do. But, ---)

3) Black takes his turn.

4) Yellow roquets black and cannons red into contact with blue. Thus Red is blocking blue from the wicket and Yellow is responsible for red's position.

5) On the croquet shot yellow leaves Black in front of the wicket and Black is blocking Blue. Yellow is responsible for Blacks position.

6) On yellow's continuation shot he ends up in the jaws and is blocking blue. Yellow is responsible for its own position.

7) Blue did announced first block so if he announces the second block he can clear deadness on all three blocking balls.

58. Blue and Red have not scored the first wicket. Yellow has scored the first wicket. Blue hits red, the striker (blue) ball bounces off red and hits yellow. What is the correct ruling. (Although there is only one correct answer, two answers are acceptable. We have been advised that the USCA Rules Committee will soon clarify their intent in this type of situation.)

1) An acceptable answer but not USCA intended answer.

Red stays where it ended up after it was struck by blue.

Blue which is not in the game hits yellow which is in the game . This is a dead ball fault. Blue ball is moved back to position after it hit red and yellow moves back to its original position. Blues turn end.

Rule 5.2 Deadness Between Balls In and Out of the Game

Rule 5.3 b Ball Not in the Game P-28

Rules 11.3 Dead Ball Fault a, P-48 (Have to assume exception 1 isn't applicable.)

Rules 11.3 Dead Ball Fault c, P-49 (Have to assume "shot began" after blue hit red.)

2) A correct USCA intended answer.

Red stays where it end up after it was struck by blue.

Blue and and red stay where they end up. Blue's turn ends unless it scored wicket 1.

If blue scored wicket one he would have a continuation shot.

Rule 5.2 Deadness Between Balls In and Out of Game

Rule 5.3 b Ball Not in the Game, P-28

Rules 11.3 Dead Ball Fault a1, P-48 (The exception applies "after a roquet, the striker ball may hit any ball without penalty'.)

We believe the required "clarification" is the need to state, in essence, that a "ball not in the game" strikes another "ball not in the game" is a roquet without a continuation shot.

59. Blue roquets black to the playing side of both blue and black's wicket. On the croquet shot blue peels black through wicket to clear the playing side of the wicket. Thus, black has scored the wicket. However, black is just between the plane of the two legs of the wicket. What are blue's options for the continuation shot?

Blue Options 1) Not try scoring the wicket.

2) Attempt to score the wicket with a jump shot.

11.3 Dead Ball Fault a3 , P-48.

Note that the black ball is not lying beyond the wicket, so the a3 exception does not apply. And if blue hits black it is a dead ball fault.

60. It's blue's turn. Black plays, red plays, yellow plays and black plays. It is discovered that black originally played when it was blue's turn.

Since there were four (4) out of turn plays when the discovery was made; all balls affected by the last out-of-turn (black) are replaced to where they were at the beginning of the previous turn when the error was discovered (i.e. where they were after yellow played). Any points scored by the turns prior to the last out-of-turn (Black) are valid. No penalty is assessed. Correct ball that follows yellow plays to get back in sequence; i.e. blue plays.

11.1 Out Of Turn Play, P-45, 46 and 47.

See also Examples, P-47

Suggestion-Think about the first out-of-turn ball as being "out-of-turn" and all subsequent "out-of-turn" balls being "out-of-sequence". The solution to out-of-turn play is to get back in sequence.

If there is one "out-of-turn" play when the error was discovered all balls are replaced to their position prior to the out-of-turn play and the correct (in-sequence) ball is played.

If there is one "out-of-turn" play and one "out-of-sequence" play when the error was discovered all balls are replaced to their position prior to the out-of-turn play and the correct (in-sequence) ball is played. (same as above)

If there is one "out-of-turn" play and more than one "out-of-sequence" plays when the error was discovered all balls are replaced to their position prior to the last "out-of-sequence" play and the correct (in sequence) ball is played.

And most importantly-the situation that happens very frequently. In many scenarios that starts as an out-of-turn play, subsequent player turns get back in sequence without realizing that there was a prior out-of-turn play. (The Rulebook calls this condoning the error.)