

USCA Six Wicket ADVANCED RULES

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OVERVIEW

The Six Wicket American Advanced Rules affect the following situations:

- Start of the game: All balls are alive after the first shot.
- Eliminating the Killer Leave: The player may lift to the baulk line after the opponent clears 1-back and 4-back, and may roquet a ball out-of-bounds on this shot.
- Faults: The opponent may, at his option, leave the balls where they lay after the a fault or replace them to where they were prior to the fault.
- Running the Rover Hoop: The rover hoop is run opposite the running of number 5 (away from the peg).
- Shooting hoops: There is no penalty for going out-of-bounds while running a hoop.

The “out-game” is a novel six-wicket American rules problem. For some, this is one of problems with the American six-wicket game. To start the game in the advanced rules, the ball is placed 36” from the #1 hoop. The player may not take roquet with his first shot. All balls are alive and in the game after the first shot. The player may or may not shoot the first hoop. If the player runs the first hoop, he may play a continuation shot and thereafter take roquet.

In the advanced rules when the opponent’s ball goes through 1 back or 4 back, the player may lift the ball to play next to either the A baulk line, 9 inches in from the blue corner to the middle of the south boundary, or the B baulk line, 9 inches in from the black corner to the middle of the north boundary. If the next ball to play is pegged out, then the lift goes to its partner ball when its turn arrives. During the lift shot, the striker may roquet a ball out of bounds.

If the opponent’s ball goes through both 1 and 4 back in the same turn, the player may lift the ball and place it in contact with any ball on which it is alive (see new rules 75 and 76)..

These new ADVANCED RULES provide a renewed interest in the sport of American Six-Wicket

croquet. The baulk line lifts offer a sufficient chance to regain position and balance. The leave is more difficult and the opponent is forced to stop before clearing 4-back due to the contact leave. The destruction of the “out-game” is replaced with “croquet”. The “Detailed Rule Changes” listed below outline the proposed changes to the rule book.

DETAILED RULE CHANGES

Changes as proposed by Bennett, et al. to the blue USCA rule book titled “The Official Rules of The UNITED STATES CROQUET ASSOCIATION ©1995”.

ADD PARTS 18 & 19.

PART 18. ADVANCED RULES

The following rules would be applicable to USCA sanctioned tournaments if written notice is given on all player notification and entry forms prior to the tournament. These rules should be implemented as a whole set of rule changes in order to avoid conflicting rulings. *It is advised to place a mark in your rule book alongside the following rules and refer to this section when playing the ADVANCED RULES.*

REPLACE THE FOLLOWING RULES IN THEIR ENTIRETY TO READ AS FOLLOWS.

PART 1. OBJECT OF THE GAME & STARTING THE GAME

1. b) The object of the game is for a side to make each ball on the side score the 12 wicket points and the stake point, a total of 26 points, before the opponent. See FIGURE 2, page 18, for the order and direction the wickets must be scored. In the Advanced Rules, the rover hoop shall be run in the direction opposite the running of the 5th hoop, i.e. towards the south boundary instead of the north boundary as drawn in FIGURE 2.

PART 2. THE TURN

4. a) Each player is entitled to one shot at the start of a turn, after which the turn ends unless the striker ball earns an additional shot(s) by: (1) scoring a wicket (see rule 26) or, (2) roqueting another ball (see rule 27). A player may not earn an additional shot by roqueting a ball on the first shot of the game. He may, however, on the first shot of the game, hit a ball prior to running hoop #1 without penalty. If the ball completes the running of the hoop, it shall score one point and be entitled to a continuation shot (see parts 4 & 5). After the first shot of the game, the striker ball is alive on all balls.

PART 4. SCORING A WICKET

14. When a ball that is not a rover ball (see rule 44) scores a wicket, it is cleared of all deadness and is "alive" on all other balls.

DELETE RULES 21, 22, 23, 24, & 25.

PART 5. SHOTS

26. a) The striker earns a continuation shot when: (1) the striker ball scores a wicket point, or (2) after a croquet shot, unless the turn ends because of a fault or any ball goes out of bounds during the croquet shot. In the advanced rules, if the striker ball scores a wicket and subsequently goes out of bounds, then the ball is brought in 9 inches from the boundary and the striker continues its turn.

27. f) When the striker roquets a ball out of bounds, except during a lift shot (see rule 34), the turn ends and no deadness is incurred. Any ball out of bounds is placed as in PART 7.

PART 7. OUT OF BOUNDS

35. If a striker sends any ball out of bounds, the turn ends and all balls are marked in bounds with the following exceptions:

- The striker may roquet a ball out of bounds during the lift shot, see rule 75.
- If the striker ball goes out of bounds after running a hoop, the ball is marked 9 inches in from where it crossed the boundary and the striker continues his/her turn.
- After a roquet, the striker ball may go out of bounds or subsequently hit another ball out of bounds (see rule 27b). The roqueted ball may not go out of bounds or cause another ball to go out of bounds (only during a lift shot).

PART 12. PENALTIES

52. The striker's turn ends and the following penalties shall apply as noted in the preceding rules. The striker's team may score no hoop points as a result of the shot that caused the fault, regardless of whether the opponent chooses options (a) or (b) below.

At the option of the opponent, (a) the balls may be replaced to where they were when the shot began, or (b) all balls may remain where they stopped at the end of the shot. Balls that went out of bounds, or stopped less than nine inches in bounds, are placed nine inches in from where they crossed the boundary.

NOTE: All references to rule 52a and 52b in rules 1 thru 49 should be changed to read simply as rule 52.

as an example.... 29. f) After the croquet shot, the striker may take a continuation shot unless: (1) a roquet is made, in which case croquet is taken from the roqueted ball or (2) a fault occurs, ending the striker's turn, with penalty, rule 52 applied.

PART 19. BAULK LINE AND CONTACT LIFTS

75. When the striker's ball goes through either 1-back or 4-back, the opponent may lift his ball to either baulk line at the beginning of his next turn. The baulk lines are located 9 inches in from the blue corner to the middle of the south boundary and 9 inches in from the black corner to the middle of the north boundary. During the lift shot, the player may roquet any ball out of bounds without penalty. All balls out of bounds after the lift shot are marked 9 inches in from the boundary line.

76. If at the start of the striker's turn:

- his partner ball is not advanced through the 1-back hoop,
- and the striker's ball goes through both 1-back and 4-back in the same turn,

then the opponent at the beginning of his next turn may lift his ball and place it in contact with any ball it is alive on and take croquet (see rule 29).

If the ball to play next is pegged out, the lift options go to its partner ball. The opponent may clear either ball prior to lifting as allowed for in rule 34.

FEEDBACK PLEASE

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