



# USCA NATIONAL 9 - WICKET CHAMPIONSHIP

December 8-10, 2013

National Croquet Center, West Palm Beach, FL

Tournament Director - Bob Kroeger

Entry Deadline: November 22, 2013

Dear National 9-Wicket Croquet Player:

The USCA National 9-Wicket Championship will be held at the National Croquet Center, 700 Florida Mango Rd., West Palm Beach, Florida. There will be Championship and First Flight categories, singles (1 vs 1 -- each person plays two balls) and doubles (2 vs 2 -- each player plays one ball). Players should expect up to 4 games on Sunday (singles play) and Monday. Play will tend to be on 8 Nine-Wicket Courts with medium length grass. Games should be 1 hour 10 minutes in length with 3 - one minute time-outs per side. Sunday's single games may be double banked (2 games per court at the same time), if Flights are full. Be warmed up and ready to start your first game at 8:30 AM (SHARP) each day. Standard USCA 9-Wicket rules apply with options #1,1A, 2, 5, 6 and 8 (double last turn), as identified below.

**SATURDAY:** Nine Wicket Courts open from 1 PM until 5:30 PM for practice by entrants. Schedules will be available between 4-5 PM in the National Croquet Center lobby.

**SUNDAY:** Championship Singles: Open to all skill levels. Be prepared to play against high level players.  
First Flight Singles: USCA Handicap 9 or higher and players without a USCA handicap.  
Reception at 6 PM as play concludes for the day.

**MONDAY:** Championship Doubles: Open to all skill levels, but be prepared to play against high level teams.  
1st Flight Doubles: USCA Handicap 9 or higher and players without a USCA handicap.  
Championship and 1st Flight Singles Semi-finals.

**TUESDAY:** Championship and 1st Flight Doubles Semi-finals and Finals.  
Championship and 1st Flight Singles Finals.  
Awards Ceremony. (All matches should be completed by 2 PM.)

Play is limited to 18 in Championship singles, 12 Championship doubles teams and 18 in First Flight singles, 12 First Flight doubles teams. **We expect a full tournament this year. Please do not wait until the last minute to enter, if you want to play.** Any additional entries will be decided based on space available at the Tournament Director's discretion and application date.

The TD may adjust flight handicaps, numbers, schedule and playing standards as necessary. **Contact the TD, if you need help trying to find a partner.** Entry fee into the tournament includes: lunches Sunday and Monday and an Opening Reception on Sunday evening. For non-playing guests the Sunday evening Reception fee is \$25.00. For questions please contact the **Tournament Manager, John Warlick, jwwinvi@gmail.com (561) 797-1028.**  
**Please join us for some exciting Croquet!**

**"Whites" are typically worn for play at the NCC - but are optional for this Tournament.**

(press TAB key to fill in next blank)

Club: \_\_\_\_\_

\_\_\_\_\_  
Name

\_\_\_\_\_  
Address (Street, City, State, Zip)

\_\_\_\_\_  
Home Phone

\_\_\_\_\_  
Cell Phone

\_\_\_\_\_  
Email

\_\_\_\_\_  
Contact Phone Number during Event

Flight: \_\_\_\_\_ Doubles Partner: \_\_\_\_\_

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**ENTRY FEES: Singles & Doubles \$125.00 ; Singles Only , Doubles Only  \$100.00**

**All Non-USCA members add flat fee of \$15.00 (for 9W membership dues) (if new, click box) NEW MEMBER:**

**Reception Only \$25 x \_\_\_\_\_, Full Social \$60 x \_\_\_\_\_ Name of guest(s) \_\_\_\_\_**

**Credit Card # \_\_\_\_\_ Exp. \_\_\_\_/\_\_\_\_**

Please make checks payable to:

USCA

700 Florida Mango Rd., West Palm Beach, FL 33406

Phone: (561) 478-0760 Fax: (561) 686-5507 Email: [usca@msn.com](mailto:usca@msn.com), [tournamentusca@aol.com](mailto:tournamentusca@aol.com)

No refunds after November 22, 2013

All refunds will incur \$25.00 processing fee.

USCA National 9-Wicket Championship 2013

[www.croquetamerica.com](http://www.croquetamerica.com) [usca@msn.com](mailto:usca@msn.com)



**USCA NATIONAL  
9 - WICKET CHAMPIONSHIP  
December 8-10, 2013  
National Croquet Center**

Please sign and date Waiver & Release.

**WAIVER AND RELEASE**

The undersigned, acknowledges that he or she is participating in one or more croquet tournaments and related events being held at **National Croquet Center**, (hereinafter referred to as the "facility"), owned by Croquet Foundation of America, Inc. and hosted and sponsored by the United States Croquet Association, Inc. commonly known as **USCA National 9-Wicket Championship** (hereinafter referred to as the "tournament") and in consideration of being allowed entry into the facility and participation in the tournament, the undersigned agrees not to make any demand or commence any suit or action against Croquet Foundation of America, Inc., National Croquet Center, National Croquet Club, United States Croquet Association, Inc. or any of the officers, directors, employees or members of said entities (collectively referred to as the "Releasees") for damages or any other relief in law or equity in connection with any and all claims arising out of the undersigned's presence at the facility and/or participation in events conducted during the tournament, whether attributable to the conduct of any of the Releasees or any other individual. The undersigned further understands and acknowledges that the sport of croquet has certain inherent risks of injury, including, but not limited to, stationary wickets set in the ground, mallets, croquet balls and boundary line string and the undersigned further agrees to assume any and all risk of injury in connection with his or her presence at the facility and/or participation in the tournament.

Dated: \_\_\_\_\_ Sign: \_\_\_\_\_

Print: \_\_\_\_\_

RULE #	<p style="text-align: center;"><b>STANDARD USCA 9 WICKET OPTIONS</b></p> <p style="text-align: center;">For a complete set of rules visit: <a href="http://www.9wicketcroquet.com/rules/">http://www.9wicketcroquet.com/rules/</a></p>
1	<p><b>Using Deadness</b></p> <p>Deadness occurs after a roquet is made and the striker is unable to score his/her wicket. The consequences are that the striker is not allowed to roquet the ball(s) again until scoring the wicket. Once the wicket is scored, the striker becomes 'alive' and is able to roquet the ball(s) again. If a striker roquets a ball he/she is dead on, all balls are replaced to their positions before the shot, and the turn is over. Deadness carries over from turn to turn.</p>
1A	<p><b>Special relief of deadness</b></p> <p>A side may clear one of its balls of deadness when the opponent makes the first wicket after the turning stake (the 8th wicket) so long as that side is behind in points (not tied) at the end of the opponent's turn.</p>
1B	<p><b>Clearing Deadness.</b></p> <p>A side may clear one of its balls of deadness when the opponent makes the first wicket after the turning stake (the 8th wicket) regardless of score at the end of the opponent's turn.</p>
2	<p><b>Out of Bounds Play</b></p> <p>A) If a striker croquets any ball (including the striker's) over the boundary, the turn ends with the boundary balls measured in bounds from the boundary 9". A mallet head is normally nine inches. A head that is longer than nine inches should have a nine inch mark on it. Many boundary lines are painted – players should use the inside edge of the painted line. A Ball is out of bounds when it is more than half way over the line.</p> <p>B) If a striker roquets a ball out of bounds, the turn is over with no deadness incurred (if Option 1 is in effect). All balls remain where they come to rest with boundary balls measured in.</p> <p>C) If a striker hits his/her ball over the boundary, the turn ends with the ball measured in. If a striker roquets a ball that does not go out of bounds but the striker ball goes out of bounds, the turn is not over but the striker must place his/her ball in contact with the roqueted ball or put it one mallet head's length or up to 9 inches away from it and then receives two shots.</p>
3	<p><b>Starting Deadness</b></p> <p>May be used in conjunction with Option 1 regarding deadness. No extra shots are earned by hitting another ball until both the striker ball and the ball to be roqueted have cleared a designated wicket. A ball "not in the game" may have a ball(s) "in the game" marked and lifted for a shot – and vice versa. Balls "out" of the game are dead on balls "in" the game.</p>
4	<p><b>Wired</b></p> <p>If an opponent causes the striker ball to be blocked by a wicket or stake (wired) when the striker wishes to shoot at a ball it is alive on, the striker may move his/her ball a mallet head's length or up to 9 inches in any direction from its wired position to enable a possible open shot on that ball. The striker is not obligated to shoot at a ball from this new position and may take any shot he/she wishes. This optional rule does not apply if the striker's side placed the striker ball in its current position, only if the opponent placed it there.</p>
5	<p><b>Blocked at a Wicket by a Dead Ball</b></p> <p>If an opponent causes a ball to be blocked from scoring its wicket by a dead ball(s) for two consecutive turns, the blocked ball becomes alive on the blocking ball(s). The opponent must be responsible for the block, not the side claiming a block. A block must be confirmed by the blocking side in order to be counted as a block, in order to avoid disputes. In addition, the proposed wicket shot that is claimed to be blocked must be possible to make to count as a block.</p>
6	<p><b>Rover Play</b></p> <p>A rover may hit all balls once per turn; however, once the rover is dead on a ball(s), it must go through any wicket in any direction to clear its deadness on that ball(s). The rover does not get an additional (bonus) shot after going through this clearing wicket.</p>
7	<p><b>Poison</b></p> <p>A poison ball is one that has scored all the wickets but hasn't hit the finishing stake. A poison ball may hit any opponent ball and have it removed from the game. Conversely, if an opponent ball hits a poison ball, the poison ball is removed from the game. If a poison ball fully passes through any wicket in any direction, it is removed from the game. A poison ball does not earn bonus shots for hitting other balls.</p>
8	<p><b>Over Time Play (Two rounds for this Tournament)</b></p> <p>When a timed match has expired, each ball gets a last turn. If a ball has played its last stroke of the turn and is still rolling on the court when time expires, it will get another turn. If the losing side has played its last turns, the winning side may not play its last turn (aka last ball/last turn may not play). If the score is tied after the "last turn" round, the ball closest to its contested wicket gets an extra point for the win. A tournament director may choose to use multiple last turns rounds (ideally, no more than two rounds).</p>