

GOLF CROQUET INDIVIDUAL EVENTS - CONDITIONS OF PLAY 2022

1. Players must arrive at least 30 minutes before starting time to assist with setting up of courts. A player not present at the scheduled starting time for the day may be forfeited from the competition at the discretion of the Event Manager.
2. Under no circumstances are lawns allocated to the competition event to be used for practice in the 15 minutes prior to the hit-up time before the first game.
3. Hoops are to be set at 3 11/16". Halfway pegs must be used.
4. Handicap cards with index points are to be produced at the beginning and end of the tournament. Both singles and doubles games affect handicaps.
5. WCF 2018 rules and subsequent rulings apply. If no referee is available and there is a dispute over a rule (or conditions of play), the clock must be stopped, the Rules or Conditions consulted, agreement reached, and the clock and game restarted.
6. All games to be 13-point, level play, with a 45-minute time limit EXCEPT for Gold Medal, State Championship and State Qualifying events which will be one hour and the ACA Bronze Medal which shall be untimed games. Unless otherwise directed, the game ends on the ring of the timer bell **and** when all balls affected in the last stroke have come to rest. If scores are level at that stage play, then continues until the next hoop in order is scored. Play shall finish as above as soon as any player is aware that time has expired, and players are expected to notify their opponent immediately they hear the timer. Unless otherwise directed, players must expedite the changeover between games and start as soon as their allocated lawn is available.
7. For the first session of each day, a hit-up of five minutes before the scheduled start is permitted, using the lawn and the balls for that game. If an opponent is not there for the toss, someone else may act in that capacity. No player/pair ready for a five-minute hit-up will be deprived of a hit up due to the lateness of the opponent(s). The right to a 5-minute hit-up is conditional upon the player(s) being present at least 5 minutes before the starting time. If a player's first game of a day is in the second or later sessions and is against a player who has played in an earlier session, he/she will be allowed a longer hit-up (maximum 20 minutes) if a lawn is available.
8. For two game matches, to ensure each side starts one of the two games, the players retain the same balls and the side playing Red and Yellow is to start the second game of the match. For best of 3 or best of 5 games, the players retain the same balls and the loser starts the next game with either ball of the side.
9. Clips or pegs are to be used to ensure there is no dispute over scores.
10. In double banked games the second colours commence after the second hoop has been completed by the first colours. Timers may be stopped temporarily if the game is delayed by the other game. If there is a game in progress when a second game is started, then the second game gives way regardless of the colour of the balls.
11. All players must assist with managing events and with the refereeing. If scheduled to assist with a session, do not leave the courts unless you have arranged for another person to take your place.
12. Players are not permitted to request or receive advice from anyone except their partner in doubles games and should not take advantage of unsolicited information or advice. If a person other than a player's doubles partner offers advice, he/she should be asked by players of either side not to do so, and if it is repeated the clock should be stopped and the referee/manager asked to intervene. The exceptions to this – the referee/manager may be asked to explain a rule (but may not offer advice on the likely outcome of a stroke) and in 12+ competitions referees will be permitted to warn of impending infringements.

13. All players are required to ensure the kitchen and clubrooms are clean on departure.
14. Croquet SA's Weather Policy applies.
15. Single/Double round robin and Block Play determination of winner
 - a. The winner is the player who has won the most matches
 - b. If there is a tie on matches, the winner is the player who has won the most net games
 - c. If there is a tie on matches and net games, the winner is the player who has the highest net point's total. The net points total for each player is the number of points scored less the number of points conceded.
 - d. If there is a tie on matches, net games and net points total:
 - i. between two players, the winner is the winner of the match between them; or
 - ii. between more than two players, the winner is the winner of the most matches played between the players in the tie;
 - iii. if there is a tie on matches, the winner is the player who has won the most net games played between the players in the tie;
 - iv. if there is a tie on matches and net games, the winner is the player who has the highest net points from the games played between the players in the tie; or
 - v. if there is still a tie, a tie-break of such form as the Tournament Manager deems fit is to be imposed.
16. For competitions played in blocks the methods above shall be used to determine the winner of each block. Unless otherwise specified, semi-finals will be held. Winner of block 1 will play R/U block 2. Winner block 2 will play R/U block 1. A final will be played between winners of those games. Playoffs may be conducted for all other positions in the competition to ensure all players can play an equal number of games.
17. The GC Events Coordinator, at their discretion can implement an alternate method of determining a winner if required and this will be published via the Player Memo advertised before the event.
18. Sickness or injury If a player suffers either heat exhaustion, migraine, diarrhoea, biliousness, etc. or an accidental fall, pulled muscle, cramp, etc. that prevents them from completing a game in a best-of-three or best-of-five match they are allowed 15 minutes to rest and recover. If they are unable to continue then they forfeit that game. (If a match is forfeited the score for the forfeiting player at the time of forfeiting is recorded as their final score and the opponents score is recorded as the maximum possible, for the game or match being played). Another 15 minutes is allowed before the next game is forfeited and so on.