



**CROQUET SA**

## **TOURNAMENT REGULATIONS**

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# Croquet SA Tournament Regulations

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## 1. ASSOCIATION CROQUET

### 1.1. INDIVIDUAL AND DOUBLES EVENTS

#### 1.1.1. Laws

All games will be played under current The Laws of Association Croquet (LAC) and any official rulings made by the WCF laws committee.

#### 1.1.2. Conditions of Entry

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## Croquet SA Tournament Regulations

- a) Entry to 'Open' SA Croquet events is limited to players who are members of a club affiliated with the ACA or other international bodies affiliated with the WCF. Entry to 'Local' Croquet SA events is limited to players who are members of an affiliated Croquet SA club.
- b) Entry forms (or acceptances for invitation events) and entry fees for all competitions must reach the AC Events Coordinator by the due date. Late entries may be accepted at the discretion of the Events Coordinator.
- c) In all events, players must be eligible to enter as of the advertised closing date for entries. For events restricted to a handicap range, if a player's handicap changes after entries close and before the event starts such that it is outside of the range for the event, eligibility will be treated as follows:
  - i) if the handicap of the player is lower by one step than the lower limit, the player will still be eligible to play, but if the event is a handicap event, the player must play off the new handicap.
  - ii) if the handicap of the player is lower by two steps than the lower limit, the player will have to withdraw and notify the Events Coordinator as soon as this becomes known.
  - iii) if the handicap of the player is higher than the upper limit, the player will still be eligible to play, but if the event is a handicap event, the maximum handicap allowable will be the upper limit for the event.
- d) In doubles events, players may enter with a partner or singly. The Event Coordinator will pair-up such entries if possible.
- e) Usually, players will be expected to play at any time during the advertised dates and times for the event. A competitor may request special consideration at the time of entry, but this will typically only be granted for an important reason such as a medical appointment and where it will not extend the tournament.
- f) The minimum number of entries usually is five, subject to the following proviso. If there are 3 or 4 entries, vacancies may be filled from a higher handicap range or, subject to the players' agreement, the competition may be held as usual or in a varied format such as a double round-robin. Fees received will be refunded if an event does not proceed.
- g) Entry fees will not be refunded if a player withdraws after completion of the draw unless the withdrawal results from a change in handicap.
- h) All players must hold an Australian Handicap System Handicap Card (Association Croquet) (AHS) and abide by the latest regulations of the Croquet Australia Handicapping Regulations (Association Croquet). All singles games are to be recorded on players' cards.

### 1.1.3. Tournament Conditions

- a) The conditions in **clause 1.1** are intended to be used as a guide to the running of the tournaments. If appropriate, the Events Coordinator may vary these regulations to facilitate the best conduct of the event.
  - b) Players must play at the specified times or withdraw from the event. In exceptional circumstances, the Event Coordinator may waive this clause.
  - c) If a competitor forfeits a game after commencing it, the result shall be a win of the maximum points for the game (usually 26) for his opponent against the competitor's score at the time of withdrawal.
  - d) In a round-robin event, if any competitor withdraws, all scores for and against that player are deleted from the results. A player is deemed to have withdrawn from the competition if he forfeits a game before commencing it.
  - e) In a singles event, there will be no substitution of players after the draw has been made and before the first game has commenced, except at the discretion of the Events Coordinator. In a doubles event, a partner may be changed before the pair's first game of that event.
  - f) Players must be prepared to play two games per day or more if noted in the advertised conditions.
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Usually, Open and Invitation events will have three or four games per day.

- g) Players are to wear neat and appropriate sporting attire and flat-soled shoes ie shoes the soles of which do not mark the court. Players choosing to wear sandals shall, as all players should, be conscious of surrounding play to ensure their safety. A player presenting at the venue in unsuitable attire will be made aware of this requirement and warned that if they appear on any subsequent days in inappropriate attire, then they will be excluded from further participation. Where there is doubt about whether the attire is 'suitable' or 'unsuitable', a liberal rather than a narrow interpretation of 'neat and appropriate sporting attire' should be applied.
- h) Balls approved by Croquet SA shall be used for all events. Dawson International balls are the approved balls.
- i) Hoops for all events shall be set at  $3^{11}/_{16}$  inches. Tolerances as per LAC apply.
- j) Unless otherwise stated, all Croquet SA events will be played with a time limit of two and a half hours and Turn After the Bell, following Law 61 of the LAC.

### 1.1.4. Draw, Scheduling and Withdrawal

- a) Where there are more than ten entries in a round-robin event, the event will be played in blocks of equal or approximately equal numbers of players. The least number of blocks is preferred, provided the number in each block does not exceed ten.
- b) Once the draw has been made, it will not be changed, except at the discretion of the Events Coordinator or the Tournament Manager as described below:
  - i) Any redraw or changes to the draw before the competition commences are to be made by the Events Coordinator.
  - ii) From the first day of the event, the Tournament Manager has the authority to rearrange the schedule in consultation with the Events Coordinator if circumstances make this necessary or appropriate.
- c) In round-robin events, competitors will be notified by the Events Coordinator of the times and places of all games at least ten days before the start of the event.
- d) In knock-out events, competitors will be notified by the Events Coordinator of the time and place of the first game at least ten days before the start of the event.
- e) Seeding in round-robin events should be done as follows;
  - i) Where there is only one block, 2 players may be seeded to play in the last round of games.
  - ii) Where there are two or more blocks, 2 players should be seeded into each block.
  - iii) The President's Trophy and Selectors Invitation events should be fully seeded.
- f) The Australian Bronze Medal event conducted for Croquet Australia is fully seeded under its conditions of play.
- g) In making the draw other than for seeded players, the Events Coordinator should ensure that the blocks are approximately equal in standard.
- h) Seeding will be done by the Events Coordinator based on the latest Australian rankings or, where these do not apply, the current handicaps based on the Australian Handicap system. The Events Coordinator may request advice from the Selection Committee if appropriate.
- i) In round-robin events, players who are close relatives or from the same club should not be drawn in the same block.

### 1.1.5. Conditions of Play:

- a) Players should telephone the Venue Manager if the weather is doubtful.
  - b) Players must arrive in time for their first game (30 minutes grace).
  - c) Players must report to the Venue Manager on arrival and before leaving.
  - d) Players in the first game each day must arrive in time to set out the lawns as stated in the draw.
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Players should also clear each lawn after the last game each day has been played on it.

- e) All events may include double banking of games. In time-limited games, there is no extra time added for double banking, but clocks may be stopped for significant interference from the other game. Triple banking is not permitted in any event.
- f) In handicap events, a player must play off his AHS handicap at the commencement of each game. The correct AHS handicap will be as per the player's handicap card. If this is the player's first use of a handicap card, his handicap will be the initial handicap as set by his club handicapper or tournament handicapper.
- g) After the toss, a player (or pair in the case of doubles), is entitled to a 5-minute practice on the court before the first match of the day. The player or pair may only play with the two balls they will be using in the next game.
- h) Subject to the Tournament Manager's agreement, players may also practice, including games, at the following times:
  - i) Before starting play on lawns to be used, but only after all lawns have been set out. This practice period will cease no later than 10 minutes before play is due to start.
  - ii) On vacant lawns during play.
  - iii) After play has finished for the day on a particular lawn (note that the Manager would be expected to leave the site about 30 minutes after play has ended).

During these practice periods, the lawns are to be shared and no player or players are entitled to the sole use of a lawn. Practice is not permitted on the lawn surrounds where matches are being played.

- i) If the courts are seriously affected by rain or hail and are impossible to play on, the game or games can be suspended, postponed or cancelled at the discretion of the Tournament Manager in consultation with the players. In the event of lightning in the vicinity, play must be suspended immediately.
- j) If the temperature reaches 30 degrees and a player is affected to such a degree that they cannot continue playing, the Tournament Manager is required to peg the game down and reschedule or cancel the game altogether (see also the Croquet SA Policy on Sun Protection).
- k) Any disputed game will be pegged down immediately and not concluded until a decision is made by the Tournament Referee.
- l) A plan of a pegged-down game is to be filled in by the Venue Manager, or Referee and signed by both players.
- m) All pegged-down and postponed games will be rescheduled by the Event Coordinator or Tournament Manager.
- n) Players are entitled to a lunch break of 15 minutes. This may be increased where stated in the draw.
- o) Except for the lunch break, players are entitled to a 5-minute break between games.

### 1.1.6. Winners and Places

- a) In single block round-robin events, the result is determined as follows:
    - i) The winner is the player who has won the most games.
    - ii) If there is a tie in games, the winner is the player who has the largest net points. The net points total for each player is the number of points scored minus the number of points conceded.
    - iii) If there is a tie on games and net points:
      - between two players, the winner is the winner of the game between them.
      - between more than two players, the winner is the winner of most games of games between the players in the tie.
      - If there is still a tie, a tie-break of such form as the Tournament Manager deems fit is to be
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imposed.

- b) The method of calculation described in **clause 1.1.6. a)** shall also be used to determine the places of all other players.
- c) When a round-robin is played in two or more blocks **clause 1.1.6. a)** will be used to determine the places of all players in each block.
- d) The composition of the final series will be determined by the Events Coordinator and published in the draw. The final series should involve as many players as time permits. Options include:
  - i) for two blocks:
    - the winner of block A plays the runner-up in block B and vice versa in the semi-finals. The winners of these two games then play a final to determine the winner and runner-up of the tournament.
    - the first 4 place getters in each block play quarter-finals with the winners playing semi-finals and the semi-final winners playing the final.
  - ii) for 3 blocks:
    - each block winner and the best runner-up play semi-finals, followed by the winners playing a final.
    - each block winner and runner up, and the best two third place getters play quarter-finals, with the winners playing semi-finals and the semi-final winners playing a final.
    - the 3 block winners play a round-robin. The winner and runner-up would be decided as per **clause 1.1.6.a)**.
  - iii) for 4 blocks:
    - the 4 block winners play semi-finals and the winners play a final.
    - each block winner and runner-up play quarter-finals, with the winners playing semi-finals and the semi-final winners playing the final.
- e) For the SA Open singles, the options involving quarter-finals are the preferred ones.
- f) If a block winner withdraws before the final series commences, the runner-up takes his place and the third becomes runner-up etc and similarly if there are other withdrawals.
- g) Where a 'best' place getter has to be determined, the following method is used;
  - i) if the blocks are of equal size then most games won followed by net points as per **clauses 1.1.6.a)i) and 1.1.6.a)ii)**. If still equal, then use **clause 1.1.6.g)ii)** below.
  - ii) if the blocks are not of equal size the following formula is used with the highest quotient(s) taking precedence: Points for, divided by the sum of points for and points against.
- h) Where quarter-finals and semi-finals involve players other than block winners, the quarter-final draw should be that the block winners play the players finishing lowest in the blocks; eg for option 1.1.6.d)ii) above: winner block A plays a qualifying 3rd place getter, winner block B plays the other qualifying third place getter, winner Block C plays runner-up block A, runner-up Block B plays the runner-up of Block C. Players must not play another player from the same block in the quarter-finals.

### 1.1.7. SA State Championships

- a) All ACA-affiliated players may enter Open events. Other events are restricted to Croquet SA-affiliated players in the relevant handicap range.
- b) All these events are to be conducted as round-robin blocks.
- c) The Open Singles, Open Doubles, Men's Open and Women's Open will have 3 or 4 games per day. Other events will generally have 2 or 3 games per day but this could be varied by the Events Coordinator in exceptional circumstances.
- d) All events are played as advanced singles or HC double events.



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- e) In the event of more than one block, block winners will playoff to determine the winner. If time permits, other places will be determined by playoffs – 2 vs 2, 3 vs 3, etc.
- f) The State Events are listed below:

Open Doubles  
Women's Open Singles  
Men's Open Singles  
Doubles combined HC 12+  
Alt Stroke HC Doubles  
Div 2 Singles 2.5+  
Div 3 Singles 8+  
Div 4 Singles 14+

### **MEDAL EVENTS**

C B Sharp Gold Medal  
M E Hatwell Gold Medal 3+  
Marryatville Silver Medal 8+  
J F Harvey Bronze Medal 14+  
Lewis Badge Men 6+  
Maslen Brooch Women 6+

### **INVITATION EVENTS**

ACA Bronze Medal  
Selectors' Invitation  
President's Trophy

#### **1.1.8. Australian Bronze Medal Event**

- a) This event is played under the conditions specified in the ACA Tournament Regulations, Clause 30.
- b) Type of event: Round-robin, advanced singles, 3 or 4 games per day.
- c) Participation is by invitation from the Selection Subcommittee of Croquet SA. The Chair of the Selection Subcommittee will issue the invitations.
- d) Acceptance of the invitation requires an undertaking that the winner will compete in the Australian Gold and Silver Medal Competition at the ensuing Australian National Championships.
- e) The event is conducted on behalf of Croquet Australia, and the Croquet Australia tournament regulations apply. The following sub-clauses are for information, and any matter not covered below should be determined by reference to the ACA Handbook **clause 30**.
  - i) The number of players selected shall be from 6 to 10.
  - ii) Selectors must comply with the ACA regulations in choosing the players.
  - iii) There is no time limit.
  - iv) The draw is fully seeded (ACA Tournament Regulations **clause 30.2**).
  - v) The entrance fee will be determined annually by the ACA. Half is retained by the state, and half goes to the ACA.

#### **1.1.9. President's Trophy**

- a) Participation is by invitation from the AC Selection Subcommittee of Croquet SA. The Chair of the Selection Subcommittee will issue the invitations.
- b) Invitations will be issued to the top-ranked available players.

#### **1.1.10. Selectors Invitation**

- a) Type of event: Round robin, advanced singles, 3 or 4 games per day.
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- b) Participation is by invitation from the Chair of the AC Selection Subcommittee. The Chair of the Selection Subcommittee will issue the invitations.
- c) The Selectors may choose players in a single group or a group of men and a group of women.
- d) The players for this event may be chosen for reasons other than ranking or results, as factors such as potential may be taken into account.

### 1.1.11. Team Events

- 1) All Croquet SA team games shall be 2.5 hours duration unless otherwise stated.
- 2) All team games shall be played under Law 61, which included 61.1.6 – turn after the bell. See Saturday Pennants and Night Events for special considerations.
- 3) Teams shall consist of four players who will contest two doubles games of Advanced Play unless otherwise provided.
- 4) **Team Arrangements Composite Teams**
  - (i) All Teams should represent affiliated clubs. However, composite teams are permitted, but clubs should use as a first preference their club members.
  - (ii) Half the playing members of a composite team, on any playing day, must be registered members of the designated club's team. However, the Events Coordinator may vary this requirement – the main object is the have teams playing croquet.
  - (iii) Where two combining clubs wish to use a different name, the Events Coordinator must be consulted.
  - (iv) Clubs who use imported players to make up their teams must name the imported player(s) on the entry form, and Clearance Forms must be supplied.
  - (v) Any changes must be notified to the Events Coordinator immediately, particularly when an imported team member is included at short notice and a Clearance Form has not been obtained before the match. In this case, the Events Coordinator will send a clearance form to the secretary of the imported team member's club directly following the match. This must be returned at the secretary's earliest convenience.

These team arrangements apply to all Croquet SA teams unless another provision has been made.

### 5) Team Handicaps

- |                       |  |
|-----------------------|--|
| Open Competition      | Players handicapped from minus 3 to 20.                  |
| Div 2 10+ Competition | Players handicapped 2 – 20, except only one 2 allowed.   |
| Div 3 32+ Competition | Players handicapped 7 – 20, except only one 7 allowed.   |
| Div 4 64+ Competition | Players handicapped 14 – 20, except only one 14 allowed. |
- 6) A player may not, during their turn, advise a player in the other set, and except under Law 45.2, a player may not 'coach' another player by following them around the court and giving instructions.
  - 7) When one player is absent at the beginning of play, that player's partner may place the absent player's ball on either baulk line during any of the first four turns of the game to bring it into the game, where it may be used (and peeled) but not struck for the remainder of the game, unless the missing player turns up before the end of the game. This player may then join in, but only after the end of the turn, during which all players are aware that the player is now present.





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- 8) Teams shall represent a club or clubs where one or more clubs combine.
  - 9) Clubs can combine in any one handicap range without necessarily doing so in any other.
  - 10) Players do not have to be named before the event commences (except for imported players) but can play for only one team in any one competition unless otherwise provided.
  - 11) Where a club has more than one team in a competition, players may play in only one of those teams.
  - 12) This will apply even if games for a particular round are played on different days.
  - 13) The same players do not have to play each round.
  - 14) An import (meaning a player registered with another club) will be allowed only if written permission to play is obtained from that club with which the player registered.
  - 15) An import, having played for one club, shall not qualify to play for any other club with a team in that same competition.
  - 16) An import shall be permitted to play in any team if the imported player does not have a handicap lower than the player being replaced.
  - 17) If a player plays for a composite team in one handicap range (competition) and a change in handicap moves that player to another handicap range, then the player may play for their registered club in the new handicap range but will qualify for clearance if the registered club is not playing in the new range.
  - 18) If, after all other avenues within their club have been exhausted, a club must import a player from another club to make up a team, the imported player must be on a handicap equal to or higher than the handicap of the player being replaced. That player may not have played for any other team in the same handicap range (competition).
  - 19) Players shall play in their handicap range on the handicap applicable at the date on which entries close unless otherwise provided but may play in a lower handicap range without jeopardising their right to return to their handicap range later.
  - 20) A club member of appropriate handicap may always play in a team without having played in the team before, provided that that player does not belong to any other team in the same division.
  - 21) Participating clubs shall set out the lawn allocated or drawn for their match.
  - 22) Each pair shall toss for the right of choice.
  - 23) All games will be timed games of 2.5 hours duration. All games will be played under Law 61 of the Laws Book, including turn-after-bell. No drawn games are permitted.
  - 24) If a member of the team is not present at the scheduled starting time:-
    - The pair of which that member is a part may choose to forfeit the game.
    - The member present may elect to play as described under **Clause 1.1.11.7)**
    - The other complete pair may play their game as usual.
  - 25) The scores shall be the actual points scored.
  - 26) When one pair forfeits while the other one plays and wins, each team will have two game points awarded, so hoop points must be used to determine which team gets the 6 match points. See below:
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The following scale will be used:-

Open Competition	First pair	26 points
	Second pair	21 points
10+ Competition	First pair	19 points
	Second pair	16 points
32+ Competition	First Pair	17 points
	Second pair	14 points
56+ Competition	First pair	15 points
	Second pair	12 points

27) The winner of the match shall be:-

- The team that wins the most games.
- When games are equal, the team with the highest net points shall win.
- When games and net points are equal, the match shall be a draw.

28) Team forfeits are undesirable but will be permitted. The score will be recorded as two games to nil for doubles events and four games to nil for singles events, with the points for and against being the average of all other matches played in that round, but with no extra points in any competition other than in the Open Competition where one peg-out point for doubles events and 2 peg-out points in singles events shall be awarded.

29) Results of the event shall be calculated on this basis:-

- Win - 6 points
- Draw - 3 points
- Loss - 0 points
- Additionally, there shall be awarded in doubles events 2 points, and in singles events, 1 point for each game won.
- In all cases, there shall be awarded one further point for each game pegged out.
- If two teams have equal match points, then a countback will be made on matches, and if still equal, on games, and if still equal, then on net points.

30) The Laws of Advanced Play shall apply

31) If a team arrives to play and no opponents arrive, the attending team has the option of paying the usual amount to play in the competition and have the use of the lawn for the scheduled period of their match. The forfeiting team is to pay a fine whether they advised earlier or not.

### 32) Medical Emergency

If a medical emergency occurs in a four-person team-

- the retired sick player's team may elect to concede the match. They will receive only the points scored at that time. The opposing team will receive maximum points
  - the retired sick player's partner may elect to concede the game. They will receive only the points scored at that time, and the opposing side will receive maximum points.
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- all players of the side may continue to play, and the retired sick player's ball can continue to be used but not struck by the remaining players. See **Clause 1.1.11.7**).

If a medical emergency occurs in a two-person team event -

- the game that cannot be played is conceded, and only the points scored will count.
- the opposition will receive full points.

### 1.1.12. Weekend Pennants.

- 1) This event shall be known as the Weekend Pennants Event. It is a year-long event incorporating a maximum of four separate competitions.
- 2) Teams of four will play two games of doubles which will constitute a match.
- 3) Handicap ranges of teams shall be as outlined in **clause 1.1.11.5**)
- 4) Matches will be played at Association headquarters on weekends at times programmed by the AC Events Coordinator.
- 5) Handicaps will be taken on October 1 to plan teams for the following season. Handicap changes for the better must be reflected from July 1.
- 6) Where a club has more than one team in a competition, players may play in only one of those teams.
- 7) A player whose handicap is restored to a level that brings them into another competition may immediately resume playing in that competition.
- 8) Suppose a player resigns from one club during the event before June 30 and joins another club in a bona fide situation. In that case, that player may then play for the new club.
- 9) Participating clubs will be responsible for the necessary duties – opening and closing up, managing, kitchen duties and submitting the scores if needed. During each session, a club will be allocated duties as Kitchen or Duty Manager.
- 10) Clubs rostered for duty should refer to the Saturday Pennants Duty Managers Guidelines on the Croquet SA Website.
- 11) On the day programmed for any match, and before play commences, the Team Captain shall fill out the match card with names and handicaps and the order of the team's pairings. The pairing may be in any order that the Captain decides.
- 12) All players may have a five-minute hit-up before a match begins, using the lawn and the balls for that match, as long as they are present at least five minutes before the scheduled starting time. If the opponents are not there to toss with, someone else may act in that capacity. No player/team that is ready for a five-minute hit-up shall be deprived of the same by the lateness of the opponent or the late finish of a previous match.
- 13) Matches will start sharply at the programmed starting time.
- 14) A team not able to start on time will forfeit the match and be liable to pay the playing fees in full. The attending team may choose to pay the playing fee and practice on the allocated lawn or not.
- 15) A player unable to start on time may have their ball put into play by their partner, who can play single-handed for the entire game or until joined by the partner. See **Clause 1.1.11.7**).
- 16) When one pair forfeits while the other one plays and wins, each team will have two game points



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awarded, so hoop points must be used to determine which team gets the 6 match points.

The following scale will be used:-

Open Competition	First pair	26 points
	Second pair	21 points
Div 2 10+ Competition	First pair	19 points
	Second pair	16 points
Div 3 32+ Competition	First pair	17 points
	Second pair	14 points
Div 4 56+ Competition	First pair	15 points
	Second pair	12 points

### 17) Weather Policy for Saturday Pennants

Refer to the Weather Policy on the Croquet SA Website

### 1.1.13. NIGHT DOUBLES AND NIGHT SINGLES COMPETITIONS.

- 1) There shall be two events, Night Singles and Night Doubles, played between clubs on a home-and-away basis, generally on Monday and Tuesday nights between October and May. No matches will be allocated between Christmas Eve and New Year's Day (inclusive) nor on Easter Monday.
- 2) All matches will be double-banked.
- 3) All games will be played under Law 61 of the AC Laws Book. Games shall be of 2.5 hours duration.
- 4) All games will start at 7.00 pm. sharp, but a 15 minute 'grace time' is allowed for singles only.
- 5) All games will be played under the rules of Advanced Singles or Doubles.
- 6) Teams shall consist of 4 players, playing either Doubles or Singles. However, when the number of players and teams is limited, teams of 2 players may be arranged at the Event Coordinator's discretion.
- 7) In the doubles competition, any pairing of players is allowed.
- 8) In the singles competition, the order of players must be according to their current handicaps first and then their current index. During the competition, changes to handicap within a handicap range must be reflected in the playing order in any subsequent matches.
- 9) The handicap range for which a player first plays in either of these competitions shall be according to that player's handicap at the close of entries for the event.
- 10) Players may play in a lower handicap range but not in a higher one.
- 11) Where a club has more than one team in a competition, players may play in only one of those teams.
- 12) Contravention of the preceding 4 Clauses will result in a forfeit by the team at fault.
- 13) There shall be no limit to the number of teams entered by any club, providing they can be accommodated in the draw.
- ~~14) If a club enters a team in the competition, that team must be fielded as scheduled or must forfeit.~~



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Unavailability of players is never a reason for rescheduling and will not be permitted.

- 15) There shall be no specified dress requirements. Clubs shall set regulations for their players, and the standards of a host club should be respected.
- 16) The competition shall be organised by the Events Coordinator or another person appointed by the Events Coordinator. The Organiser's duties will include:-
  - Arranging and circulating the draw for all captains with a list of contacts for each team.
  - Keeping records of the game results and the players in each team.
  - Preparing a results table and regularly posting the same to the Website Coordinator.
  - Settling all disputes in the first instance.
- 17) All games will be played according to the program as distributed by the Events Coordinator or Organiser. However:-
- 18) In the event of a match either not being started or abandoned due to some emergency, failure of lights, bad weather or damaged courts, the match shall be rescheduled to be played within two weeks of the programmed date.  
Any points scored will be disregarded. No peg-downs will be necessary.
- 19) The rescheduled match is to be arranged between the two captains and played at the programmed venue.  
  
The same team does not have to play in the rescheduled match. The Events Coordinator or Organiser must be informed.  
  
Abandoned games are not to be recorded on AHS cards.
- 20) In the event of a forfeit by one or more players, the forfeited game(s) shall be scored as stated in **Clause 1.1.11.28**). The forfeiting team will receive zero points.
- 21) The home team shall forward score sheets from each match to reach the Events Coordinator within the week of the match played.
- 22) Entries to these events will only be accepted on the official entry form. Clubs will be invoiced for the entry fee. A playing fee per match per player will be paid to the host club. The Board will set these fees each year.
- 23) Weather Policy for the Night Competitions  
  
Games will start at 7.00 pm regardless of the forecast or actual temperature.

### 1.1.14 Other Events

The Events Coordinator may conduct additional events to meet perceived needs and explore their viability. When firmly established, this handbook should be amended to include full details of the event.



## Croquet SA Tournament Regulations

### 2. GOLF CROQUET

#### 2.1. INDIVIDUAL AND DOUBLES EVENTS

##### 2.1.1 Rules

All games will be played under The Rules of Golf Croquet (RGC) current at the time of the event and any official rulings made by the WCF laws committee.

##### 2.1.2 Conditions of Entry:

- a) Entry to 'Open' SA Croquet events is limited to players who are members of a club affiliated with the ACA or other international bodies affiliated with the WCF. Entry to 'Local' Croquet SA events is limited to players who are members of an affiliated Croquet SA club.
- b) Entry forms (or acceptances for invitation events) and entry fees for all competitions must reach the Croquet SA GC Events Coordinator by the due date. Late entries may be accepted at the discretion of the Events Coordinator.
- c) In all events, players must be eligible to enter as of the advertised closing date for entries. For events restricted to a handicap range, if a player's handicap changes after entries close and before the event starts such that it is outside of the range for the event, eligibility will be treated as follows:
  - i) if the handicap of the player is lower by one step than the lower limit, the player will still be eligible to play, but if the event is a handicap event, the player must play off the new handicap.
  - ii) if the handicap of the player is lower by two steps than the lower limit, the player will have to withdraw and must notify the Events Coordinator as soon as this becomes known.
  - iii) if the handicap of the player is higher than the upper limit, the player will still be eligible to play, but if the event is a handicap event, the maximum handicap allowable will be the upper limit for the event.
- d) In doubles events, players may enter with a partner or singly. The Events Coordinator will pair up such entries if possible.
- e) Usually, players will be expected to play at any time during the advertised dates and times for the event. A competitor may request special consideration at the time of entry, but this will normally only be granted for an important reason such as a medical appointment and where it will not extend the tournament.
- f) The minimum number of entries usually is six, subject to the following proviso. If there are 4 or 5 entries, vacancies may be filled from a higher handicap range or, subject to the players' agreement, the competition may be held as usual or in a varied format such as a double round-robin. Fees received will be refunded if an event does not proceed.
- g) Entry fees will not be refunded if a player withdraws after completion of the draw unless the withdrawal occurs due to a change in handicap or at the discretion of the Events Coordinator.
- h) All players must hold an Australian Handicap System Handicap Card (Golf Croquet) (AHS) and abide by the latest regulations of the Croquet Australia Handicapping Regulations (Golf Croquet). All games are to be recorded on players' cards.

##### 2.1.3 GOLF CROQUET PLAYING REGULATIONS – General

- a) All Golf Croquet competitions conducted by Croquet SA will be run under the World Croquet Federation Rules of Golf Croquet.
- b) Players must use their National Golf Croquet handicaps and cards.
- c) Unless otherwise stated, Golf Croquet competitions for State Championships and Qualifying Competitions will be conducted at Croquet SA HQ.



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- d) Only players registered with Croquet SA can play in normal Golf Croquet events. Non-registered players will cause all results for that player in that game to be rendered null and void.
- e) Players shall enter on their handicaps at the time of close of entries unless stated. The provision of a copy of the program is deemed to be confirmation of entry.
- f) Golf Croquet Medals competitions shall be restricted to the following handicaps:
  - The Gold Medal – Open to all handicaps
  - The Silver Medal – handicaps 6 +
  - The Bronze Medal – handicaps 9 +
- g) Play in medal competitions will be level. Index points will be adjusted after each game in the best of three matches.
- h) Where a change to handicap results in that player changing to another medal group, the player can complete the competition in which they started.
- i) Players will be required to play on any court, whether drawn or allocated. Balls to be used shall be determined from time to time by the Board.
- j) Games will start at the advertised starting times. A player not available to start will forfeit, except that-
- k) A 15-minute "grace" time is allowed (if there is a valid reason, determined by the Tournament Manager) after the 30 minute reporting time for an event before a forfeit can be claimed.
- l) Any player forfeiting a game shall be scratched from that competition. All scores for and against shall be deleted from all results. Previous index points lost or won remain without adjustment.
- m) At the Manager's discretion, the player may be allowed to resume playing in that competition; however, the results of those games will not be recorded except for the adjustment of index points.
- n) All players may have a five-minute hit-up before a game or, in the case of consecutive games, before the start of the match.
- o) The right to a five-minute hit-up is conditional upon the player being present at least five minutes before the scheduled starting time. If the opponent is not present, the other player may have a 5 minute hit up provided a toss (with the Manager, referee, or some other person) has taken place before the hit up commences).
- p) Double banking will be used when required or necessary, with the second game starting after the first game has cleared the second hoop unless otherwise provided.
- q) No prize, trophy or the like shall be awarded to a runner-up in team events.
- r) All entries shall be made on official Croquet SA Entry Forms and are to be received by the advertised closing dates.
- s) If circumstances arise which interfere with programmed or actual play due to causes that may include heat, fire, flooding, lightning, lights failure, medical emergency, unplayable courts or any other dangerous conditions, the games in play which can't be completed after waiting to see if conditions change, will be restarted at a rescheduled time.
- t) Croquet SA condemns the use of performance-enhancing drugs and doping practices in sports. The use of performance-enhancing drugs and doping practises is contrary to the ethics of sport. It is potentially harmful to the health of players. The use of prohibited substances for therapeutic purposes is accepted under the ACA Anti-Doping Policy.
- u) Croquet SA Dress Regulations (ACA Tournament Regulations 18<sup>th</sup> May 2022 12.7) shall apply.
- v) All games will be 13 point games unless stated otherwise.
- w) Time limits, if applied, will be not less than 45 minutes.



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- x) Handicap cards will be used and must be adjusted after each game. If adjustment results in a change of handicap in a divisional change in interclub competition, the player can complete that match and continue in that team competition for its duration unless they drop two handicaps below the requirement. Only one team member can play in a team with a handicap lower than stated for entry. (noting that any player may play in a higher grade competition than their handicap indicates).

### 2.1.4 SPECIAL CONDITIONS OF PLAY

#### 2.1.4.1 Weekend Pennants

Teams will consist of 4 players playing doubles. Players are numbered 1 - 4 in handicap order, 1 being the best player. If players are on the same handicap, their index determines their playing order. The higher indexed player plays above the lower indexed player.

Weekend Pennants are subject to Session Time Rules. Each session is limited to 2 hours and 50 minutes so that the matches scheduled on a particular day do not run over time.

- a) Players must be in the order listed on the official score sheet for the current year:
  - 1st game players numbered 1 and 4 play primary colours, and players numbered 2 and 3 play secondary colours.
  - 2nd game players numbered 1 and 3 play primary colours, and players numbered 2 and 4 play secondary colours.
  - 3rd game players numbered 1 and 2 play primary colours, and players numbered 3 and 4 play secondary colours.Each match will consist of 3 doubles games of 13 points or no more than 45 minutes duration.
- b) The pair first to seven points wins the game.
- c) Game the game is over with the current score when time is called, unless a draw.
- d) If the score is a draw, the next hoop made decides the winner.
- e) If the scores are tied at six all, hoop 13 is to be contested as the tie-breaker.
- f) Draws are permitted in the final round of matches if the time on the Session clock runs out. If there is a draw, there will be no change to index points for any player in that game.
- g) The second pair of the team may start after the first game has cleared hoop two, but in the third game, if it is under control of the Session clock (i.e. less than 45 minutes are remaining), then secondary colours only have to wait for the first hoop to be cleared.
- h) If secondary colours catch up with the primary colours during games 1 and 2, they should wait for two hoops before continuing play. This is not required in the third game if under the operation of the Session clock.
- i) Wins will be on matches first, then on games.
- j) The winner of the match is responsible for getting a clear copy of the scoresheet to the scorer within 48 hours of the match finishing, or they may not be credited with the win.
- k) The scoring will be as follows:
  - A win - 2 points.
  - A draw - 1 point each
  - Loss – 0 points
- l) In the case of a team not arriving by the scheduled starting time, the team ready to play will be the winner. The absent team will be liable to pay the total playing fees.
- m) If one player of a doubles pair does not arrive by the scheduled starting time, the partner may play the two balls but may not score hoops with the absent partner's ball. If the absent player





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arrives before the finish of the first game, they may take their place in the team at the end of the game in progress.

### 2.1.4.2 Twilight Seasonal Pennant Teams Events

- a) There will be two events:-
  1. The Spring Twilight Pennant Teams Event
  2. The Autumn Twilight Pennant Teams Event.
- b) Teams will consist of 4 players playing one doubles game and two singles games. Players are numbered 1 - 4 in handicap order, 1 being the best player. If players are on the same handicap, their index determines their playing order. The higher indexed player plays above the lower indexed player.
- c) There will be several divisions in the competition, usually Open, 5+ and 9+.
- d) Conditions of play will be determined by the Events & Programming Sub-Committee.
- e) Players must be in the order listed on the official score sheet for the current year:
- f) The doubles will be played first, then the singles or at the discretion of the Events Coordinator at the start of the season.
- g) In the doubles, 1 & 3 play 1 & 3 and 2 & 4 play 2 & 4. The doubles are played single banked—the home team allocates lawns.
- h) In the singles, each player of equivalent order plays each other first. In the second round, the players play the reverse singles, i.e. Player 1 plays Player 2, and Player 2 plays Player 1. Player 3 plays Player 4, and Player 4 plays Player 3.
- i) Each game will be 13 points or no longer than 45 minutes duration.
- j) Games will start no later than 7.00 pm sharp, with a five-minute hit-up before the scheduled start, and if all players are present and in agreement, the games can start earlier.
- k) No play on the allocated courts 15 minutes before the official warm-up
- l) Handicap cards are to be used and must be adjusted after each game. If a handicap change occurs during the match the position the players play in is not altered but the index points lost and gained will need to be adjusted in the remaining games.
- m) Matches will be played mid-week on a home and away basis—lawn fees to the host club. Rescheduling of matches is not permitted except for unplayable conditions, with notification to the Events Coordinator and Scorer. All catch-up matches must be completed before the last week of that competition.
- n) The winner of the match is responsible for getting a clear copy of the scoresheet to the scorer within 48 hours of the match finishing, or they may not be credited with the win.

### 2.1.4.3 Winter Pennant Teams Event

Teams will consist of 4 players playing one doubles and two singles games or 2 players playing one doubles and two singles.

- a) Doubles will be played first, then the singles or at the discretion of the Events Coordinator at the start of the season.
- b) In the doubles, 1 & 3 play 1 & 3 and 2 & 4 play 2 & 4.
- c) In the singles, each player of equivalent order plays each other first. In the second round, the players play the reverse singles, i.e. Player 1 plays Player 2, and Player 2 plays Player 1. Player 3 plays Player 4, and Player 4 plays Player 3.
- d) The doubles are played single banked—the home team allocates lawns.
- e) Each game will be 13 points or no longer than 45 minutes duration.



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- f) Games will start at 1.00 pm sharp, with a five-minute hit-up before the scheduled start.
- o) Handicap cards must be used and adjusted after each game. If a handicap change occurs during the match the position the players play in is not altered but the index points lost and gained will need to be adjusted in the remaining games.
- g) Matches will be played on Sundays on a home and away basis—lawn fees to the host club.
- h) Rescheduling of matches is not permitted except for unplayable conditions, with notification to the Events Coordinator and Scorer. All catch-up matches must be completed before the last week of that competition.
- i) The winner of the match is responsible for getting a clear copy of the scoresheet to the scorer within 48 hours of the match finishing, or they may not be credited with the win.

### 2.1.4.4 Aggregate 24+ Teams Event

Teams will consist of 4 players playing doubles. Players are numbered 1 - 4 in handicap order, 1 being the best player. If players are on the same handicap, their index determines their playing order. The higher indexed player plays above the lower indexed player.

The total combined handicap of the 4 players must total 24 or more to be eligible to play in this competition. If a player is missing, a 3-player team can play, provided the 3 players' handicaps total 24 or more.

- a) Players must be in the order listed on the official score sheet for the current year:
  - 1st game players numbered 1 and 4 play primary colours, and players numbered 2 and 3 play secondary colours.
  - 2nd game players numbered 1 and 3 play primary colours, and players numbered 2 and 4 play secondary colours.
  - 3rd game players numbered 1 and 2 play primary colours, and players numbered 3 and 4 play secondary colours.Each match will consist of 3 doubles games of 13 points or no more than 45 minutes duration.
- b) The pair first to seven points wins the game.
- c) Game the game is over with the current score when time is called, unless a draw.
- d) If the score is a draw, the next hoop made decides the winner.
- e) If the scores are tied at six all, hoop 13 is to be contested as the tie-breaker.
- f) The second pair of the team may start after the first game has cleared hoop two.
- g) If secondary colours catch up with the primary colours during the game, they should wait for two hoops before continuing to play.
- h) Draws are not permitted in this competition, and no Session clock is used.
- i) Wins will be on matches first, then on games.
- j) The winner of the match is responsible for getting a clear copy of the scoresheet to the scorer within 48 hours of the match finishing, or they may not be credited with the win.

### 2.1.4.5 Team Arrangements Composite Teams

- a) All Teams should represent affiliated clubs. However, composite teams are permitted, but clubs should use as a first preference their club members.
- b) Half the playing members of a composite team, on any playing day, must be registered members of the designated club's team. However, the Events Coordinator may vary this requirement – the main object is the have teams playing croquet.
- c) Where two combining clubs wish to use a different name, the Events Coordinator must be



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consulted. Player clearances will not be required for the 2 combining clubs, but if they import a person from another club a clearance form will be required for that person.

- d) Clubs who use imported players to make up their teams must name the imported player(s) on the entry form, and Clearance Forms must be supplied.
- e) Any changes must be notified to the Events Coordinator immediately, particularly when an imported team member is included at short notice and a Clearance Form has not been obtained before the match. In this case, the Events Coordinator will send a clearance form to the secretary of the imported team member's club directly following the match. This must be returned at the secretary's earliest convenience.

These team arrangements apply to all Croquet SA teams unless another provision has been made.

### 2.1.4.6 Medals Competitions

- a) A Round Robin singles competition of restricted handicaps.
  - Gold Medal Open to all handicaps
  - Silver Medal 6 +
  - Bronze Medal 9 +
- b) Players are entitled to a break to maintain health. It should take minimal time to allow for games to continue expediently. A 30-minute lunch break is allowed.

### 2.1.4.7 Fleurieu Teams Event

Teams will consist of 4 players playing doubles. Players are numbered 1 - 4 in handicap order, 1 being the best player. If players are on the same handicap, their index determines their playing order; the higher indexed player plays above the lower indexed player.

The total combined handicap of the 4 players must total 24 or more to be eligible to play in this competition. If a player is missing, a 3-player team can play, provided the 3 players' handicaps total 24 or more.

- a) Players must be in the order listed on the official score sheet for the current year:
  - 1st game players numbered 1 and 4 play primary colours, and players numbered 2 and 3 play secondary colours.
  - 2nd game players numbered 1 and 3 play primary colours, and players numbered 2 and 4 play secondary colours.
  - 3rd game players numbered 1 and 2 play primary colours, and players numbered 3 and 4 play secondary colours.Each match will consist of 3 doubles games of 13 points or no more than 45 minutes duration.
- b) The pair first to seven points wins the game.
- c) Game the game is over with the current score when time is called, unless a draw.
- d) If the score is a draw, the next hoop made decides the winner.
- e) If the scores are tied at six all, hoop 13 is to be contested as the tie-breaker.
- f) The second pair of the team may start after the first game has cleared hoop two.
- g) If secondary colours catch up with the primary colours during the game, they should wait for two hoops before continuing to play.
- h) Draws are not permitted in this competition, and no Session clock is used.
- i) Wins will be on matches first, then on games.



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- j) The winner of the match is responsible for getting a clear copy of the scoresheet to the scorer within 48 hours of the match finishing, or they may not be credited with the win.

### 2.1.4.8 Additional Events

Golf Croquet may include other events as demand and interest determine. The new rule book 2022 has Advantage Golf Croquet outlined. This form of the game may be included in the future and will be governed by the conditions outlined above. If more specific details are required, Tournament Conditions of Play will be developed and distributed to the participants before the tournament.

Individual events (including doubles events) will have the conditions of play determined after entries have been received, and participants will receive the draw and a memo with specific conditions for that event.

## 3. AWARDS AND TROPHIES

### 3.1 GENERAL

- a) Usually, all awards and trophies are presented at the annual presentation function, but exceptions may be made. A certificate will be presented to the winner and runner-up after each event.
- b) In all individual and doubles events, the winner will receive either a medal, badge, or brooch appropriate for those events or a trophy.
- c) Where there is a perpetual trophy, the winner is presented with it and may keep it until October 31 the following year. The winner's responsibility is to ensure perpetual trophies are returned to the Administrative Officer by this date.

END