

2024 Team Competition (Pennant) Playing Conditions



1. Responsibilities

Team captains must ensure that all players understand these conditions. If there are any queries about any conditions of play, consult the Events Coordinator or, if unavailable, another member of the Golf Croquet Committee as listed on the CroquetSA website or in Hoop Points.

Captains are responsible for ensuring all players are registered, financial and have an ACA identity number before they play.

The “home” team (listed first in the program) is responsible for ensuring these conditions, together with a copy of the WCF 2022 Rules of Golf Croquet and any subsequent rulings in relation to these rules will be readily available for players to access at all matches.

2. Level of play

The levels are defined in the competitions promotional document distributed prior to the start of the competition.

3. Playing Times

3.1 Match times

Match scheduled starting times for each competition shall be advised at the start of the season and will comply with the times below unless otherwise specified.

Matches are expected to start on time even if some players are temporarily absent. Hit ups may not exceed 5 minutes and must be completed prior to the match starting time.

For Weekend Pennants - staggered as per the draw, 8.30am, 11.30am 2.30pm and 5.30pm.

Aggregate 24+ 9.45am and 1.00pm.

Autumn and Spring Pennants - 7.00pm for 5+ and Open Teams, 9+ 1.00pm.

Winter Pennants - 1.00pm.

3.2 Player arrival

Arrival time - Players are expected to arrive 30 minutes before the scheduled time to help set up the lawns, complete paperwork and allow for a five-minute hit-up.

Weekend Pennants – If there is an adjacent free lawn at Hutt Road due to scheduling or forfeits, a team rostered to a particular lawn is **NOT** entitled to use that free lawn. The competition is to be run under the same conditions for all teams, on all days and that includes double banking and playing to the session clock.

Player non-arrival - In all cases both teams should endeavour to contact their opponents to establish the status of absent players, the reason for their lateness and their likely arrival time. Consideration should be given for valid delays provided they do not delay other matches at the venue. A forfeit should be the last resort only after all options have been exhausted.

If a team knows it will only have three players, they are listed 1 to 3, and the person in each of the games who would have partnered the absent player plays two balls in accordance with the instructions below (**Hot Ball**).

If a player has not arrived by the scheduled starting time but is expected, the captain of that team should fill out the score sheet by placing the absent player in the appropriate position (1 to 4) based on handicap/index points, using his/her best judgment if uncertain about the figures. The match may then be started and played in accordance with the conditions below; whether or not the player does arrive, the other players retain their playing positions throughout the match. If the arriving player is now out of order the score sheet will go to the disputes committee. It is therefore recommended that Team Captains get the order of players sorted before arriving to play.

In any competition where two games are being conducted on one lawn, if a player in the first colours game is absent then the second colours game should be started to give the late player time to arrive. This opportunity for late arrival ends if the late player is not ready to start as soon as the second colours have completed the second hoop. Any player arriving late is not permitted a hit-up.

If the absent player arrives before the finish of the match, they may take their place in the team, but not in any game already in progress. The late arrival does not get a hit-up.

Doubles absent player - If one player of a doubles pair does not arrive by the scheduled starting time, the partner may play both balls, but can only score hoops for his/her side with one of them (colour to be nominated before the game starts – the hot ball). The other ball cannot score hoops for itself or score a hoop if peeled through a hoop by another ball. However, it can score a hoop by peeling any other ball through a hoop, including the hot ball. For handicap purposes, the "combined handicap" of the sole player playing both balls shall be twice the sole player's handicap.

Sickness or injury

Weekend Pennants

If a player suffers an illness or becomes sick during a pennant game, the partner may play both balls, but can only score hoops for his/her side with one of them (the ball the remaining player was originally playing – it becomes the hot ball). The other ball cannot score hoops for itself or score a hoop if peeled through a hoop by another ball. However, it can score a hoop by peeling any other ball through a hoop, including the hot ball. For handicap purposes, the "combined handicap" of the sole remaining player playing both balls shall be twice the sole player's handicap. The injured player can't return to the game in progress but can if they have recovered join in the next game.

Autumn, Winter and Spring Pennants

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 **singles** game they are allowed 10 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). The injured player if they have recovered may play in the next game.

If a player suffers an illness or becomes sick during a **doubles** pennant game, the partner may play both balls, but can only score hoops for his/her side with one of them (the ball the remaining player was originally playing – it becomes the hot ball). The other ball cannot score hoops for itself or score a hoop if peeled through a hoop by another ball. However, it can score a hoop by peeling any other ball through a hoop, including the hot ball. For handicap purposes, the "combined handicap" of the sole remaining player playing both balls shall be twice the sole player's handicap. The injured player can't return to the game in progress but can if they have recovered join in the next game.

Team non-arrival - If a team knows in advance that it must forfeit a match it should advise the captain of the other team as soon as possible. Matches may only be deferred if the venue is unfit for play. The team forfeiting a match at Hutt Road is still required to pay the lawn fees for the day plus the lawn fees for the team to which they forfeited. The non-forfeiting team may claim back their lawn fees from SACA via their club's treasurer.

In Aggregate Handicap Competitions e.g., Aggregate 24+, all four players must be present, unless the handicap for the 3 players present total 24+, in which case the match will proceed under the Doubles absent player conditions above, if not the team forfeits and the forfeiting team pays the lawn fees for their own team and the team to which they forfeited.

In the absence of notice, if a team does not arrive by the scheduled starting time, it will be considered to have forfeited and the team ready to play will be the winner, again the forfeiting team will pay the lawn fees for their own team and the team to which they forfeited.

In either event, scores will be determined as follows: The team ready to play shall receive wins in each of the games to be played. The competition scorer will then add up the number of hoops scored by the winners and the losers of the matches which were actually played on that day in the competition. These are averaged with the number of hoops scored by the winners being rounded up and the number of hoops conceded rounded down. These averages are recorded as the scores for the team ready to play in the forfeit. The forfeiting side gets no wins and no hoops for or against. No handicap index changes shall be recorded against the players involved.

Hit-up - A maximum of a five-minute hit-up is allowed before the first game of a match, after tossing the coin to decide order. Each player hits up using only the ball (or balls) and the lawn to be used for the game. Players are only entitled to a hit-up if the hit-up is completed before the scheduled starting time. No player/team that is ready for a five-minute hit-up will be deprived of a hit-up due to the lateness of an opponent; if an opponent is not there to toss with, someone else may act in that capacity. No player arriving after the scheduled starting time shall be permitted a hit-up. No play is permitted on the lawns to be used, except as specified above, in the hour preceding the start of play.

4. Weather Policy

The SACA weather policy as reported on the www.sacroquet.com.au website shall apply. See appendix 1. If play is stopped then timers shall be stopped for the duration of the absence from the lawn.

Matches scheduled at Hutt Road that are affected by weather conditions will follow the weather policy and the Events Coordinator will notify the contact people of alternative arrangements.

Home and Away matches, such as Autumn, Winter and Spring Pennants will follow the weather policy BUT if the home teams feel due to their local conditions it is not safe to play they should notify the visiting team and reschedule by agreement ASAP and preferably within a week of the postponed match, but certainly before the scheduled last game of the season, unless the postponed match is the last game of the season. The Events Coordinator and Scorer needs to be informed of the rescheduled dates ASAP (within 24 hours). If matches have started and need to be postponed, completed game scores stand and the continuation of the match must be played with the same team members at the same location as the original started match. This needs to happen ASAP and the Scorer and Event Coordinator are to be notified. **The same score sheet needs to be continued and players play in the original order**, but if players have played any other games in the meantime their new handicaps and indexes are to be put on the scoresheet at the beginning of the continuation.

5. Playing Fees

Team entry nominations fees and playing fees shall be as declared by SACA and are attached as an appendix to the regulations. Playing fees shall be payable to the home club. Where Hutt Rd is used, the playing fee shall apply to both teams. At Hutt Rd the playing fee is to be collected by the Team Captain and return to their club Treasurer. Where a team is short of one (or more) players the remaining players are responsible for paying the full playing fee and recouping it from their club if appropriate. The fee is NOT a per person fee.

6. Eligibility

A person who is eligible for a division of a competition at the close of entries remain eligible for the competition unless their handicap falls two below the eligibility level for that division (e.g., from a 9 to a 7 in a 9+ competition, or a 5 to a 3 in a 5+ competition). The person becomes ineligible to play in that division from the next round. No team can play more than one player whose handicap has dropped below the eligibility level in any match. The person can play in a lower handicap division, either for their own club or, if their club agrees for another club (by submitting a Clearance Form to the GC Events Coordinator).

A team may “borrow” players from another club, if they have not played in the competition for their home club and provided that the home club agrees in advance. A player clearance form signed by the home club must be submitted to the Golf Croquet Events Coordinator prior to competing. The Clearance form is on the sacroquet.com.au website under Members’ Information/Player (entry) Forms/GC Clearance Form 2022. **Teams must have at least 50% of their team with Full or Associate members. The Associate members will need a clearance from their home club.**

Where a club has two or more teams in a division of the competition, a player who has played **once** for one of the teams may not thereafter play for the other team in that division.

A player starting a competition with a club, remains playing for that club until the competition is completed, even if they change clubs during the year.

GC COMPOSITE TEAMS AND COMBINING CLUBS

- (i) All Teams should represent affiliated clubs. However, composite teams are permitted, but clubs should use as a first preference their own 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, **as per the note above** – 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. 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.
- (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 prior to the match. In this case, the Events Coordinator will send a clearance form to the GC Captain of the imported team member's club directly following the match. This must be returned at the GC Captain’s earliest convenience.

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

7. Match arrangements

7.1 Rules

WCF Golf Croquet Rules 2022 and subsequent rulings apply. If there is a dispute over a rule or the conditions of play, players should stop the clock, consult the Rules or a copy of these conditions (there will be a copy in the GC Weekend Pennant folder at Hutt Rd; clubs are expected to have a copy available), agree on action to be taken, restart the clock and continue the game. Other players may be consulted if considered appropriate.

7.2 Handicaps

It is essential that all players bring their handicap cards to all matches. Handicap cards must be correctly completed and must contain the player's ACA identity number. Handicap and Index adjustments apply to both singles and doubles as per the WCF Golf Croquet Rules 2022. Players should familiarize themselves with this process prior to playing matches. Score sheets and handicap cards are to be filled in after each match. Any changes to handicaps should be recorded in the appropriate box on the score sheet.

From January 1st 2022 All players with a handicap of 16 or more will be granted a new handicap of 16 with index of 1000.

As with the previous system every time they win a game they gain index points and every time they lose they lose index points. However, when they drop to 1000 points they do not lose any more points. They stay on 1000 until they win and then they add the points onto their handicap of 1000.

They will stay on a handicap of 16 until index reaches 1050 where they will go to 14. The player will stay on 14 until they reach 1100 and go to 12 etc.

However, if they drop back to 1000, they become a 16 handicapper.

Therefore no one can have a handicap of more than 16

7.3 Playing arrangements

Playing format -

Weekend and Midweek Pennants – 3 doubles (as per the scoresheet) per player. Session Timer applies to these matches.

If Midweek Pennants have only one or two sessions, such as 24+, then the Session Timer will not be used.

Autumn, Winter, and Spring Pennants – 1 double (single banked) and 2 singles (double Banked) per player, refer to scoresheet. **Session Timer DOES NOT apply to these matches.**

The team for the match will consist of four players each, unless otherwise specified. Players are numbered 1 - 4 in handicap order, 1 being the player with the lowest handicap. If two players have the same handicap the order is determined by index points. The player with the higher index points plays before the player with lower index points. If index points are also equal, the captain can decide on the order the players play in throughout that match. Players retain their position 1 - 4 throughout the match regardless of any changes to handicap or index points following their games.

1. Hoops are set at 3 11/16" +/- 1/32". Halfway pegs must be used.

Scoring clips/pegs and timers are to be used.

Each game is to be level play (i.e., no free turns), 13 points or 45 minutes duration, unless the session bell is rung, in which case, all games in play at that time, end and the score is recorded as the final score for that game.

The score sheet denotes the order in which the singles and doubles are played.

All games start from corner four unless specifically advised otherwise.

Second colour players start when first colours have completed the first two hoops.

The first to score seven points wins the game (unless the time limit is reached). **At the end of the game players agree on the score.**

The timer may be temporarily stopped where a **significant** delay in play is encountered due to interruption in flow by the other game in progress. The colours stopped should wait until the alternate colours are clear (two hoops ahead if following).

The game ends on the ring of the timer bell or session bell **and** when all balls affected in the last stroke have come to rest. **Draws are only permitted in the final game of matches in which the session timer is used (Weekend Pennants). In all other games, when the time expires and all balls stop, if the score is level, finish the hoop to obtain a result.** 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 bell or session bell.

The timer is not stopped if a referee is present for the match and has been called, unless the referee deems that it can be. (Usually because they are referring another matter at the time.)

A clock will be set to 2hrs 50 minutes, and this clock will be started **AT THE SCHEDULED START TIME** by the first named team on lawn 2. All games on all lawns will start at the scheduled start time and will cease when time on that clock expires. The first named team on court 2 will ring a bell so to stop all games in progress. A team scheduled to play in the following session may assist by monitoring the clock and sounding the bell. This will allow a 5-minute warm up for the next session. To maintain the same playing conditions for all sessions, this condition also applies to the last session of the day.

Special Playing Conditions when using the Session Clock:

Where a game starts with less than 45 minutes on the session clock, the playing condition requiring players to wait for 2 hoops to be run before starting does not apply during this game. Teams may wait for only one hoop to be cleared before starting or re-starting their play.

Weekend Pennants: If there is a free lawn at Hutt Road a team may NOT use that lawn to divide their games as this will change the conditions of play for those teams.

7.4 Results and scoresheets

At the end of the competition, the winner will be decided on matches first, then on net games and finally net hoops. The scoring of matches will be: Win 2 points – draw 1 point.

The winning side is responsible for ensuring the score sheet is conveyed to the Golf Croquet scorer at gcscorer@sacroquet.com.au
Teams failing to convey the score sheet within 2 working days may not be accredited with points for their win.

In **games** that are drawn there shall be no change in index points.

7.5 Disputes/Irregularities with Score Sheets

Teams often notice after they leave the venue and carefully examine their scoresheet that there was an irregularity with playing order, pairing of doubles etc. They generally contact the scorer who will then decide if the case warrants sending to the Disputes committee for further examination. The scorer may also pick up such cases and refer it on.

The disputes committee reviews the information, comparing it to similar irregularities in the past and decide on the outcome of the match. The scorer, team captains and GC Captains of the clubs concerned are notified of the decision.

Clubs can appeal the outcome by contacting the GC Director who will take the matter to the GC Committee.

8. General

Management of the Venue

At all venues members of teams must help pack up the courts. **All players are responsible for ensuring the kitchen and clubrooms are clean and tidy on their departure, your dishes and mess should not be left for others to clean up.**

At Hutt Rd Weekend, Midweek, and 24+ Pennants - The managing teams responsible for opening and closing are the first-named teams for the opening and closing sessions generally on lawn two, coloured green for opening and red for closing unless otherwise advised.

The captain of the team designated as the managing team for the first session of the day needs to arrive at least 40 minutes before, with a key and know the security code, too -

- open the premises,
- open the equipment shed,
- get the equipment trolleys out and
- erect the banner at the entrance on Hutt Road.

Members of teams playing in that session must set up the courts they are allocated to.

Similarly, the captain of the managing team for the last session of the day is responsible for ensuring -

- the courts are packed up **and equipment returned to shed and locked,**
- the banner at the entrance on Hutt Road is brought in.
- club room is clean and tidy and
- the premises locked (must have a key) and alarmed.

Members of teams playing in that session must help pack up the courts and ensure the premises are tidy.

This year a roster has been devised to allocate clubs responsible for trying to get volunteer referees to each session.

The list of qualified referees is Appendix 3

At other Venues -

Under guidance of the home team, members of teams must help pack up the courts. All players are responsible for ensuring the premises are clean and tidy on departure.

APPENDIX 1 - CROQUET SA WEATHER POLICY, approved January 2022

This policy governs all Croquet SA programmed games whether played at HQ or at a club. **This is a summary – the full policy is on the sacroquet.com.au website under Governance/Management Documents/Policies.** This policy states RELATED DOCUMENTS The following documents are relevant to this Policy: • Definitions • ACA Adverse Playing Conditions Policy.

The Tournament Manager (in consultation with the Event Co-ordinator if applicable) must review the weather forecast on the day prior to play (preferably the 4pm Bureau of Meteorology forecast) and if it is likely that the Tournament will be cancelled or games postponed because of forecast weather conditions, inform the players / team captains that the event has been cancelled / games postponed avoiding unnecessary travel for players.

Adverse Conditions

If play is suspended for any of the adverse conditions listed below or a player informs the Tournament/Events Manager that they are unable to play because of the adverse conditions, the Tournament/Events Manager is to reschedule the non-completed games to a time when the adverse conditions are not a factor, late evening, early morning or under lights (if available). If time does not permit, the event is to be cancelled and for Croquet SA tournaments the relevant Event Co-ordinator will determine whether sufficient games have been played to declare a winner, or whether to refer the matter to the relevant Committee for a decision. If the Event Co-ordinator has a conflict of interest, then the matter must be referred to the relevant Committee.

A player or team must not be penalised for failing to start or complete a game because of adverse weather conditions.

Hot Weather:

The previous hot weather policy may be used to guide the decision making of the Tournament Manager. However, ultimately the Tournament Manager is responsible for making a decision and play may proceed in weather hotter than that stipulated below and may be deferred or cancelled in weather cooler than set out below.

Play is determined by the forecast temperature in the Bureau of Meteorology's 4-30 pm forecast the evening prior to the playing of any games – www.bom.gov.au, or as given in any of the local TV stations' evening news services (all are based on the Bureau's 4-30 pm forecast). **This is not as obvious in the current Policy but is a means to keep GC Players consistent with determining temperature.**

For Pennants and other competitions played on a sessional basis:

When the temperature is over 32° but not over 34°, the first two sessions can be played, provided they finish no later than 1.30 pm.

When the temperature is over 34° but not over 36°, the first session can be played, provided the session will be finished by 11:00am.

No daytime games should be played when the temperature is over 36°, unless the Tournament Manager is satisfied that appropriate risk mitigation strategies can be employed.

For events not played on a sessional basis:

When the forecast temperature is over 32° but not over 34°, games will be played, but they should finish no later than 1.30 pm.

When the forecast temperature is over 34° but not over 36°, no play is suggested between 11.00 am and 7.00 pm. Games that are not likely to finish before 11 am should not be started.

No daytime games should be played when the temperature is over 36°, unless the Tournament Manager is satisfied that effective risk mitigation strategies can be employed.

Other Adverse Weather Conditions

The Tournament Manager will be **responsible for managing the** risks associated with other adverse weather conditions and will determine the appropriate action to be taken. Below are the Guidelines from Australian Croquet Association, ACA Adverse Playing Conditions Policy.

Thunderstorms

Play is to be suspended during thunderstorms or when lightning is observed 30 seconds or less before the thunder is heard and is not to be resumed until 30 minutes after the thunder and lightening are separated by more than 30seconds.

Torrential Rain/Hail

Whilst croquet play can continue during rainfall, play is to be suspended during torrential rain or when hail is falling, with the Tournament Manager or Event Organiser being the person responsible for deciding that the rainfall is 'torrential'.

Excessive Surface Water

If surface water is excessive, including if excessive force is required when striking ball, play is to be suspended.

High Wind

Play is to be suspended if extremely high winds present a danger to players from wind-borne debris, or if stationary balls are being moved as appreciable distance.

APPENDIX 2 - SACA FEE STRUCTURE FOR TEAM EVENTS 2024

Pennant Team Entry	\$45	
Pennant Green Fees for Hutt Road	\$28	Per Team, not per person
Pennant Green Fees for Home and Away Matches	\$28	to Hosting Club, per Team

APPENDIX 3 – Active Qualified Referees Jan 2024 and Roster for Clubs to arrange for Referees

Anne Woodhouse	annewoodhouse4@gmail.com	Brighton
Ansi Baumanis	ansib@adam.com.au	Norwood
Barry Haydon	bandjhaydon@gmail.com	Hyde Park
Barry Jennings	bdjennings053@gmail.com	Hyde Park
Bernie Pfitzner	berniepfitzner@adam.com.au	Victor Harbor
Bob Neil	bobneil887@gmail.com	Norwood
Carolyn Cooper	carolyncooper2706@gmail.com	Aldinga Bay
Carolyn Frazer	ifr59702@bigpond.net.au	North Adelaide
David Wise	dawise@bigpond.com	Norwood
David Stumm	mqrhire@bigpond.com	North Adelaide
Graeme Thomas	grazzadi@bigpond.com	Hyde Park
Graham Whiteway	grahamwhiteway@gmail.com	Brighton
Geoff Creek	geoffdc@hotmail.com	Tea Tree Gully
John Arney	vjarney@gmail.com	Norwood
Julianne Jago	julianne.jago@icloud.com	South Terrace
Karen Magee	kmageewb@gmail.com	Brighton
Kevin Le Poidevin	kevinlepoidevin@gmail.com	Norwood
Kim Millhouse	kimjmillhouse@gmail.com	Millswood
Robert Hamshere	rhamshere@bigpond.com	Coromandel Valley

GC Weekend Pennants 2024

Referee Coordinators

The club designated as the coordinating club is required to contact referees and endeavour to obtain referees for each session of that day.

The list of qualified referees is above

Date	Day	Coordinating Club
3 Feb	Saturday	Hyde Park
24 Feb	Saturday	Millswood
2 Mar	Saturday	Norwood
13 Apr	Saturday	Brighton
20 Apr	Saturday	Hyde Park
4 May	Saturday	South Terrace
18 May	Saturday	North Adelaide
23 Jun	Sunday	Millswood
6 Jul	Saturday	Hyde Park
13 Jul	Saturday	Victor Harbor
21 Jul	Sunday	Norwood
10 Aug	Saturday	Tea Tree Gully
31 Aug	Saturday	Hyde Park
21 Sep	Saturday	Brighton
28 Sep	Saturday	Millswood
29 Sep	Sunday	Norwood
19 Oct	Saturday	Holdfast Bay
20 Oct	Sunday	South Terrace
17 Nov	Sunday	Hyde Park