

SACA AC WEEKEND PENNANTS – CONDITIONS OF PLAY

Extracted from CROQUET SA TOURNAMENT REGULATIONS (May 10, 2022).

(The full document can be downloaded from the SACA website)

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.

Clause 1.1.11.5:

Division 1: Players handicapped from minus 3 to 20.

Division 2 (10+): Players handicapped 2 – 20, except only one 2 allowed.

Division 3 (32+): Players handicapped 7 – 20, except only one 7 allowed.

Division 4 (64+): Players handicapped 14 – 20, except only one 14 allowed.

- 4) Matches will be played at Association headquarters (Hutt Road) 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.

Clause 1.1.11.7: 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.

16) 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.

The following scale will be used:-

Division 1: First pair 26 points

Second pair 21 points

Division 2 (10+): First pair 19 points

Second pair 16 points

Division 3 (32+): First pair 17 points

Second pair 14 points

Division 4 (64+): First pair 15 points

Second pair 12 points

17) Weather Policy for Saturday Pennants: Refer to the Weather Policy on the Croquet SA Website