

GOLF CROQUET INDIVIDUAL EVENTS - CONDITIONS OF PLAY 2025

A person who is eligible for a division of a competition at the close of entries is able to compete in that competition unless their handicap falls two below the eligibility level for that division.

1. Players should arrive at least 30 minutes before starting time to assist with setting up of courts. If a player arrives more than 15 minutes after the starting time, they will forfeit their first game, unless the Tournament Manager has determined it to be a valid reason.
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" +/- 1/32. Halfway pegs must be used.
ACA Bronze Medal, hoops to be set to largest ball on court plus a clearance of 1/32".
4. Handicap cards are to be produced to the Tournament Manager (TM) at the beginning and end of the tournament to fill in the AHSI form. Both singles and doubles games affect handicaps.
5. WCF 2022 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 tournaments must have a Tournament Referee whose role is to adjudicate in a situation where the interpretation of a rule is in question. The Tournament Referee cannot overrule a referee's decision on a matter of fact. A Tournament Referee is to "protect" referees, players and others from inappropriate behaviour from any persons at the event.
7. All games to be 13-point, level play, with generally a 45-minute time limit EXCEPT for Gold Medal, President's Trophy, Director's Trophy, State Championship and State Qualifying events which will be one hour and the ACA Bronze Medal which shall be untimed games. The 19 Point Tournament will have a time limit of 1 hour 30 minutes. 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 after they hear the timer. Unless otherwise directed, players must expedite the changeover between games and start as soon as their allocated lawn is available.
8. 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.
9. If a tournament has Block play and then finals, a player may exit the tournament at the end of the Block play. Any withdrawal after block play will not be withdrawn from the competition. Likewise, if a player does not wish to compete in a final series or consolation finals, they may also exit at that point. The next highest finishing player may take the place of the withdrawing player.
10. 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.
11. Clips or pegs are to be used to ensure there is no dispute over scores.
12. 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 the timer is stopped, play recommences once the second hoop ahead has been run. 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.

13. In extreme cases, where a game is holding up another for a long time, the referee may ask the slow game to peg down their game and allow the following game to play through. The clock of the slow game may be stopped while the following game plays through.
14. 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.
15. 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.
16. All players are required to ensure the kitchen and clubrooms are clean on departure.
17. Croquet SA's Weather Policy applies.
18. 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.
19. 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.
20. 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.
21. 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 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.

22. To 'withdraw' is to forfeit **more** than one match. This triggers an exit from the event. If a match is forfeited, the score of the forfeiting player at the time of forfeiting is recorded as their final score and the opponent's score is recorded as the maximum possible for the game or match being played. If a player withdraws from the event before completing a block their scores are voided.
23. If circumstances are not covered by the above conditions, then the Tournament Manager in consultation with the GC Individual Events Coordinator (GCIEC) will determine how to proceed. If the (GCIEC) is not available another GC Committee member should be consulted if possible.