1. **LEAGUES AND ENTRIES**
   a. The Federation shall organise a number of leagues, in which teams from Full Member Clubs may play matches against one another. The leagues currently supported are:
      (1) the Handicap League;
      (2) the Level Play League;
      (3) the High Handicap League.
   b. Each league shall consist of two or more all-play-all blocks. The number of blocks in each league and the allocation of entrants to those blocks shall be at the discretion of the League Secretary, except that in a league containing 20 or more entrants that league shall be structured in a minimum of four blocks.
   c. The Federation Secretary shall invite applications from clubs in the Federation for places in the leagues for the following year when notifying them of the agenda for the Annual General Meeting (AGM).
   d. A team that has conceded two or more matches in the most recent season shall, in the following season, be refused entry to the league in which it has defaulted unless the League Secretary can be convinced that there were extenuating circumstances which prevented the matches in question from being played.
   e. The deadline for entries shall be fourteen days after the AGM.
   f. The entry fee for all leagues shall be the same.

2. **FIXTURES AND VENUES**
   The fixtures and their venues for each season shall be laid down by the League Secretary, who shall send out notification to each club of its league fixture commitment for the following season no later than one month after the AGM.

3. **FIXTURE DATES**
   a. It shall be the duty of all clubs concerned to arrange the dates for their fixtures and submit them to the League Secretary by 1st February. Appendix 1 is to act as a checklist for club tournament secretaries / team captains.
   b. No fixture shall be arranged for a date later than the penultimate Sunday in August.
   c. It shall be the duty of the League Secretary to publish a full league fixture list, with details of dates and venues, in the South West Area Newsletter (SWAN).
   d. Once SWAN has been published, a fixture date may only be changed in exceptional circumstances with the agreement of both clubs and subject to immediate notification to the League Secretary.
   e. If two teams from the same club are in the same block in a League then those teams must play the fixture between them before any other game for either team.

4. **ELIGIBILITY**
   a. Only current playing members of a club shall be eligible to represent that club.
   b. In any given league, no player shall play for more than one team during a season. Note that this rule does not preclude a player from participating in more than one league during a season, or from playing for another club in a different league.
   c. On the day any match is played, each player shall comply with the appropriate handicap restriction from the following.
      (1) There is no handicap restriction in the Level Play League.
      (2) Players with handicaps of 10 or below may play in the Handicap League matches. In addition, a team may field one player whose handicap is 11 or 12.
(3) Players with handicaps of 8 or above may play in the High Handicap League matches.

d. Players must have a properly assessed Golf Croquet handicap.

e. A CA handicapper, who is a member of a team, may not alter the handicap of a member of the opposition without that player’s consent.

5. **SIZE OF TEAMS**

A team shall consist of a minimum of four and a maximum of eight players.

6. **MATCH FORMAT**

a. **NUMBER OF GAMES.**
   
   (1) Where a match is played in the Level Play League at a one-lawn club, a match shall comprise 14 games: 2 doubles games and 12 singles games. A match may therefore result in a 7–7 draw.
   
   (2) In all other cases, a match shall comprise 20 games: 4 doubles games and 16 singles games. A match may therefore result in a 10–10 draw.

b. **MATCH POINTS.** Two match points shall be awarded to a winning team, or one match point to each team in the event of a draw.

c. Half-way markers are mandatory at all SWF Golf Croquet league matches.

d. **CHOICE OF LAWNs.** Where a club has two or more lawns available, the home team captain shall choose the lawns for the first and fourth sessions, and the visiting team captain shall choose the lawns for the second, third, fifth and sixth sessions, avoiding double-banking where possible. The choices may be made at the beginning of each session, or the captains may agree to choose lawns for as many sessions as they wish at the beginning of the day and subsequently when they need to.

7. **GAME FORMAT**

a. All games shall be 13-point games, played according to the CA Rules for Golf Croquet on full-size, near to full-size (i.e. ¾-size or larger), or small (i.e. less than ¾-size) lawns.

b. Games may be played on small lawns only if full- or near to full-size lawns are not available at the home club. In this case the home club must advise their opponents that small lawns are being used, for some or all of the games, at least seven days before the date of the match.

8. **TIME LIMITS**

a. A time limit of not less than 50 minutes shall be agreed by both team captains before the start of each game (except as directed under Rule 13e); if they wish, they may agree to play any game without a time limit. If the two captains cannot agree on a time limit, the shorter of the two suggested time limits shall be used.

b. If a game should be held up because of double-banking, the clock in that game shall be stopped until the game can proceed.

c. **EXPIRY OF TIME LIMIT.**

   (1) **HANDICAP AND HIGH HANDICAP LEAGUES.** When time is called each side shall be entitled to 4 additional turns (the extension period). Extra turns may not be used during the extension period. If the scores are level after this then the game is drawn and each side shall have earned a ½ game point; there shall be no continuation of play.

   (2) **LEVEL PLAY LEAGUE.** When time is called each side shall be entitled to 4 additional turns (the extension period). If the scores are level after this then:

   i. for singles games, play shall continue until the next point is scored;
   
   ii. for doubles games, the game is drawn and each side shall have earned a ½ game point; there shall be no continuation of play.
9. **PAIRING OF OPPONENTS**

a. The two team captains shall exchange the names of their players in each round of the match immediately prior to the commencement of that round. During this exchange, one captain shall present the names of his players first, to which the other captain shall respond with his players’ names, as follows.

(1) Before the first round, the home team captain shall present first.
(2) Before the second round, the visiting team captain shall present first.
(3) For subsequent rounds, this "right of presentation" shall alternate.

b. **RESTRICTIONS.**

(1) Where a match is played in the Level Play League at a one-lawn club, no one player shall play in more than one doubles and three singles games.
(2) In all other cases, no one player shall play in more than two doubles and four singles games.
(3) No game shall be repeated, except as allowed under Rule 13e.

10. **REPORTING OF RESULTS**

It shall be the duty of the home club to inform the League Secretary of the match result and provide him with details of the games within seven days of the match.

11. **WALKOVERS / ABANDONED MATCHES**

a. **WALKOVERS.**

(1) If a club fails to provide the minimum size of team for any match, the League Secretary shall be empowered to award a walkover win to its opponents.
(2) A walkover win shall be scored 9–0.

b. **ABANDONED MATCHES.**

(1) **DEFINITION.** A lawn is unplayable if:
   i. both captains agree it is unplayable; or
   ii. there is sufficient surface water on any part of the lawn to prevent a ball hit through it from reaching any one of the four boundaries.
(2) **OPTIONS.** If one or more lawns are unplayable, the two captains may:
   i. choose to continue the match; or
   ii. agree to abandon the match; or
   iii. disagree, in which case the match shall be abandoned.

(3) If a match is abandoned because one or more lawns are unplayable, every attempt should be made to complete the match at a later date unless one team has already won more than half of the scheduled number of games. Failing this, the match shall be awarded to the team with the most wins in completed games; if the number of wins is shared equally, the match shall be declared a draw.

(4) If all the lawns are playable but the two captains mutually agree to abandon the match for some other reason, the match score at the time it is abandoned shall be the recorded score.

(5) If all the lawns are playable and one captain wishes to abandon the match but the other wishes to continue, any uncompleted games shall be awarded to the team that is prepared to continue.

12. **FINAL BLOCK POSITIONS**

a. In determining the positions in an all-play-all block after all fixtures have been decided, teams shall be ranked in order of match points awarded.

b. Where two teams have the same number of match points:

(1) for blocks in which teams play each other once only, the team that won the match between them in that season shall be ranked the higher;
(2) for blocks in which teams play each other twice (home and away), the higher-ranked team shall be determined by the aggregate game score in the two
matches between those teams; if the aggregate game score is still inconclusive, the teams shall be ranked in order of the average points difference achieved per game in those two matches.

c. Where more than two teams have the same number of match points, a mini-block of the matches between the teams concerned shall be examined, and the principles of (a), then (b), above shall be re-applied. If (b) above cannot be applied to the mini-block, the teams shall be ranked in order according to the percentage of games they have won in the mini-block during that season.

d. Where, following the application of (c) above, two teams are now ranked equally, (b) above shall be re-applied.

e. Where, following the application of (c) and (d) above, more than two teams are ranked equally, those teams shall be ranked in order of the average points difference achieved per game played in the mini-block during that season.

f. Where, as a result of (e) above, two teams are now ranked equally, (b) above shall be re-applied.

g. If (a) to (f) fail to resolve the equality in ranking, lots shall be drawn by the Committee to determine the matter.

13. **PLAY-OFFS AND FINALS**

   a. After the final block positions for each of the constituent blocks have been determined, then in each block the team with the highest position shall be declared the Block Winner. For each league formatted as all-play-all blocks, the Committee shall arrange such play-offs between the block winners as may be necessary to produce two finalists. Should any block winner be unable to compete in the relevant play-off match or final, the League Secretary may deem the next highest-placed available team in that block to be the block winner. Similarly, should a team win a play-off match and then become unable to compete in the next play-off match or final, the League Secretary may reinstate the last team beaten by the unavailable team.

   b. Play-offs shall be staged at the venues of block winners, and each block that is to provide the host and "Home" club shall be determined on a rotational basis and printed in SWAN. Matches may be played on any date after the penultimate Sunday in August, by arrangement between the clubs involved, but no fewer than seven days before the scheduled date for the relevant final. It is the responsibility of both clubs in each match to inform the League Secretary of the agreed date.

   c. League finals shall be staged at venues (host clubs) and on dates decided by the Committee and printed in SWAN. For each of the finals, the "Home" Club shall be determined by the League Secretary.

   d. For each play-off and the final, the host club shall:
      (1) determine the number and size of the lawns (subject to Rule 7b); and
      (2) appoint a referee.

   e. If a play-off or final match ends in a draw (either 10–10 or 7–7), each team shall nominate any two of its players, who have already played in the match, to play one further game of doubles to decide the match. This deciding game shall be played with no time limit.

14. **MATTERS IN DISPUTE**

   The Committee shall have the power to resolve:
   - any matter not covered by these rules;
   - disputes over the interpretation of anything contained within these rules.

15. **AMENDMENTS**

   These rules are subject to amendment at any General Meeting of the Federation by simple majority of those delegates present and eligible to vote.
## APPENDIX 1

### Step-by-step guide for arranging a League Match

<table>
<thead>
<tr>
<th>STEPS</th>
<th>RELEVANT RULES</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Before 1 February</strong></td>
<td></td>
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<tr>
<td>1. Once you have been notified of your fixture commitments you should contact your opponents and agree dates for the fixtures.</td>
<td>2, 3a, 3b &amp; 3e</td>
</tr>
<tr>
<td>2. Notify the League Secretary of the dates agreed for your fixtures.</td>
<td>3a</td>
</tr>
<tr>
<td><strong>At least 7 days before the match</strong></td>
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<tr>
<td>3. Contact your opponents to state your team size.</td>
<td>5</td>
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<tr>
<td>4. Where relevant, the home club must inform the away club of the size of lawns to be used.</td>
<td>7b</td>
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<tr>
<td><strong>On Match Day</strong></td>
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<tr>
<td>5. The team captains shall arrange the pairings of opponents for all games prior to the start of each round.</td>
<td>9a</td>
</tr>
<tr>
<td><strong>NOT LATER THAN 7 DAYS AFTER THE MATCH</strong></td>
<td></td>
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<tr>
<td>6. The home club shall inform the League Secretary of the match result and the full details of the games on the Golf Croquet League Report Form, obtainable from the South West Federation website.</td>
<td>10 &amp; 11</td>
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