

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 Federation League;
 - (2) the 'B' League;
 - (3) the Intermediate League;
 - (4) the League for Advanced Play.
 - (5) the Short Croquet League.

4. ELIGIBILITY

- c. On the day any match is played, each player shall comply with the appropriate handicap restriction from the following.
- (5) Each team that plays in the Short Croquet League must include at least 2 players with Short Croquet handicaps of 6 or more. If a player does not have a Short Croquet handicap then their initial handicap is to be taken from their Association handicap according to the conversion table in Appendix 5.

5. SIZE OF TEAMS

- a. 'B' League, Intermediate, Federation and Advanced
- (1) The size of teams for any given fixture is a matter for agreement between the opposing clubs, subject to (2) and (3) below.
 - (2) The minimum team size shall be three players.
 - (3) Subject to (2) above, where teams cannot agree on the team size the lower of the two suggested figures shall be used.
 - (4) Nothing in (1) to (3) above shall restrict a club from substituting new players in a later session of the match.
- b. Short Croquet
- (1) The team shall consist of 3 or 4 players, by agreement between the opposing clubs, but shall be equal in size.
 - (2) Subject to (1) above, where teams cannot agree on the team size the lower of the two suggested figures shall be used.
 - (3) Nothing in (1) to (2) above shall restrict a club from substituting new players in a later session of the match, as described in Appendix 5.

6. MATCH FORMATS

- a. 'B' League, Intermediate, Federation and Advanced
- (1) Whatever the team size, the match shall be arranged so that one side must win (except as provided in Rule 11b).
 - (2) Subject to Rules 5a and 6a, and the number of lawns it has available, the home club shall choose the match format. Appendix 2 lists the possible match formats.
 - (3) A match shall consist of a minimum of five games. One-lawn clubs may play two afternoon sessions (see Rules 8a(4) and 8b(2)) or — except in the 'B' League — triple-bank.
 - (4) Where a club has two or more lawns available, the visiting team captain shall choose the lawns for each session of the match, avoiding double-banking where possible.

- b. Short Croquet
 - (1) If a team consists of 4 players then each player will play each member of the opposing team once, giving 4 games per player. The games are to be played in the order shown in Appendix 5.
 - (2) If a team consists of 3 players then they are to be ranked as low, middle and high handicapper (the captain deciding which of equal handicaps is the 'lower'). Each player plays each member of the other team and then plays their equivalent ranked player again to make 4 games each. The games are to be played in the order shown in Appendix 5.
 - (3) The total number of games may therefore be 16 or 12, allowing a match to be drawn 8-8 or 6-6.

7. GAME FORMATS

- a. **ADVANCED LEAGUE.** All games shall be played according to the CA Laws for Advanced Play on full- or near to full-size lawns.
- b. **FEDERATION AND INTERMEDIATE LEAGUES.** All games shall be played according to the CA Laws for Handicap Play on full- or near to full-size lawns.
- c. **'B' LEAGUE.**
 - (1) All games shall be either:
 - i. 26-point games played on half-size lawns; or
 - ii. 14-point games played on full- or near to full-size lawns.
 - (2) The choice in (1) above shall rest with the home club, which may decide to play some games in the match on full-size lawns and other games on half-size lawns.
 - (3) All games shall be played according to the CA Laws for Full Bisque Handicap Play, using a Base Handicap of 11½.
 - i. 26-point games shall use the calculated bisque allocation modified, in accordance with published Schedules, for half-size lawns.
 - ii. 14-point games shall use the calculated bisque allocation modified, in accordance with published Schedules, for 14-point games.
 Appendix 3 specifies the allocation of bisques.
- d. **SHORT CROQUET LEAGUE.**
 - (1) All games shall be played according to the Laws of Association Croquet (6th Edition), APPENDIX 7: Short Croquet.
 - (2) The game is always 14 points, singles and full-bisque.
 - (3) The courts used must be between 24 x 16 yds (Short Croquet) and 28 x 17.5 yds (half of a full-size lawn).
 - (4) Players will be required to maintain a separate Short Croquet handicap card following the rules published by the Croquet Association. The index trigger points are shown in Appendix 5.

8. TIME LIMITS

- a. **ADVANCED, FEDERATION AND INTERMEDIATE LEAGUES.**
 - (1) The time limit for any session shall be 3, 3¼ or 3½ hours, to be determined by the away club. Other time limits may be imposed by the agreement of the two captains.
 - (2) Time taken for stoppages (for tea, coffee, etc.) shall be added to extend the time limit.
 - (3) Notwithstanding (1) and (2) above, where the home club has only one

lawn and wishes to play three games in one session, the away club may decide that all or some of the singles games in that match shall be limited to 2½ hours.

- (4) In the Federation and Intermediate Leagues, where the home club wishes to play two rounds of singles in one session, any singles game in that session may be given a 2-hour time limit and, in that case, shall be played as an 18-point game, starting at Hoop 5, with the number of bisques reduced accordingly.

b. 'B' LEAGUE.

- (1) Any doubles game and any singles game not covered by (2) below may be given a time limit of 2½, 2¾, 3, 3¼ or 3½ hours, to be determined by the away club. Other time limits may be imposed by the agreement of the two captains.
- (2) Where the home club wishes to play two rounds of singles in one session on half-size lawns, any singles game in that session may be given a 2-hour time limit and, in that case, shall be played as an 18-point game, starting at Hoop 5, with the number of bisques reduced accordingly.

d. SHORT CROQUET LEAGUE.

- (1) Time limit 75 minutes per game.

- e. WHARRAD TURNS. Games shall be concluded with Wharrad Turns if both captains agree. If the captains disagree a coin shall be tossed and the winner shall decide whether Wharrad Turns are to be used. Wharrad Turns shall be conducted according to CA Tournament Regulation T3 and shall start 1 hour before the end of the agreed time limit. (See Appendix 4)

APPENDIX 5 Short Croquet

Handicap conversion table from Association to Short Croquet

AC Handicap	SC Handicap	AC Handicap	SC Handicap
-3 to -1	3 Peels	8 to 9	3
-0.5 to 0.5	2 Peels	10 to 11	3.5
1 to 1.5	1 Peel	12	4
2 to 2.5	0	14	5
3 to 3.5	0.5	16	6
4 to 4.5	1	18	7
5	1.5	20	8
6	2	22	9
7	2.5	24	10

Game formats in Short Croquet matches

Teams of 4

Identify the players on one team (in handicap order) as A, B, C and D and on the other team as P, Q, R and S.

The match is played in 4 rounds, with 4 games in each round as show in the table. i.e. In Round 1 A plays S, B plays P, C plays Q and D plays R

If a team brings additional players substituted in later rounds then they will be considered as taking over from another player but keeping the same letter.

i.e in Round 1 A plays S and in Round 2 A plays R. Player A then leaves and is replaced by a new player who will play (as A) against Q and P in rounds 3 and 4.

	P	Q	R	S
A	4	3	2	1
B	1	4	3	2
C	2	1	4	3
D	3	2	1	4

Teams of 3

Identify the players on one team (in handicap order) as A, B and C and on the other team as P, Q and R.

The match is played in 4 rounds, with 3 games in each round as shown in the table.

i.e. In Rounds 1 and 4 each player plays their equivalent in the other team.

If a team brings additional players substituted in later rounds then they will be considered as taking over from another player but keeping the same letter.

i.e in Round 1 A plays P and in Round 2 A plays Q. Player A then leaves and is replaced by a new player who will play (as A) against R and P in rounds 3 and 4.

	P	Q	R
A	1 & 4	2	3
B	3	1 & 4	2
C	2	3	1 & 4

Handicap trigger points for Short Croquet

Handicap	Trigger point	Handicap	Trigger point
3 Peels	115	3	70
2 Peels	110	3.5	65
1 Peel	105	4	60
0	100	5	55
0.5	95	6	50
1	90	7	45
1.5	85	8	40
2	80	9	35
2.5	75	10	30