

# **SOUTH WEST FEDERATION OF CROQUET CLUBS**

## **LEAGUE RULES (GOLF CROQUET)**

(Incorporating changes made at the 2019 AGM)

### **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 that specified for the relevant league by the League Secretary in his notification to clubs (*q.v.* Rule 2).
- 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. It is the responsibility of the team captain to know the current Rules that apply to the team and to have a copy of them for reference.
- 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) LEVEL PLAY LEAGUE. There is no handicap restriction.

- (2) HANDICAP LEAGUE. Players with handicaps of 10 or below, subject to (d) below. In addition, a team may field one player whose handicap is 11 or 12.
- (3) HIGH HANDICAP LEAGUE. Players with handicaps of 8 or above, subject to (d) below.
- d. If a player has played for a Handicap or High Handicap League team throughout the season and is still eligible to play for that team when it plays its final block match then, if the team qualifies for the play-offs, that player shall be allowed to participate if his/her handicap is within, or not more than one step outside, the range for that league.
- e. Players must have a properly assessed Golf Croquet handicap, and all players should have a completed handicap card. Each player is responsible for ensuring that his/her handicap is correct on the CA website.
- f. Each player is required to play every game at his/her correct handicap. If the use of a wrong handicap should come to light, one of the following remedies shall apply.
  - (1) HANDICAP AND HIGH HANDICAP LEAGUES. If it is discovered at any stage during or after a match that a player's declared handicap in any game was above the correct value, each such game shall be deemed to have been lost by the maximum margin.
  - (2) LEVEL PLAY LEAGUE. If any handicap errors are discovered during or after a match, the opposing team captain should be informed immediately so that corrections can be made to any affected handicap cards.
- g. Where a player is a member of a team for which he/she is not eligible under (a) to (d) above, all of the games involving that player shall be deemed to have been lost by the maximum margin.
- h. 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 comprise 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 consist of 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 consist of 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 rounds, and the visiting team captain shall choose the lawns for the second, third, fifth and sixth rounds, avoiding double-banking where possible. The choices may be made at the beginning of each round, or the captains may agree to choose lawns for as many rounds as they wish at the beginning of the day and subsequently when they need to.
- e. The default format for a match is 6 rounds but, if sufficient lawns are available and the captains agree, fewer rounds may be used.
- f. The order in which the singles and doubles games are played shall be agreed between the captains, but if no agreement can be found then the home team captain shall decide.

## **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.  $\frac{3}{4}$ -size or larger), or small (i.e. less than  $\frac{3}{4}$ -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 Strokes 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  $\frac{1}{2}$  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  $\frac{1}{2}$  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 complete the appropriate Golf Croquet League Report form and submit it to the League Secretary within seven days of the match. (The forms are available on the South West Federation website.)

## **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 according to the following hierarchy.
  - (1) Match points awarded.
  - (2) "Who beat whom", using the nett games where teams have met twice.
  - (3) If two or more teams are still equal then, for a mini-block of the equal teams:
    - i. match points awarded; then
    - ii. "who beat whom", using the nett games where teams have met twice; then
    - iii. average nett hoop points per game between the teams in the mini-block.
  - (4) If two or more teams are still equal then they shall be ranked by their nett games in the entire block.
  - (5) If two or more teams are still equal then they shall be ranked by the average nett hoop points per game in the entire block.
- b. If the above measures fail to resolve the equality in ranking then lots shall be drawn by the Committee.

## **13. PLAY-OFFS AND FINALS**

- a. After the final block positions for each of the constituent blocks have been determined, in each block the team with the highest position shall be declared the Block Winner. For each league, the League Secretary 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 block winners have been decided, by arrangement between the clubs involved, but no fewer than seven days before the scheduled date for the next round. The host club must offer the visiting team three dates on which the play-off match could be played. 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 League Secretary 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 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.
  - f. The winner of the Handicap League final shall represent the South West Federation in the GC Federation Shield in the following season.

#### **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**

#### STEPS

#### RELEVANT RULES

Before 1 February

- |    |                                                                                                                             |                |
|----|-----------------------------------------------------------------------------------------------------------------------------|----------------|
| 1. | Once you have been notified of your fixture commitments you should contact your opponents and agree dates for the fixtures. | 2, 3a, 3b & 3e |
| 2. | Notify the League Secretary of the dates agreed for your fixtures.                                                          | 3a             |

At least 7 days before the match

- |    |                                                                                                               |         |
|----|---------------------------------------------------------------------------------------------------------------|---------|
| 3. | Contact your opponents to state your team size.                                                               | 5       |
| 4. | Where relevant, the home club must inform the away club of the match format and the size of lawns to be used. | 6a & 7b |

On Match Day

- |    |                                                                                                           |            |
|----|-----------------------------------------------------------------------------------------------------------|------------|
| 5. | Each captain should provide the opposing captain with a list of players' names and handicaps.             | Appendix 2 |
| 6. | The team captains shall arrange the pairings of opponents for all games prior to the start of each round. | 9          |

NOT LATER THAN 7 DAYS AFTER THE MATCH

- |    |                                                                                                                                                                                                              |         |
|----|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------|
| 7. | The home club shall inform the League Secretary of the match result and the full details of the games on the appropriate Golf Croquet League Report Form, obtainable from the South West Federation website. | 10 & 11 |
|----|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------|

## **APPENDIX 2**

### **REGULATIONS**

These regulations are intended to provide guidance for team captains on some aspects of match conduct in order to reduce misunderstandings.

#### Handicaps and Extra Strokes

At the start of the match, each captain should provide the opposing captain with a list of players and their handicaps.

The captains should be particularly aware of Rule 4, Eligibility.

The number of extra strokes claimed for each player should be clearly stated before each game.

Whatever system is used for marking the number of extra strokes (e.g. beads, bisque sticks, etc.), the token should be handed over or removed before the stroke is played. All players have a right to be kept aware of the number of extra strokes remaining.

If an extra stroke is taken when the player is not entitled, the rule for a Wrong Ball (same side plays twice) applies.

#### Wrong Ball forestalling

It is recommended that the match referee invites all players to be Sequence Umpires, whether playing or not. Their responsibility is to forestall in any game if a wrong ball is about to be played or has been played.

The home team captain should ensure that spectators who are neither referees nor players do not forestall, but they can draw the attention of a Sequence Umpire to a wrong ball if they notice one.

#### Warm-up time

A visiting team should always be allowed time for warm-up and to become familiar with all of the lawns that will be used for the match. The time taken for warming up is not fixed but up to 10 minutes should be allowed in the schedule.

This also implies that the visitors should arrive in good time to allow for this warm-up before the agreed start time.

Any hoop-running during the warm-up should be relatively gentle. This is not a practice period and the purpose of hoop-running is to learn the ball clearance and feasible approach angles.

No further practice should occur, but a player who joins the match later should be allowed some time to get the 'feel' of the lawn before starting to play.

#### Clock-stopping

The WCF Rules of Golf Croquet (17.3) allow for clocks to be stopped if two double-banked games interfere.

The other times when clocks may be stopped by mutual agreement are when delays occur that are not part of the normal game. Examples could be:

- a ball lost in a hedge;
- a refereeing decision that is very slow because the Rule Book needs to be consulted;
- a player called away to referee another game.

Note that time is not restored when a game is resumed with a penalty area continuation because the players have run a hoop out of order.