

South West Federation of Croquet Clubs
League Rules (Association Croquet)
(Incorporating changes made at the 2021 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 League for Advanced Play;
 - (2) the Federation League;
 - (3) the Intermediate League;
 - (4) the 'B' League;
 - (5) the Short Croquet League (Open).
 - (6) the Short Croquet League (Restricted).

- b. Structure of "Handicap Leagues".

The **Federation League, Intermediate League, 'B' League** and both **Short Croquet Leagues** shall each 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 22 or more entrants that league shall be structured in a minimum of four blocks.

- c. Structure of the "Advanced League"

- (1) The **League for Advanced Play** shall comprise three divisions: Division 1 shall contain five teams, but the number of teams in each of Divisions 2 and 3 shall be at the discretion of the League Secretary.
- (2) Each division shall consist of one or two all-play-all blocks. Should any block contain fewer than five teams then each team shall play all of the others twice, once at home and once away.
- (3) A team shall remain in the same division from season to season, subject to:
 - i. any promotion or relegation under Rule 14a (2) at the end of a season; and
 - ii. its application for a place in the League under Rule 1d for the following season.

- d. 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).
- e. 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.
- f. The deadline for entries shall be fourteen days after the AGM.
- g. 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 24th January. 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, and distribute the list to clubs.

- d. When the list has been distributed 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(s) between them before any other game for either of those teams.

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, except as specified below.
 - (1) A club entering a team in more than one division of the League for Advanced Play should declare each team squad to the League Secretary before the first game of theseason. Players not so nominated shall be assumed to be members of the squad ofthat team for which they first play.
 - (2) For each club in (1) above:
 - i. No member of a Division 1 or 2 squad may play in a lower division.
 - ii. A member of a lower-division squad may play in one match in a higher division whilst retaining membership of the lower-division squad; however, if that member plays in more than one match in a higher division then membership will transfer to the higher-division squad and that member may no longer play in the lower division.

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) **League for Advanced Play.** There is no handicap restriction.
 - (2) **Federation League.** Players with handicaps of 14 or below, subject to (d.1) below. In addition, a team may field one player whose handicap is 16 or 18.
 - (3) **Intermediate League.** Players with handicaps within a range of 9 to 18, subject to (d.1) below. In addition, a team may field one player whose handicap is 20 or 22.
 - (4) **'B' League.** Players with handicaps within a range of 16 to 24, subject to (d.1) below.
 - (5) **Short Croquet Restricted League.** At least half of the games played by each team must be played by players with Short Croquet handicaps of 6 or above, subject to (d.2) below.
 - (6) **Short Croquet Open League.** There is no handicap restriction.
- d.
 - (1) **Federation, Intermediate and 'B' Leagues.** If a player has played for a 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 forthe 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.
 - (2) **Short Croquet Restricted League.** If a player has played for the team during the season but their Short Croquet handicap has improved to a level below 6, then any games played by that player in a play-off or final match will be counted as having been played by a high handicapper.
- e. If a player has played for a 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.
- f. In the Advanced, Federation, Intermediate and 'B' Leagues, every player must have a properly assessed Association 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.

- g. In the Short Croquet Leagues, every player must have a properly assessed Short Croquet handicap, except that where a player does not have a Short Croquet handicap, the initial handicap is to be taken from the player's Association Croquet handicap according to Table 1 in Appendix 5.
- h. 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 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) Advanced 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.
- i. 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.
- j. 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. **Advanced, Federation, Intermediate and "B" Leagues.**
 - (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 Leagues.** The team size shall be four players, but this shall not restrict a club from substituting new players in a later session of the match, as described in Appendix 5.

6. Match Formats

- a. **Advanced, Federation, Intermediate and "B" Leagues.**
 - (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 (1) and 6a (1), and the number of lawns it has available, the home club shall choose the match format. Appendix 2 lists examples of 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.
- b. **Short Croquet Leagues.** A match shall consist of 16 games: the format is described in Appendix 5. A match may therefore result in an 8–8 draw.
- c. **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.
- d. **Choice of Lawns.** 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.

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 Leagues.**

- (1) All games shall be played according to the CA Laws for Short Croquet (*q.v.* Appendix 6 of the AC Laws).
- (2) All games shall be 14-point Full Bisque Handicap Play singles, using Short Croquet handicaps.
- (3) The dimensions of the courts used shall be between 24 x 16 yds (Short Croquet Lawn) and 28 x 17½ 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, Table 1.

8. Time Limit

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.

c. **Short Croquet Leagues.** The time limit for each game shall be 75 minutes.

d. **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)

9. Pairing of Opponents

- a. In all leagues it shall be the duty of the team captains to arrange the pairing of opponents for all games of the match prior to the start of the first session.
- b. **Intermediate and "B" Leagues.**

- (1) The captains should first arrange the pairings for the session with the most games (normally the afternoon session) by choosing their doubles partnerships, if any, and then pairing opponents for the singles games by random draw.
- c. Games in the other (usually morning) session should then be arranged so that no game is repeated.
- d. **Advanced and Federation Leagues.** As play may be all singles, all doubles or a mixture of both, the following shall apply.
 - (1) Where one or more doubles games are to be played in a session, the captains shall nominate the partnerships; opponents shall be paired in order of aggregate handicaps. For any remaining singles games in that session, opponents shall be paired in handicap order, subject to (4) below.
 - (2) Where only singles games are to be played in a session, opponents shall be paired in handicap order, subject to (4) below.
 - (3) Where two or more players in a team have the same handicap the captain shall choose their order, which shall apply for the whole match.
 - (4) Singles players must play different opponents in each session, so the pairings must be adjusted, if necessary, to comply with this requirement.
- e. **Short Croquet Leagues**
 - (1) The players in each team shall be ranked in handicap order, lowest to highest. Where two or more players in a team have the same handicap, the captain shall choose their order, which shall apply for the whole match.
 - (2) Each player shall play each member of the opposing team once, giving 4 games per player. The games shall be played in the order shown in Appendix 5, Table 2.

10. Reporting of Results

It shall be the duty of the home club to complete the appropriate Association Croquet League or Short 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) Scoring.
 - i. Short Croquet League. A walkover win shall be scored 7-0, each game being scored as 14-7, for block position calculations.
 - ii. All other Leagues. A walkover win shall be scored 3-0, each game being scored as 26-13, for block position calculations.
- 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. nett games between the teams in the mini-block.
 - iv. 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 and division containing more than two blocks, 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 notified to clubs. 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 and division finals shall be staged at venues (host clubs) and on dates decided by the League Secretary and notified to clubs. 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; and
 - (2) appoint a referee.
- e. Short Croquet Leagues
 - (1) If, at the end of a play-off or final, the game score is 8-8 then the winning team is the one that has scored most hoops.
 - (2) If the teams have scored an equal number of hoops, then the tie is to be resolved by a shoot-off.
 - i. Each team will have four shots by different players at hoop 1 from the yard line in front of hoop 1. Only a ball that completes running the hoop will count.
 - ii. If the scores are level after the first four shots, then the teams will play alternate shots until a winner is found.
 - iii. No player may play a second shot until all players have played at least one and no player may play a third shot until each player has played at least two etc.

- f. The winner of the Federation League final shall be invited to represent the South West Federation in the Secretary's Shield in the following season.
- g. In the League for Advanced Play, the winner of a division final shall be declared the team with the highest position in that division.

14. Outcome and Entries (Advanced League Only)

- a. Outcome. After the final block positions for each of the divisions have been determined and any division finals played, the outcome of the league shall be decided as follows.
 - (1) The team with the highest position in Division 1 shall be declared the winner of The Parkstone Trophy for that season.
 - (2) For the following season, under normal circumstances, the team with the lowest position in each of Divisions 1 and 2 shall be relegated to play in the next lower division, and the team with the highest position in each of Divisions 2 and 3 shall be promoted to play in the next higher division. However, the Committee may vary the number of teams promoted or relegated.
- b. Entries. A new entrant to the League shall be assigned to Division 3.

15. 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.

16. 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 24th January

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 agree team size. 5
4. Inform the opposing captain if your team includes any player for whom Safeguarding might be an issue e.g. players under 18 Appendix 6
5. The home club should then decide the match format and notify the away club. Where relevant they should also inform the away club of the size of lawns to be used. 6 & 7
See also Appendix 2
6. The home club should notify the away club of any time limits it needs to apply to make a certain match format viable. 8a(2&4) & 8b(2)
7. The away club shall decide time limits for games not covered by 5 above and shall notify the home team of these. 8a(1&3) & 8b(1)

On Match Day

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

NOT LATER THAN 7 DAYS AFTER THE MATCH

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

Appendix 2

Examples of Possible Match Formats

The following chart indicates combinations of Doubles (D) and Singles (S) games which will enable a result to be obtained for different numbers of available lawns.

Number of available lawns	ONE		TWO			THREE			FOUR OR MORE		
	am	pm	am	pm		Am	pm		am	pm	
3	1D, 1S	3S*	1D, 1S 3S	3S 3S	3S	1D, 1S 3S	3S 3S	3S	1D, 1S 3S	3S 3S	
4	2D	1D, 2S*	2D 1D, 2S	1D, 2S 4S		2D 1D, 2S	1D, 2S 4S		2D 1D, 2S	1D, 2S 4S	
5			2D, 1S	1D, 3S		2D, 1S 1D, 3S	1D, 3S 5S		2D, 1S 1D, 3S	1D, 3S 5S	
6			3D	2D, 2S		3D 3D 2D, 2S 1D, 4S	2D, 2S 6S 1D, 4S 6S		3D 3D 2D, 2S 1D, 4S	2D, 2S 6S 1D, 4S 6S	
7						3D, 1S 2D, 3S	2D, 3S 1D, 5S		3D, 1S 2D, 3S 3D, 1S 1D, 5S	2D, 3S 1D, 5S 7S 7S	
8						4D 3D, 2S	3D, 2S 2D, 4S		4D 3D, 2S 3D, 2S 4D 2D, 4S 1D, 6S	3D, 2S 2D, 4S 8S 1D, 6S 1D, 6S 8S	

NOTES:

1. There is no reason why you should not have even bigger teams if you have lawn space, balls and players available.
2. Many of the above formats, of necessity, involve double-banking. In 'B' League matches on half-size lawns double-banking is not feasible but 2 x 2-hour games can be played in a 4-hour session.
3. * These formats require 2 consecutive singles games to be played on the same lawn in the same session, unless triple-banking is used.

Appendix 3

Full Bisque Games – Allocation of Bisques

All games in the 'B' League are to be played under the conditions of Full Bisque Handicap Play.

Singles

As all games will be played as Full Bisque using a Base Handicap of $11\frac{1}{2}$, each player must first deduct $11\frac{1}{2}$ from his/her CA or Club handicap to find the number of bisques for a full game. This is then reduced according to one of the CA Schedules of Bisque Allocation:

- 26-point games, on half-size lawns, use the Schedule for games played on half-size lawns;
- 14-point games, on full-size lawns, use the Schedule for 14-point games.

The following table is a quick reference indicating the number of bisques to be allocated in any **'B' League singles game**.

Player's CA or Club handicap	Allocation of bisques to this player in a 26-point game	Allocation of bisques to this player in a 14-point game
14 (play-off only)	$1\frac{1}{2}$	$1\frac{1}{2}$
16	3	$2\frac{1}{2}$
18	4	$3\frac{1}{2}$
20	$5\frac{1}{2}$	$4\frac{1}{2}$
22	$6\frac{1}{2}$	$5\frac{1}{2}$
24	8	$6\frac{1}{2}$

NB **Both** players are given bisques in accordance with the above table.

Doubles

The same procedure as for Singles is used, except that the initial bisque allocation for each side is half the difference between the side's aggregate handicap and twice the Base Handicap (i.e. 23).

The following table is a quick reference indicating the number of bisques to be allocated in any **'B' League doubles game**.

Side's aggregate handicap	Allocation of bisques to this side in a 26-point game	Allocation of bisques to this side in a 14-point game
28 (play-off only)	$1\frac{1}{2}$	$1\frac{1}{2}$
30 (play-off only)	2	2
32	3	$2\frac{1}{2}$
34	$3\frac{1}{2}$	3
36	4	$3\frac{1}{2}$
38	$4\frac{1}{2}$	4
40	$5\frac{1}{2}$	$4\frac{1}{2}$
42	6	5
44	$6\frac{1}{2}$	$5\frac{1}{2}$
46	7	6
48	8	$6\frac{1}{2}$

NB **Both** sides are given bisques in accordance with the above table.

Appendix 4

CA Tournament Regulation T3 (T2 is included for clarity as it is referred to in T3 — full Tournament Regulations are available on the CA website).

T2 Expiry of Time Limit

a. General Procedure.

1. When a time limit has been imposed on a game, the players should arrange for an independent person or, failing that, one of themselves to be responsible for announcing audibly that the time limit has been reached.
2. For the sole purpose of determining whether the striker's turn ends before or after time is called, it is deemed that the striker's turn ends and the adversary's turn begins as soon as the striker, in the last stroke of his turn:
 - A. strikes a ball;
 - B. commits a fault;
 - C. starts a stroke in which the mallet misses or does not reach the ball; or
 - D. plays the stroke by declaring that he will leave his ball where it lies, which he may do only after any balls moved by previous strokes have come to rest and any balls in hand have been placed in lawful positions.
3. After time has expired, play continues for an extension period in which the striker completes his turn and the adversary plays one subsequent turn.
4. At the end of the extension period, the side that has scored the greater number of points is the winner. If the scores are equal, play again continues and the side for which the next point is scored is the winner (any points scored subsequently in the stroke are ignored).

b. Handicap Games.

1. No half-bisque or bisque may be played at the end of either of the two turns which comprise the extension period. If play continues after the end of the extension period, under (a)(4) above, any half-bisque or bisque may then be played.
2. For the purpose of this Regulation, a half-bisque or bisque is played when the first stroke of that turn is played. Accordingly, if a player indicates that he intends to play a half-bisque or bisque but does not play its first stroke before time is called, the half-bisque or bisque is deemed not to have been played and the adversary's turn is deemed to have begun before time was called.

c. Restoration or Adjustment of Time.

1. This Regulation is subject to Law 53(g)(2) and Regulation R2(c)(3).
2. Once started, time should not be adjusted, nor timers paused, other than for:
 - A. a refereeing event which stops the game (e.g. resetting equipment, repairing damage, lost balls), but not routine refereeing (e.g. being called to watch a stroke);
 - B. a player being called away on official duties (e.g. refereeing, managing, cooking);
 - C. injury or illness of a player;
 - D. any other delay which has stopped play for 5 minutes.
3. Unusual circumstances may be dealt with under the overriding Law 55.

T3 Limit on Number of Turns

- a. **Applicability.** As an alternative to a one-hour time limit imposed under Regulation T1(b), or to the final hour of a time limit imposed under Regulation T1(a), the Manager may limit instead the number of further turns to twelve (exclusive of any bisque turns) to be played by each side. The general procedure is as described in Regulation T2(a), with the following provisions.
- b. **Start.** The additional turns shall start after the end of the extension period defined in Regulation T2(a)(3). Regulation T2(b) shall not apply.
- c. **End.** If the game has not ended before these turns are completed, the side that has scored the greater number of points is the winner. If the scores are equal, play again continues and the side for which the next point is scored is the winner (any points scored subsequently in the stroke are ignored).

Appendix 5

Short Croquet

AC Handicap	SC Handicap	Trigger Point	AC Handicap	SC Handicap	Trigger Point
-3 to -1	3 Peels	115	8 to 9	3	70
-½ to ½	2 Peels	110	10 to 11	3½	65
1 to 1½	1 Peel	105	12	4	60
2 to 2½	0	100	14	5	55
3 to 3½	½	95	16	6	50
4 to 4½	1	90	18	7	45
5	1½	85	20	8	40
6	2	80	22	9	35
7	2½	75	24	10	30

Table 1: Handicap conversion and Short Croquet trigger points

Match format in Short Croquet

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 shown in the table, e.g. in Round 1 A plays S, B plays P, C plays Q, and D plays R, and so on.

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

Table 2: Match format for teams of 4

If a team brings an additional player as a substitute in later rounds, that player will be considered as taking over from another player but keeping the same letter. This does not alter the requirement that at least half of the games played by each team must be played by players with Short Croquet handicaps of 6 or above.

For example: 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.

Appendix 6

Regulations

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

Safeguarding

Safeguarding of vulnerable players, including minors, is the responsibility of their team captain. The procedures described in the CA Child Safeguarding Policy must be followed and the Local Safeguarding Officer of the host club should be made aware when a vulnerable player is included in either team.

Handicaps and Bisques

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 bisques claimed for each player should be clearly stated before each game.

Each bisque should be removed before the stroke is played to ensure that there is no misunderstanding about the number remaining.

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.