

**South West Federation of Croquet Clubs**  
**League Rules (Short Croquet)**  
(Incorporating changes made at the 2023 AGM)

**1. Leagues and Entries**

- a. The Federation shall organise leagues, in which teams from Full Member Clubs may play matches against one another. The leagues currently supported are:
  - (1) the Short Croquet League (Open).
  - (2) the Short Croquet League (Restricted).
- b. Structure of Leagues

The 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. 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. If the team has played less than 50% of its scheduled matches, then the results of those matches that have been played are to be expunged from the block records. Otherwise, any unplayed matches will be treated as conceded to the opponents.
- d. The deadline for entries shall be ten days after the AGM.
- e. 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 24<sup>th</sup> 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. 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) 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) below.
  - (2) Short Croquet Open League. There is no handicap restriction.

- d. Short Croquet Restricted League. If a player has played for at least half of the team's games 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. 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 2. Each player is responsible for ensuring that his/her handicap is correct on the Croquet England website.
- f. Each player is required to play every game at his/her correct handicap. If it should come to light 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.
- 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. 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 2.

## **6. Match Formats**

- a. A match shall consist of 16 games: the format is described in Appendix 2. A match may therefore result in an 8–8 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. 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. All games shall be played according to the Croquet England Laws for Short Croquet (*q.v.* Appendix 6 of the AC Laws).
- b. All games shall be 14-point Full Bisque Handicap Play singles, using Short Croquet handicaps.
- c. 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).
- d. Players will be required to maintain a separate Short Croquet handicap card following the rules published by Croquet England. The index trigger points are shown in Appendix 2, Table 1.

## **8. Time Limit**

- a. The time limit for each game shall be 75 minutes.

## **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. 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.
- c. 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 2, Table 2.

## **10. Reporting of Results**

It shall be the duty of the home club to complete the appropriate 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. A walkover win shall be scored 7-0, each game being scored as 14-7, 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 and peg 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 and peg 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. 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.
- f. 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.

#### **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 24 <sup>th</sup> January	
1	Once you have been notified of your fixture commitments you should contact your opponents and agree dates for the fixtures.	2, 3
2	Notify the League Secretary of the dates agreed for your fixtures.	3a
	At least 7 days before the match	
3	Inform the opposing captain if your team includes any player for whom Safeguarding might be an issue e.g. players under 18.	Appendix 3
	On Match Day	
4	Each captain should provide the opposing captain with a list of players' names and handicaps.	Appendix 2
5	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	
6	The home club shall inform the League Secretary of the match result and the full details of the games, printed on the appropriate Short Croquet League Report Form, obtainable from the South West Federation website.	10 & 11

## Appendix 2 Short Croquet Handicaps and Match Format

### Handicaps

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, in the Restricted Short Croquet League, 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 3**

### **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 Croquet England 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 Bisesques**

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

Each biseque 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.