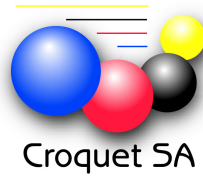


CROQUET SA



**OFFICIAL
PLAYING
REGULATIONS
AND GUIDELINES
FOR ALL
CROQUET SA
COMPETITIONS AND
EVENTS**

**2010
Amended 21/1/2014**

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REGULATIONS AND GUIDELINES for all CROQUET SA COMPETITIONS AND EVENTS

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PLAYING REGULATIONS & GUIDELINES CLAUSES

1. DUTY GUIDELINES

1.1. ROSTERED DAY DUTY MANAGERS.

(For Saturday Pennants see Clauses 1.2. & 1.3.)

A Day Duty Manager will be rostered for each playing session from among the players in the current competition. A kitchen roster will also operate.

The Day Duty Managers must bring with them a key to Croquet SA headquarters so that they can unlock or lock up the premises. They must know the security code and the procedure for de-activating or activating the alarm, plus the procedure if the alarm is accidentally set off.

The following duties may be required:

- Open up or lock up the ladies toilet and the equipment shed.
- Duty Managers normally will be exempt from dressing or clearing the lawns.
- Fill the urn and switch it on and put out the cups etc and tea and coffee etc.
- As players arrive, please check them off against the playing program which is in the folder/clip-board on the desk and on the large notice board marked **Player Information**.
- See that players take or replace their game timers.
- Endeavour to ensure that games start on time and that the 5-minute hit-up does not encroach into the game time. See Clauses 4.11.; 4.12.; 7.13.; 7.14.; 12.11.; 12.12.; 13.23.; 13.34.
- For players arriving over 15 minutes after the scheduled starting time, refer to Clause 4.10.
- If a player has two or more games a day, a 15 minute lunch break is allowed.
- Games once programmed, including lawn allocations, should not be altered, except for those postponed due to unplayable conditions. If this occurs, please inform the Events & Programming Coordinator so games can be re-scheduled.
- As games finish, see that all scores are entered onto the correct sheets and signed and that Handicap Cards are filled out.
- If morning games finish and there are no afternoon games, see that the players clear the lawns.
- If any problems occur inform either the Secretary or the Events & Programming Coordinator as soon as you can.
- See that all players return cups to the kitchen and wash them up thoroughly (hot water, detergent and a hot water rinse).
- At the end of play put everything away and leave the kitchen tidy. See that lights and power are turned off
- Check that everything is locked (3 bolts on the equipment shed) and alarmed. Lock the gate upon leaving.

1.2. SATURDAY PENNANTS DAY MANAGERS' DUTIES.

(Throughout the day three rostered teams will share the Day Managers' duties).

- The **MORNING TEAM** must arrive half an hour before the scheduled starting time.
- This team will bring a key to Croquet SA headquarters for unlocking the premises.
- Know the security code and the procedure for de-activating the alarm, plus the procedure to follow if the alarm is accidentally set off.
- Pull out ball-stops and set up own lawn.
- One of the team must enter the **morning round** of teams onto the correct sheet and collect the playing fees.
- Check correct amount for the entire morning round and deposit into the safe.
- See that all matches start on time. This is vital to ensure the day's play finishes on time!

- The **MIDDLE TEAM** must arrive at least half an hour before the scheduled starting time for the second round of matches in order to take the scores and enter onto the correct sheet from the **morning round** of matches.
- Enter the **middle round** of teams onto the correct sheet and collect the playing fees.
- Check correct amount and deposit all into the safe.
- See that the morning Kitchen Duty Team fulfils its duties.
- See that all matches start on time. This is vital to ensure the day's play finishes on time!
- The **AFTERNOON TEAM** must arrive at least half an hour before the scheduled starting time of the third round of matches to take and enter onto the correct sheet all scores from the **middle round** of matches.
- Enter the **afternoon round** of teams into the correct sheet and collect the playing fees.
- Check correct amount and deposit all into the safe.
- See that all matches start on time. This is vital to ensure the day's play finishes on time!
- See that the middle and afternoon Kitchen Duty Teams fulfils its duties and that everything is returned inside.
- See that the days' scores are submitted to the **Sunday Mail**. Fax forms and information is available by the phone/fax machine.
- See that ball-stop pipes are taken off the lawns **towards the outsides**.
- Turn off all lights and power. **Ensure that the urn is switched off.**
- Lock all buildings (the equipment shed has 3 bolts) and re-set the security code.
- Lock the gate upon leaving.

1.3. **SATURDAY PENNANTS KITCHEN DUTY TEAMS**

(Throughout the day three teams will be rostered for Kitchen Duty).

- **After** your round of matches has finished, bring all cups, mugs and glasses into the kitchen.
- Fill the sink with hot water and detergent. Fill the other sink with hot water for rinsing. For everyone's health and hygiene, be thorough with the washing up. (A quick rinse under cold running water is not good enough).
- Wipe down all surfaces and dry the utensils and except for the afternoon team, leave them out.
- The afternoon team is to put everything away and leave the kitchen clean and tidy. Turn off the power.

2. **REFEREES AND UMPIRES – Guidelines.**

- Check hoops and other equipment and settings before games commence. Hoops should normally be set at **95.3 mm (3¾ inches)**. Referees and Umpires need not dress the lawns.
- Games commence at 9.30 am and 12.30 pm unless stated otherwise, but may start earlier if players and lawns are available. Commonsense should prevail.
- All Association Croquet referees shall be **“Supervising Referees”** (see Laws Bk.). They shall have a Laws book, hoop gauge and markers readily available.
- Check the playing regulation for the competition you are refereeing/umpiring.
- No drawn games are allowed in knock-out or Round Robin competitions.
- A player who is dissatisfied with a referee's decision on **any matter of Law** should be advised to finish the game and then to take action under **Clause 41**. in the Handbook.
- Peg down sheets are stored in the box labelled (in orange) **Match Gear**. The Day Manager and other persons should assist with pegging down games that become unplayable due to unplayable conditions.

3. **WEATHER POLICY AND TEMPERATURE ADVICE**

- 3.1. The entire Weather Policy governing all Croquet SA programmed games whether played at HQ or at a club, is found in the Handbook in **Clause 45**. Play is determined by the ABC's forecast temperature in the 7.00pm news the evening prior to the playing of any games.
- 3.2. When hot, the number of rounds that can be played (1, 2 or 3) will depend on the starting time for the game - normally between 8.00 and 9.30 am.

For Saturday Pennants

- 3.3. For the matches played during January, February, March, November and December, the sessions will start at 8.00am 10.45 am and 1.30 pm Central Daylight Savings Time. (CDST). Matches in the other months (April to October) will start at 8.45am, 11.30am and 2.15pm. Please check with your Club or Team Captain.
- 3.4. If the forecast temperature on the ABC on the evening before is for 32° (or lower), all matches will be played as programmed.
- 3.5. If the forecast is for 33° or 34° the first two sessions will be played, but play must finish by 1.30 pm.
- 3.6. If the forecast is for 35° or 36° only the first session will be played and play must finish by 10.45 am.
- 3.7. If the forecast is for 37° or higher there will be no daytime play at all.
Note: It is extremely unusual for Saturday Pennants to be played in the evening, but if this should be necessary, then play will recommence at 7.00 pm. In the case of a heat wave occurring, rescheduling could be deferred until conditions have improved.
- 3.8. In all the above cases the lawns will be closed from the stated finishing time until 7.00 pm. Matches not played will normally be rescheduled. Players do not need to turn up at Headquarters for this to happen. Captains/contact persons will be notified in due course.

When the actual temperature is higher than the forecast temperature

- 3.9. If the temperature the morning of play reaches higher than 34° before the start of the second round or during the second round, that round will not be played or continued with.
- 3.10. The Captain of the Day Duty Team is to check the thermometer and make a decision which will be binding for all players.
- 3.11. No player will be pressured to play under these guidelines and play will stop for all players.
- 3.12. Games in play for more than 30 minutes must be pegged down, others will be completely rescheduled.
- 3.13. The Croquet SA Wet Weather and Cold Weather Policies are contained in Clause 45. of the Constitution and Handbook.

4. PLAYING REGULATIONS – General.

- 4.1. All Croquet SA competitions and events shall be conducted in accordance with the Laws of Australian Laws Book including Regulations for Tournaments and the WCF Golf Croquet Rules, unless otherwise provided for.
- 4.2. Only players registered with the Croquet SA are permitted to play in normal Croquet SA events. Non-registered players cause all results for that player in that game to be rendered null and void.
- 4.3. Players shall enter on their handicaps at the time of close of entries, unless otherwise stated and the provision of a copy of the program is deemed to be confirmation of entry.
- 4.4. The following competitions have a handicap restriction, however, it is always permissible for any player to enter into a lower handicap range competition.
J.F.Harvey Bronze Medal. Association Croquet players h/capped 14+
T.N.Stephens Bronze Medal. Golf Croquet players h/capped 9 +

Marryatville Silver Medal. Association Croquet players h/capped 8 +

Harriet Warner Silver Medal. Golf Croquet players h/capped 5 +

M.E.Hatwell Gold Medal. Association Croquet players h/capped 3 +

G.F.Graham Gold Medal. Golf Croquet players h/capped 0 +

C.B.Sharp Gold Medal. Association Croquet players h/capped -3 +

The Maslen Brooch. 6 + (women only)

The Lewis Badge. 6 + (men only)

- 4.5. Players will be required to play on any court, whether drawn or allocated.
- 4.6. Balls to be used shall be determined from time to time by the Board.
- 4.7. All Croquet SA games of Association Croquet shall be of 2.5 hours duration unless otherwise stated.
- 4.8. Normally, all Association Croquet games involving players handicapped 7 to minus 3 shall be played under Regulation 15c. All others shall be played under Regulation 15e unless otherwise stated. See Saturday Pennants, Night Events and Golf Croquet events for special considerations.
- 4.9. Association Croquet State Championship events within the lowest handicap range shall be played out unless otherwise provided.
- 4.10. In singles games, if a player arrives later than 15 minutes after the scheduled starting time, that player will forfeit the game. However, the opponent may waive the right to the forfeit and the game may be played, but the game time may need to be shortened so as not to impede on any other playing schedules. ***This will not apply to Golf Croquet. See Golf Croquet Playing Regulations.***
- 4.11. All players may have a five minute hit-up before a game, using the lawn and the balls to be used for that game. If an opponent is not there to toss with, someone else may act in that capacity. No player/team that is ready for a five minute hit-up shall be deprived of the same by the lateness of the opponent or the late finish of a previous game.
- 4.12. The right to a 5 minute hit-up is conditional upon the player/team being present at least 5 minutes before the scheduled starting time.
- 4.13. Double banking will be used when required and/or necessary, but no extra time is allowed. ***See Golf Croquet Playing Regulations.***
- 4.14. There will be no drawn games in knock-out or finals games, in Round Robin events, or in Round Robin events with only two finalists. Unless playing under Regulation 15c of the Laws book, the first player for whom a point is scored after the bell wins. ***See Golf Croquet Playing Regulations.***
- 4.15. No prize, trophy or the like shall be awarded to a runner-up in team events, plus all of those events listed under Clause 4.4.
- 4.16. All entries for all competitions and events shall be made on Croquet SA Official Entry Forms to be received by the advertised closing dates and be accompanied by the required fee. The Events & Programming Director shall have the discretion to allow or disallow late entries.
- 4.17. Any entrant to an event who wishes to withdraw there from, may appoint in writing a substitute, (or have one appointed), providing that such substitute is eligible to enter the event and the substitution is made before the entrant is due to play their first match. Upon payment by the substitute of the required fee, the entrant's fee may be refunded.
- 4.18. If an entrant withdraws from an event more than 7 days after the close of entries and a substitute is not obtained as in the previous Clause, an administration fee of not more than 1/3 of the entry fee will be charged. The remainder of the fee may be refunded.
- 4.19. For Association Croquet games, a player scheduled for two games a day shall be

- entitled to 15 minutes for lunch. *See Golf Croquet Playing Regulations.*
- 4.20. If circumstances arise which interfere with programmed or actual play due to causes that may include heat, fire, flooding, lightning, failure of lights, medical emergency, unplayable courts or any other dangerous conditions, the games in play shall be pegged down to be continued at a re-scheduled time. Other games will be rescheduled.
- 4.21. **The winner shall be** as outlined in Regulations for Tournaments in the Australian Laws Book, Regulation 18a (5) A, B, C.
- 4.22. The winner of each block shall play each other one game to decide the winner of the event.
- 4.23. **Forfeited and Conceded games – Association Croquet.**
- 4.23.1. In the case of a **forfeited** game –
- The game goes to the player willing to play.
 - The points recorded for the player receiving the forfeit shall be the average of points scored for and against in all that player's other games in the event.
 - The player forfeiting shall receive no points for, but is debited with his average points against.
 - Results are not to be entered onto AHS cards.
 - Both players shall continue in the event.
- 4.23.2. In the case of a **conceded** game –
- The player conceding shall score those points made at the time of conceding.
 - Results are not to be entered onto AHS cards.
 - Both players shall continue in the event.
- 4.23.3. **Limit to apply.**
- Any player is permitted one game either forfeited or conceded.
 - If there are more than one such games, players may continue in the event but their games and scores will not be considered when deciding the winner.
- 4.24. **ANTI-DOPING IN CROQUET.**
The Association condemns the use of performance enhancing drugs and doping practices in sport. The use of performance enhancing drugs and doping practices is contrary to the ethics of sport and is potentially harmful to the health of players.
- 4.25. The use of prohibited substances for a therapeutic purpose is accepted under the ACA Anti-Doping Policy Clause 63.
- 4.26. The Association will supply to the ACA a list of players who fit into any one of the following categories:-
- Players who play in National events
 - Players whose names appear on the Australian Ranking list
 - Players selected to represent Australia at International events
 - Players who are potential elite players, eg Development Squad members at National and State level.
- These players will then receive advice on drugs in sport and a copy of the ACA Anti-Doping Policy.
- 4.27. The Association fully supports the ACA Anti-Doping Policy.

5. DRESS REGULATIONS.

- 5.1. When representing one's State, players shall wear the designated croquet uniform of the State.
- 5.2. When representing one's club, players shall meet the individual club's standard of dress.
- 5.3. For all other competitions, events and special days, players shall be decently and cleanly clothed.
- 5.4. Footwear must be worn and shall be flat soled. No scuffs, thong sandals, wedge

heels, cleated soles, or shoes with extreme sole patterns are permitted.

Infringement of dress regulations.

- 5.5. Any perceived infringement of the above dress code shall be dealt with in the first instance by drawing the player's attention to these regulations. If the perceived infringement continues, a written complaint stating the perceived infringement shall be sent to the Board by the offended party.
The Secretary shall notify the alleged offender of the complaint and the matter shall be dealt with by the Board as soon as practicable. Its decision will be final.

6. SPECIAL CONDITIONS OF PLAY

6.1. ROUND ROBIN EVENTS. Association Croquet & Golf Croquet.

- 6.1.1. Round Robin competitions and events shall be played in blocks if necessary.
6.1.2. When more than one block is to be played, family members are to be placed in different blocks if possible.
6.1.3. If only one block is to be played, family members shall play off first.
6.1.4. Games commence at 9.30 am and 12.30 pm unless stated otherwise, but may start earlier if players are available and lawns are free. Commonsense should prevail.
6.1.5. There are to be no drawn games.
6.1.6. Total fees for any event other than for team events are to be paid upon entry.

6.2. CHAMPION OF CHAMPIONS. Association Croquet & Golf Croquet.

- 6.2.1. In this event a player can only represent the club with which they are registered or the club with which they have been a financial member for at least six months immediately prior to the close of entries.
6.2.2. If there are more than eleven entries, this event will be played in blocks.
6.2.3. The winners of each block shall play each one game to decide the winner of the event.

**6.3. COUNTRY WEEK
Association Croquet.**

- 6.3.1. All games in the lowest handicap range are to be played under Regulation 15c of the Laws Book. All other games to be played to a three hour time limit, regulation 15e. unless otherwise specified. The Whitelaw Cup will be played out, unless otherwise specified.
6.3.2. Lawn fees are included in the Country Week entry fee.
6.3.3. Players must be prepared to play three games a day.
6.3.4. Scores to be handed in at the end of each game.
6.3.5. Concessions as to day and time of play are not to be expected by entrants.
6.3.6. Players shall be entitled to a meal break of 15 minutes at an appropriate time.
6.3.7. Players eligible to play in this event shall be only those people who reside in the country or belong to a Country Club as defined in Clause 3.10. Such special circumstances will be determined by the Association Croquet or Golf Croquet committee taking into consideration the nature and spirit of the Country Week tournament.
6.3.8. All players may have a five minute hit-up before a game or in the case of consecutive games, before the start of the match.
6.3.9. The right to a five minute hit-up is conditional upon the player being present at least five minutes before the scheduled starting time. If the opponent is not present, the other player may have a 5 minute hit up provided a toss (with manager, referee, or some other person) has taken place before the hit up commences).
Golf Croquet
6.3.10. Lawn fees are included in the Country Week entry fee.

- 6.3.11. All Golf Croquet competitions conducted by Croquet SA will be run under the World Croquet Federation Rules of Golf Croquet, unless otherwise provided for.
- 6.3.12. Players must use their National Golf Croquet handicaps and cards.
- 6.3.13. Only players registered with Croquet SA are permitted to play in normal Association events. Non-registered players will cause all results for that player in that game to be rendered null and void.
- 6.3.14. Players shall enter on their handicaps at the time of close of entries.
- 6.3.15. All players may have a five minute hit-up before a game or in the case of consecutive games, before the start of the match.
- 6.3.16. The right to a five minute hit-up is conditional upon the player being present at least five minutes before the scheduled starting time. If the opponent is not present, the other player may have a 5 minute hit up provided a toss (with manager, referee, or some other person) has taken place before the hit up commences).

6.4. ANNUAL STATE CHAMPIONSHIPS. – Association croquet

- 6.4.1. Games in the lowest handicap range shall be played out unless otherwise decided.
- 6.4.2. All other events shall be played to an advertised time limit, Regulation 15e.
- 6.4.3. Games commence at 9.30 am and 12.30 pm unless stated otherwise, but may start earlier if players are available and lawns are free. Commonsense should prevail.
- 6.4.4. A player scheduled for two games a day shall be entitled to a 15 minute lunch break.
- 6.4.5. Players must be prepared to play at least two games a day.
- 6.4.6. Concessions as to day and time of play are not to be expected by entrants.
- 6.4.7. Events may include -

Handicap Doubles	Championship Doubles	Handicap Singles
Championship Singles	Mixed Doubles	

6.5. INVITED EVENTS.

- 6.5.1. The Selection Committee shall select the players.
- 6.5.2. The list of players is to be signed by the majority of the Selectors.
- 6.5.3. The Chairperson of the Selection Committee shall advise the players of selection and forward a final list to the Secretary.
- 6.5.4. The provision of a copy of the program is deemed to be confirmation of selection.
- 6.5.5. There will be no changes to the program or conditions once drawn up, unless in the case of unplayable conditions due to weather.
- 6.5.6. There will be no concessions.
- 6.5.7. The Events & Programming Committee will do the draw and program the dates of play.
- 6.5.8. ACA Medals Competition. See Handbook.
- 6.5.9. ACA President’s Eights. See ACA Handbook.
- 6.5.10. President’s Trophy. See Handbook.
- 6.5.11. Selectors’ Invitations. See Handbook.

6.6. ASSOCIATION CROQUET TEAM EVENTS – GENERAL.

- 6.6.1. All croquet SA games shall be of 2.5 hours duration unless otherwise stated.
- 6.6.2. Games involving players handicapped 7 to -3 shall be played under Regulation 15c. unless otherwise stated. All others shall be played under Regulation 15e unless otherwise stated. See Saturday Pennants and Night Events for special considerations.
- 6.6.3. Teams shall consist of four players who will contest two doubles games of Advanced Play, unless otherwise provided.

**6.6.4. Team Arrangements
Composite Teams**

- 6.6.4.1. All Teams should represent affiliated clubs, however, composite teams are permitted, but clubs should use as a first preference their own club members.
- 6.6.4.2. Half the playing members of a composite team, on any playing day, must be registered members of the designated club's team.
- 6.6.4.3. Where two combining clubs wish to use a different name, the Events & Programming Committee must be consulted.
- 6.6.4.4. Clubs who use imported players to make up their teams must name the imported player(s) on the entry form and Clearance Forms must be supplied.
- 6.6.4.5. Any changes must be notified to Events & Programming co-ordinator immediately, particularly when an imported team member is included at short notice and a Clearance Form has not been obtained prior to the match. In this case the Events & Programming Co-ordinator will send a clearance form to the secretary of the imported team member's club directly following the match. This must be returned at the secretary's earliest convenience.

These team arrangements apply to all Croquet SA teams except for the Night Singles Competitions (see Clause 8.), unless other provision has been made.

6.6.5. **Team Handicaps**

- | | |
|------------------|--|
| Open Competition | Players handicapped from minus 3 to 20. |
| 10+ Competition | Players handicapped 2 – 20, except only one 2 allowed. |
| 32+ Competition | Players handicapped 7 – 20, except only one 7 allowed. |
| 64+ Competition | Players handicapped 14 – 20, except only one 14 allowed. |
| 80+ Competition | Players handicapped 20 + only. |
- 6.6.6. A player may not, during their turn, give advice to a player in the other set and except for Law 40 (b) Laws Book, a player may not 'coach' another player by following them around the court giving instructions.
 - 6.6.7. When one player is absent at the beginning of play, that player's partner may place the absent player's ball on either baulk line during any of the first four turns of the game in order to bring it into the game, where it may be used (and peeled) but not struck for the remainder of the game, unless the missing player turns up before the end of the game. This player may then join in, but only after the end of the turn during which all players are aware that the player is now present.
 - 6.6.8. Teams shall represent a club or clubs where one or more clubs combine.
 - 6.6.9. Clubs can combine in any one handicap range without necessarily doing so in any other.
 - 6.6.10. Players do not have to be named before the event commences, (except for imported players) but can play for only one team in any one competition unless otherwise provided.
 - 6.6.11. Where a club has more than one team in a competition, players may play in only one of those teams.
 - 6.6.12. This will apply even if games for a particular round are played on different days.
 - 6.6.13. The same players do not have to play each round.
 - 6.6.14. An import (meaning a player registered with another club), will be allowed only if written permission to play is obtained from that club with which the player registered.
 - 6.6.15. An import, having played for one club, shall not qualify to play for any other club with a team in that same competition.
 - 6.6.16. An import shall be permitted to play in any team (subject to Clauses 6.6.9 & 6.6.10.) provided that the imported player does not have a handicap **lower than the player being replaced.**

- 6.6.17. Imports should be used only for genuine emergencies.
- 6.6.18. If a player plays for a composite team in one h/cap range (competition) and a change in handicap moves that player to another handicap range, then the player may play for their registered club in the new handicap range, but will qualify for a clearance if the registered club is not playing in the new range.
- 6.6.19. If, **after all other avenues within their own club have been exhausted**, a club must import a player from another club to make up a **finals** team, the imported player must be on a handicap equal to or higher than the handicap of the player being replaced and that player may not have played for any other team in the same h/cap range (competition).
- 6.6.20. Players shall play in their own handicap range on the handicap applicable at the date on which entries close unless otherwise provided, but may play in a lower handicap range without jeopardising their right to return to their own handicap range at a later time.
- 6.6.21. A club member of appropriate handicap may always play in a finals team without having played in the team before, provided that that player does not belong to any other team in the same division.
- 6.6.22. Participating clubs shall set out the lawn allocated or drawn for their match.
- 6.6.23. Each pair shall toss for the right of choice.
- 6.6.24. All games in the lowest handicap range will be played under Regulation 15c of the Laws Book. All other games shall be of 2.5 hours duration, unless otherwise stated, with play to stop on the bell. Balls in motion at the time of the bell shall be permitted to come to rest and can score. **No drawn games are permitted.**
- 6.6.25. If a member of the team is not present at the scheduled starting time:-
- The pair of which that member is a part may choose to forfeit the game.
 - The member present may elect to play as described under Clause 6.6.7.
 - The other complete pair may play their game as normal.
- 6.6.26. The scores shall be the actual points scored.
- 6.6.27. In the situation when one pair forfeits while the other pair plays and wins, each team will have 2 game points awarded, so hoop points must be used to determine which team gets the 6 match points. See below.
- The following scale will be used:-**
- | | | |
|------------------|-------------|-----------|
| Open Competition | First pair | 26 points |
| | Second pair | 21 points |
| 10+ Competition | First pair | 19 points |
| | Second pair | 16 points |
| 32+ Competition | First pair | 17 points |
| | Second pair | 14 points |
| 56+ Competition | First pair | 15 points |
| | Second pair | 12 points |
| 80+ Competition | First pair | 13 points |
| | Second pair | 10 points |
- 6.6.28. **The winner of the match shall be:-**
- The team that wins the most games.
 - When games are equal, the team with the highest net points shall win.
 - When games and net points are equal, the match shall be a draw.
- 6.6.29. **Team forfeits** are undesirable but will be permitted. Refer to Clause 4.23.1. for penalties. The score will be recorded as 2 games to nil for doubles events and 4 games to nil for singles events, with the points for and against being the average of all other matches played in that round, but with no extra points in any competition other than in the Open Competition where one peg-out point for doubles events and 2 peg-out points in singles events shall be awarded.
- 6.6.30. **Results** of the event shall be calculated on this basis:-

- Win - 6 points
 - Draw - 3 points
 - Loss - 0 points
 - Additionally, there shall be awarded in doubles events 2 points and in singles events 1 point for each game won.
 - In all cases there shall be awarded 1 further point for each game pegged out except as specified in Clause 6.6.28.
 - If two teams have equal match points, then a count back will be made on matches, and if still equal, on games, and if still equal, then on net points.
- 6.6.31. The Laws of Advanced Play shall apply
- 6.6.32. If a team arrives to play and no opponents arrive, the attending team has the option of paying the normal amount to play in the competition and have the use of the lawn for the scheduled period of their match. **The forfeiting team is to pay a fine whether they advised earlier or not.**
- 6.6.33. **Medical Emergency**
 If a medical emergency occurs in a **4 person team-**
- the retired sick player's team may elect to concede the match. They will receive only the points scored to that time. The opposing team will receive full points
 - the retired sick player's partner may elect to concede the game. They will receive only the points scored to that time. The opposing side will receive full points.
 - all players of the side may continue to play and the retired sick player's ball can continue to be used, but not struck by the remaining players. See Clause 6.6.7.
- If a medical emergency occurs in a **2 person team event -**
- the game that cannot be played is conceded and only the points scored will count.
 - the opposition will receive full points.

7. SATURDAY PENNANTS – Association Croquet.

- 7.1. This event shall be known as the Saturday Pennants Event. It is a year long event incorporating a maximum of five separate competitions (some in blocks). Matches will be played normally at Association headquarters on Saturdays at times set down by Council.
- 7.2. Playing days shall as far as possible may be:-
- | | | |
|-------------------|---|--|
| Open Competitions | - | As allocated. |
| 10+ Competitions | - | 2 nd Saturday of the month. |
| 32+ Competitions | - | 3 rd Saturday of the month. |
| 56+ Competitions | - | 4 th Saturday of the month. |
| 80+ Competitions | - | As allocated. |
- 7.4. Handicaps are to be taken as on October 1st for planning of teams for the following season. Handicap changes for the better must be reflected from July 1st. Where a club has more than one team in a competition, players may play in only one of those teams.
- 7.5. All handicap changes must be reported to the Day Managers by way of the player's AHS Card. Others will use the handicap displayed against their name on the National Handicap Database.
- 7.6. A player whose handicap is restored to a level that brings them into another competition may resume playing in that competition immediately.

- 7.8. If a player resigns from one club during the event before June 30th and joins another club in a bona fide situation, that player may then play for the new club.
- 7.9. Some disruptions to the program will occur during Country Week, weather or some other causes. The matches so disrupted will be re-scheduled for some other appropriate time.
- 7.10. Participating clubs will be responsible for the necessary duties – opening and closing up, managing, kitchen duties and submitting the scores if needed.
- 7.11. Clubs rostered for duty should refer to the Saturday Pennants Duty Managers Guidelines, Clause 1.2.
- 7.12. On the day programmed for any match, and before play commences, the team Captain shall hand to the Day Manager **an envelope** stating the names and handicaps and order of the pairings of the team. The pairing may be in any order that the Captain decides. The envelope must contain the correct playing fee.
- 7.13. All players may have a five minute hit-up before a match begins, using the lawn and the balls to be used for that match, as long as they are present at least five minutes before the scheduled starting time. If the opponents are not there to toss with, someone else may act in that capacity. No player/team that is ready for a five minute hit-up shall be deprived of the same by the lateness of the opponent or the late finish of a previous match.
- 7.14. Matches will start **sharply** at the programmed starting time.
- 7.15. A team not able to start on time will forfeit the match and will be liable to pay in full the playing fees. The attending team pay choose to pay the playing fee and practice on the allocated lawn or not.
- 7.16. A player not able to start on time may have their ball put into play by their partner who can play single-handed for the entire game or until joined by the partner. See Clause 6.6.7.
- 7.17. In the situation when one pair forfeits while the other pair plays and wins, each team will have 2 game points awarded, so hoop points must be used to determine which team gets the 6 match points.
The following scale will be used:-
- | | | |
|------------------|-------------|-----------|
| Open Competition | First pair | 26 points |
| | Second pair | 21 points |
| 10+ Competition | First pair | 19 points |
| | Second pair | 16 points |
| 32+ Competition | First pair | 17 points |
| | Second pair | 14 points |
| 56+ Competition | First pair | 15 points |
| | Second pair | 12 points |
| 80+ Competition | First pair | 13 points |
| | Second pair | 10 points |
- 7.18. **Weather Policy for Saturday Pennants**
For the matches played during December, January, February and March the sessions will start at 8.00am 10.45 am and 1.30 pm Central Daylight Savings Time. (CDST). Matches in the other months are to start at 8.45am, 11.30am and 2.15pm.
- 7.19. **When the actual temperature is higher than the forecast temperature.**
If the temperature the morning of play reaches **higher than 34°** before the start of the second round or during the second round, that round will not be played or continued with. The Captain of the Day Duty Team is to check the thermometer and make a decision which will be binding for all players.
- 7.20. No player will be pressured to play under these guidelines and play will stop for all players.
- 7.21. Games in play for more than 30 minutes are to be pegged down, others will be re-scheduled.

8. NIGHT DOUBLES AND NIGHT SINGLES COMPETITIONS.

- 8.1. There shall be two events, Night Singles and Night Doubles, to be played between the clubs on a home-and-away basis, generally on Monday and Tuesday nights between October and May. No matches will be set down between Christmas Eve and New Year's Day (inclusive) nor on Easter Monday.
- 8.2. **All matches will be double-banked, (except finals if possible).**
- 8.3. All games within the lowest handicap range will be played under Regulation 15c of the Laws Book, except for matches played at clubs where local lighting restriction apply. All other games shall be of 2.5 hour's duration, Regulation 15e.
- 8.4. All games will start at 7.00 pm. sharp, but a 15 minute 'grace time' is allowed for **singles only.**
- 8.5. All games will be played under the rules of Advanced Singles or Doubles.
- 8.6. Teams shall consist of 4 players, playing either Doubles or Singles.
- 8.7. In the doubles competition, any pairing of players is allowed.
- 8.8. In the singles competition, the order of players must be according to their current handicaps first and then their current index. Changes to handicap within a handicap range during the competition must be reflected in the playing order in any subsequent matches.
- 8.9. The handicap range for which a player first plays, in either of these competitions, shall be according to that player's handicap at the close of entries for the event.
- 8.10. Players may play in a lower handicap range but not in a higher one.
- 8.11. Where a club has more than one team in a competition, players may play in only one of those teams.
- 8.12. Contravention of the preceding 4 Clauses will result in a forfeit by the team at fault. The score will be calculated as stated in Clause 6.6.30.
- 8.13. There shall be no limit to the number of teams entered by any club providing they can be accommodated in the draw.
- 8.14. **If a club enters a team in the OPEN competition that team must be fielded as scheduled or must forfeit. Unavailability of players is never a reason for rescheduling and will not be permitted.**
- 8.15. There shall be no specified dress requirements. Clubs shall set regulations for their players. Standards of a host club should be respected.
- 8.16. The competition shall be organised by the Manager as appointed by the Match Committee. The Manager's duties will include:-
 - 8.16.1. arranging and circulating the draw for all captains with a list of contacts for each team.
 - 8.16.2. keeping records of the game results and of the players in each team.
 - 8.16.3. preparing a results table and regularly posting same at HQ. and to Hoop Points Editor.
 - 8.16.4. organising the finals games which will include arranging a neutral venue, appointing a referee and advising the respective team captains.
 - 8.16.5. settling all disputes in the first instance.
- 8.17. All games will be played according to the program as distributed by the Manager. However:-
- 8.18. In the event of a match either **not being started or being abandoned at any time** due to some emergency, failure of lights, bad weather or damaged courts, the match shall be rescheduled to be played within two weeks of the programmed date. Any points scored will be disregarded. No peg-downs will be necessary.
- 8.19. The rescheduled match is to be arranged between the two captains and is to be played at the programmed venue.
The same team does not have to play in the rescheduled match.
The Tournament Manager must be informed.
Abandoned games are not to be recorded on AHS cards.
- 8.20. In the event of a forfeit by one or more players, the forfeited game(s) shall be

scored as stated in Clause 6.6.30. The forfeiting team will receive zero points. Refer to Clause 6.6.33. for penalties.

- 8.21. Score sheets from each match shall be forwarded by the home team to reach the Manager within the week of the match played.
- 8.22. Entries to these events will only be accepted on the official entry form and accompanied by the entry fee. Cheques made payable to Croquet SA. A playing fee per match per player will be paid to the host club. These fees will be set each year by Council.
- 8.23. **Weather Policy for the Night Competitions**
Games will start at 7.00 pm regardless of the temperature, either forecast or actual.

9. CROQUET SA GALA DAYS.

- 9.1. To be held as determined by the Board.
- 9.2. Clubs rostered on duty shall:-
 - Supply a raffle.
 - Collect the entry fees.
 - Draw up the games.
 - Make teas.
 - Take scores.
 - Leave the kitchen and clubhouse tidy before leaving.
 - Ensure that all equipment is put away.
 - Ensure that the sheds, and premises are locked and the security alarm is set.
- 9.3. The Association will provide prizes for the day's winners.

10. ACA MEDALS COMPETITIONS.

- 10.1. The ACA Bronze Medal Competition shall be played in each State. The winner shall receive an ACA Bronze Medal and shall compete for the ACA Gold Medal and the runner up will receive the ACA Silver Medal.
- 10.2. Each State is permitted to select the best available players with a maximum of 10 and a minimum of 6.
- 10.3. In order to determine the best available players to play in this event the State Associations should consider the results of the following types of events played under Association Rules in which their registered players have participated:
 - International Championship Events played in any country that includes open events, invitational events and representational events.
 - Australian Croquet Championship Events that include Australian Open events and Interstate Cup.
 - State Championships.
 - Regional Championship Events deemed by the State Association to be significant to their region.
- 10.4. All of the above should be considered and no one event should be regarded as a pre-requisite to selection.
- 10.5. A prime factor in selection should be a player's world ranking that is derived from the results in all the events mentioned above.
- 10.6. A seeded draw shall be used based on the player's position solely determined by the latest Australian Ranking List (as derived from the World Ranking List) at the time the draw is being done.
- 10.7. The seeded draw for **6** players is - The seeded draw for **8** (also 7) players is-

3 vs 5	1 vs 6	2 vs 4	1 v 8	4 v 5	3 v 6	2 v 7
1 vs 4	2 vs 5	3 vs 6	4 v 6	1 v 7	2 v 8	3 v 5
4 vs 6	2 vs 3	1 vs 5	2 v 5	4 v 8	3 v 7	1 v 6

2 vs 6	4 vs 5	1 vs 3	3 v 8	2 v 6	1 v 5	4 v 7
1 vs 2	3 vs 4	5 vs 6	1 v 4	5 v 8	6 v 7	2 v 3
			5 v 7	1 v 3	2 v 4	6 v 8
			1 v 2	5 v 6	7 v 8	3 v 4

The seeded draw for **10** players is-

1 v 10	5 v 6	4 v 7	3 v 8	2 v 9
2 v 8	1 v 9	5 v 10	4 v 6	3 v 7
3 v 6	2 v 7	1 v 8	9 v 10	4 v 5
4 v 10	3 v 5	2 v 6	1 v 7	8 v 9
7 v 8	4 v 9	3 v 10	2 v 5	1 v 6
1 v 5	6 v 7	4 v 8	3 v 9	2 v 10
2 v 3	1 v 4	5 v 9	7 v 10	6 v 8
6 v 10	2 v 4	1 v 3	5 v 8	7 v 9
6 v 9	8 v 10	5 v 7	1 v 2	3 v 4

- 10.8. Each player shall play each other once in a single-life game.
- 10.9. There shall be no time limit in the games.
- 10.10. Any competitor forfeiting a game shall be scratched from the Competition and all scores for and against shall be deleted from all results.
- 10.11. The method for determining the winner and other positions shall be as per Laws of Association Croquet Regulation 18 (a) 5.
- 10.12. Each State may select the dates on which the Competition is to take place, and the event, including a play-off, should be no later than a date which enables the results to be notified to the ACA Hon, Secretary before entries close for the National Championships.
- 10.13. The entrance fee shall be determined annually by Council. Half of such fee is to be retained by the State and half to be sent to the ACA.
- 10.14. Hoops for this event shall be set at 3 11/16 inches inside measurement at half ball height.

The above Regulations are set down by ACA.

10.15. Croquet SA Regulations for the ACA Medals Competition.

- 10.15.1. Double banking will be used if necessary.
- 10.15.2. ACA approved balls will be used.
- 10.15.3. If playing conditions become unplayable due to weather, matches not started will be re-scheduled and matches already in progress will be pegged down and re-scheduled.
- 10.15.4. The winner of this competition will represent SA in the ACA Gold Medal Competition at a venue and date as determined by the ACA.

11. GOLF CROQUET PLAYING REGULATIONS – General

- 11.1. All Golf Croquet competitions conducted by Croquet SA will be run under the World Croquet Federation Rules of Golf Croquet, unless unavailable.
- 11.2. Players must use their National Golf Croquet handicaps and cards.
- 11.3. Golf Croquet competitions for State Championships and Qualifying Competitions will be conducted at Croquet SA HQ unless otherwise stated.
- 11.4. Only players registered with Croquet SA are permitted to play in normal Association events. Non-registered players will cause all results for that player in that game to be rendered null and void.

- 11.5. Players shall enter on their handicaps at the time of close of entries, unless stated and the provision of a copy of the program is deemed to be confirmation of entry.
 - 11.6. Golf Croquet Medals competitions shall be restricted to the following handicaps:
 - The Gold Medal – handicaps 0 +
 - The Silver Medal – handicaps 6 +
 - The Bronze Medal – handicaps 9 +
 - 11.7. Play in medal competitions will be level. In best of three matches, index points will be adjusted after each game.
 - 11.8. Where a change to handicap results in that player changing to another medal group, the player can complete the competition in which they started.
 - 11.9. Players will be required to play on any court, whether drawn or allocated. Balls to be used shall be determined from time to time by the Board.
 - 11.10. Games will start at the advertised starting times. A player not available to start will forfeit , except that-
 - 11.11. A 15 minute “grace” time is allowed after the scheduled starting time before a forfeit can be claimed.
 - 11.12. Any player forfeiting a game shall be scratched from that competition and all scores for and against shall be deleted from all results.
 - 11.13. At the Manager’s discretion, the player may be allowed to resume playing in that competition, however, results of those games will not be recorded except for adjustment of index points.
 - 11.14. All players may have a five minute hit-up before a game or in the case of consecutive games, before the start of the match.
 - 11.15. The right to a five minute hit-up is conditional upon the player being present at least five minutes before the scheduled starting time. If the opponent is not present, the other player may have a 5 minute hit up provided a toss (with manager, referee, or some other person) has taken place before the hit up commences).
 - 11.16. Double banking will be used when required and/or necessary with the second games starting after the first game has cleared the second hoop, unless otherwise provided.
 - 11.17. No prize, trophy or the like shall be awarded to a runner-up in team events, plus those listed in Clause 4.4.
 - 11.18. All entries shall be made on official Croquet SA Entry Forms and are to be received by the advertised closing dates.
 - 11.19. If circumstances arise which interfere with programmed or actual play due to causes that may include heat, fire, flooding, lightning, lights failure, medical emergency, unplayable courts or any other dangerous conditions, the games in play shall be pegged down to be continued at a re-scheduled time. Other games will be rescheduled.
 - 11.20. Croquet SA condemns the use of performance enhancing drugs and doping practices in sport. The use of performance enhancing drugs and doping practices is contrary to the ethics of sport and is potentially harmful to the health of players. The use of prohibited substances for therapeutic purposes is accepted under the ACA Anti-Doping Policy Clause 63.
 - 11.21. Croquet SA Dress Regulations (Clause 5.) shall apply.
 - 11.22. All games will be 13 point games unless stated otherwise.
 - 11.23. Time limits, if applied, will be not less than 45 minutes.
 - 11.24. Handicap cards will be used and must be adjusted after each singles games. If adjustment results in a change of handicap in a divisional change in interclub competition, the player can complete that match but must move into a team commensurate with the new handicap for future matches, (noting that any player may play in a higher grade competition than their handicap indicates).
12. **SPECIAL CONDITIONS OF PLAY**
Saturday Pennants

- 12.1. Teams will consist of 4 players playing doubles. Play may be in two sections or as advertised. Players are numbered 1 - 4 in handicap order. 1 being the best player.
- 12.2. Players must in the following order:
 - 1st game players numbered 1 and 4.
 - 2nd game players numbered 1 and 3.
 - 3rd game players numbered 1 and 2.
- 12.3. Each match will consist of 3 doubles games of 13 points or no more than 45 minutes duration.
- 12.4. The pair first to seven points wins the game.
- 12.5. The hoop being contested when time is called is to be finished.
- 12.6. If after this hoop the score is a draw, the next hoop is to be made to decide the winner.
- 12.7. If the scores are tied at 6 all, hoop 3 is to be contested as the tie-breaker.
- 12.8. There is to be a 15 minute break between the games. This may be shortened by mutual consent.
- 12.9. The second pair of the team may start after the first game has cleared hoop two.
- 12.10. Wins will be on matches first, then on games. The scoring will be as follows:

A win	6 points.
A draw	3 points each
Each Game won	2 points
A maximum score of 18 points is possible.	
- 12.11. In the case of a team not arriving by the scheduled starting time, the team ready to play will be the winner. The absent team will be liable to pay the full playing fees.
- 12.12. In the case of one player of a doubles pair not arriving by the scheduled starting time, the partner may play the two balls, but may not score hoops with the absent partner's ball. If the absent player arrives before the finish of the **first game**, they may take their place in the team.

Twilight Pennant Teams Events

- 12.13. There will be two events:-
The Spring Twilight Pennant Teams Event
The Autumn Twilight Pennant Teams Event.
- 12.15. Both will be played during the months of daylight savings.
- 12.16. Teams will consist of 4 players playing one doubles game and two singles games.
- 12.17. There will be an Open and an 8+ competition in each event.
- 12.18. Conditions of play will be determined by the Events & Programming Sub-Committee.
- 12.19. The singles will be played first, then the doubles.
- 12.20. Of the singles, the reverse singles are to be played first. Player 1 versus Player 2 and Player 3 versus Player 4. Then the direct singles are played. Player 1 versus Player 1 etc.
- 12.21. In the doubles, 1 & 3 play 1 & 3 and 2 & 4 play 2 & 4. The doubles are played single banked. The home team to allocate lawns.
- 12.22. Each game will be of 13 points or no longer than 40 minutes duration.
- 12.23. Games will start at 7.00 pm sharp, with a five minute hit-up before the scheduled start.
- 12.24. Handicap cards are to be used and must be adjusted after each singles game, although ranking is not affected until after the match.
- 12.25. Matches will be played mid-week on a home and away basis. Lawn fees to the host club.
- 12.26. Re-scheduling of matches is not permitted except for unplayable conditions.
- 12.27. The captain of the home team is responsible for correctly filling out the score card and seeing that they are delivered to Manager – Twilight Pennants at Croquet SA headquarters.

Winter Pennant Teams Event

- 12.28. Teams will consist of 4 players playing one doubles and two singles games.
- 12.29. Singles will be played first, then the doubles.
- 12.30. Of the singles, the reverse singles are to be played first. Player 1 versus Player 2 and Player 3 versus Player 4. Then the direct singles are played. Player 1 versus Player 1 etc.
- 12.31. In the doubles, 1 & 3 play 1 & 3 and 2 & 4 play 2 & 4.
- 12.32. The doubles are played single banked. The home team to allocate lawns.
- 12.33. Each game will be of 13 points or no longer than 40 minutes duration.
- 12.34. Games will start at 1.00 pm sharp, with a five minute hit-up before the scheduled start.
- 12.35. Handicap cards are to be used and must be adjusted after each singles game, although ranking is not affected until after the match.
- 12.36. Matches will be played on Sundays on a home and away basis. Lawn fees to the host club.
- 12.37. Re-scheduling of matches is not permitted except for unplayable conditions.
- 12.38. The captain of the home team is responsible for correctly filling out the score card and seeing that they are delivered to Manager – Winter Pennants at Croquet SA headquarters

Medals Competitions

- 12.39. A Round Robin singles competitions of restricted handicaps.
 - Gold Medal 0 +
 - Silver Medal 6 +
 - Bronze Medal 9 +
- 12.40. Players are entitled to a 15 minute break between games and a 30 minute lunch break.

State Championships

- 12.41. Competitions may include level doubles, open singles, open doubles.
- 12.42. Players will be divided into three groups: 0+, 7+, 10+

Champion of Champions

- 12.43. Round Robin singles competitions divided into 3 groups: 0-4, 5-7, 8 +.
- 12.44. Competitors represent their club with one competitor in each group from each club.
- 12.45. The competition will be of 13 points or no longer than 40 minutes duration. No drawn games are allowed.
- 12.46. Handicap cards are to be filled in after each game and changes reflected immediately, although players may remain in the competition in which they entered. Players are entitled to a 15 minute break between games and a 30 minute lunch break.

Open Best of Three Handicap Singles

(The Croquet SA Open Golf Croquet H/c Singles)

- 12.47. The WCF Rules of Golf Croquet will apply. Note especially Rules 1(i), 5 (c), 16 (a,b,g)
- 12.48. A Round Robin handicap singles competition will be contested.
- 12.49. Games are to be played as the best of three and will be of 13 points or no longer than 60 minutes duration, unless advertised differently.
- 12.50. Referees will be rostered if at all possible and may be either In Charge or On Call as programmed.
- 12.51. Hoops will be set at 3¾ inches (95.3 mm).

- 12.52. Handicap cards must be used and index alterations made after each game. Handicap changes to take place after each match immediately after a trigger point as been reached, although players may remain in the competition in which they entered.
- 12.53. This competition may be contested by any registered Golf Croquet player and is open to players world-wide.

13. ENTRY & PLAYING CONFIRMATION

- 13.1. All entries to Croquet SA competitions and events must be on an official Croquet SA Entry Form and accompanied by the required entry fee.
- 13.2. Handicaps are relevant to each competition at the time of the advertised close of entries.
- 13.3. The provision of a copy of the program is deemed to be confirmation of entry and participation into the subject competition.
- 13.4. All Croquet SA Playing Regulations shall apply to all Croquet SA competitions and events unless other provision is made.

NB For all Croquet games and matches:

The term “**Competition**” refers to the section or h/cap range that players may compete in.

The term “**Event**” refers to the entire tournament that the competitions may be a part of.

Clauses 15. – 50. Vacant

