
2021 TEAM COMPETITION (PENNANT) PLAYING CONDITIONS

1. RESPONSIBILITIES

Team captains must ensure that all players understand these conditions. If there are any queries about any conditions of play, consult the Events Coordinator or, if unavailable, another member of the Golf Croquet Committee as listed on the CroquetSA website or in Hoop Points.

Captains are responsible for ensuring all players are registered, financial and have an ACA identity number before they play.

The "home" team (listed first in the program) is responsible for ensuring these conditions, together with a copy of the WCF 2018 Rules of Golf Croquet and any subsequent rulings in relation to these rules will be readily available for players to access at all matches.

2. LEVEL OF PLAY

The levels are defined in the competitions promotional document distributed prior to the start of the competition.

3. PLAYING TIMES

3.1 MATCH TIMES

Match scheduled starting times for each competition shall be advised at the start of the season and will comply with the times below unless otherwise specified.

Matches are expected to start on time even if some players are temporarily absent. Hit ups may not exceed 5 minutes and must be completed prior to the match starting time.

For Saturday (Weekend) Pennants - staggered as per the draw, 8.30am, 11.30am and 2.30pm.

Autumn and Spring Pennants - 7.00pm.

Winter Pennants - 1.00pm.

3.2 PLAYER ARRIVAL

Arrival time - Players are expected to arrive 30 minutes before the scheduled time to help set up the lawns, complete paperwork and allow for a five-minute hit-up.

Player non-arrival - In all cases both teams should endeavour to contact their opponents to establish the status of absent players, the reason for their lateness and their likely arrival time. Consideration should be given for valid delays provided they do not delay other matches at the venue. A forfeit should be the last resort only after all options have been exhausted.

If a team knows it will only have three players, they are listed 1 to 3, and the person in each of the games who would have partnered the absent player plays two balls in accordance with the instructions below.

If a player has not arrived by the scheduled starting time but is expected, the captain of that team should fill out the score sheet by placing the absent player in the appropriate position (1 to 4) based on handicap/index points, using his/her best judgment if uncertain about the figures. The match may then be started and played in accordance with the conditions below; whether or not the player does arrive, the other players retain their playing positions throughout the match. If the arriving player is now out of order the score sheet will go to the disputes committee. It is therefore recommended that Team Captains get the order of players sorted before arriving to play.

In any competition where two games are being conducted on one lawn, if a player in the first colours game is absent then the second colours game should be started to give the late player time to arrive. This opportunity for late arrival ends if the late player is not ready to start as soon as the second colours have completed the second hoop. Any player arriving late is not permitted a hit-up.

If the absent player arrives before the finish of the match, they may take their place in the team, but not in any game already in progress. The late arrival does not get a hit-up.

Doubles absent player - If one player of a doubles pair does not arrive by the scheduled starting time, the partner may play both balls, but can only score hoops for his/her side with one of them (colour to be nominated before the game starts – the hot ball). The other ball cannot score hoops for itself or score a hoop if peeled through a hoop by another ball. However, it can score a hoop by peeling any other ball through a hoop, including the hot ball. For handicap purposes, the "combined handicap" of the sole player playing both balls shall be twice the sole player's handicap.

Sickness or injury

Weekend Pennants

If a player suffers an illness or becomes sick during a pennant game, the partner may play both balls, but can only score hoops for his/her side with one of them (colour to be nominated before the game starts – the hot ball). The other ball cannot score hoops for itself or score a hoop if peeled through a hoop by another ball. However, it can score a hoop by peeling any other ball through a hoop, including the hot ball. For handicap purposes, the "combined handicap" of the sole player playing both balls shall be twice the sole player's handicap. The injured player can't return to the game in progress but can, if they have recovered join in the next game.

Autumn, Winter and Spring Pennants

If a player suffers either heat exhaustion, migraine, diarrhoea, biliousness, etc. or an accidental fall, pulled muscle, cramp, etc. that prevents them from completing a **singles** game they are allowed 15 minutes to rest and recover. If they are unable to continue, then they forfeit that game. (If a match is forfeited the score for the forfeiting player at the time of forfeiting is recorded as their final score and the opponents score is recorded as the maximum possible, for the game or match being played. The injured player, if they have recovered may play in the next game.

If a player suffers an illness or becomes sick during a **doubles** pennant game, the partner may play both balls, but can only score hoops for his/her side with one of them (colour to be nominated before the game starts – the hot ball). The other ball cannot score hoops for itself or score a hoop if peeled through a hoop by another ball. However, it can score a hoop by peeling any other ball through a hoop, including the hot ball. For handicap purposes, the "combined handicap" of the sole player playing both balls shall be twice the sole player's handicap. The injured player can't return to the game in progress but can, if they have recovered join in the next game.

Team non-arrival - If a team knows in advance that it must forfeit a match it should advise the captain of the other team as soon as possible. Matches may only be deferred if the venue is unfit for play. The team forfeiting a match at Hutt Road is still required to pay the lawn fees for the **day plus the lawn fees for the team to which they forfeited**. The non-forfeiting team may claim back their lawn fees from SACA via their club's treasurer.

In Aggregate Handicap Competitions e.g. Aggregate 24+, all four players must be present, unless the handicap for the 3 players present total 24+, in which case the match will proceed under the Doubles absent player conditions above, if not the team **forfeits and the forfeiting team pays the lawn fees for their own team and the team to which they forfeited**.

In the absence of notice, if a team does not arrive by the scheduled starting time it will be considered to have forfeited and the team ready to play will be the winner, **again the forfeiting team will pay the lawn fees for their own team and the team to which they forfeited**.

In either event, scores will be determined as follows: The team ready to play shall receive wins in each of the games to be played. The competition scorer will then add up the number of hoops scored by the winners and the losers of the matches which were actually played on that day in the competition. These are averaged with the number of hoops scored by the winners being rounded up and the number of hoops conceded rounded down. These averages are recorded as the scores for the team ready to play in the forfeit. The forfeiting side gets no wins and no hoops for or against. No handicap index changes shall be recorded against the players involved.

Hit-up - A maximum of a five-minute hit-up is allowed before the first game of a match, after tossing the coin to decide order. Each player hits up using only the ball (or balls) and the lawn to be used for the game. Players are only entitled to a hit-up if the hit-up is completed before the scheduled starting time. No player/team that is ready for a five-minute hit-up will be deprived of a hit-up due to the lateness of an opponent; if an opponent is not there to toss with, someone else may act in that capacity. No player arriving after the scheduled starting time shall be permitted a hit-up. No play is permitted on the lawns to be used, except as specified above, in the hour preceding the start of play.

Weekend Pennants – If there is an adjacent free lawn at Hutt Road due to scheduling or forfeits, a team rostered to a particular lawn is NOT entitled to use that free lawn. The competition is to be run under the same conditions for all teams, on all days and that includes double banking and playing to the session clock.

4. WEATHER POLICY

The SACA weather policy as reported on the www.croquetsa.com.au website shall apply. See appendix 1. If play is stopped then timers shall be stopped for the duration of the absence from the lawn.

Matches scheduled at Hutt Road that are affected by weather conditions will follow the weather policy and the Events Coordinator will notify the contact people of alternative arrangements.

Home and Away matches, such as Autumn, Winter and Spring Pennants will follow the weather policy BUT if the home teams feel due to their local conditions it is not safe to play they should notify the visiting team and reschedule by agreement ASAP and preferably within a week of the postponed match, but certainly before the scheduled last game of the season, unless the postponed match is the last game of the season. The Events Coordinator needs to be informed of the rescheduled dates ASAP.

If matches cannot be started due to weather conditions, the Events Coordinator must be advised within 24 hours of the postponement. Matches may be rescheduled in consultation with the Events Coordinator. If matches already in progress become unplayable due to weather conditions, they should be rescheduled by agreement between the two captains. All rescheduled matches must be completed within seven days of the last round of the competition. The Events Coordinator needs to be informed of the rescheduled dates ASAP.

5. PLAYING FEES

Team entry nominations fees and playing fees shall be as declared by SACA and are attached as an appendix to the regulations. Playing fees shall be payable to the home club. Where Hutt Rd is used, the playing fee shall apply to both teams. At Hutt Rd the playing fee is to be collected by the Team Captain and return to their club Treasurer. Where a team is short of one (or more) players the remaining players are responsible for paying the full playing fee and recouping it from their club if appropriate. The fee is NOT a per person fee.

6. ELIGIBILITY

A person who is eligible for a division of a competition **at the close of entries** remain eligible for the competition unless their handicap falls two below the eligibility level for that division (e.g. from a 9 to a 7 in a 9+ competition, or a 6 to a 4 in a 6+ competition). The person becomes ineligible to play in that division from the next round. No team can play more than one player whose handicap has dropped below the eligibility level in any match. The person can play in a lower handicap division, either for their own club or, if their club agrees for another club **(by submitting a Clearance Form to the GC Events Coordinator)**.

A team may “borrow” players from another club, if they have not played in the competition for their home club and provided that the home club agrees in advance. A player clearance form signed by the home club **must** be submitted to the Golf Croquet Events Coordinator prior to competing. The Clearance form is on the CroquetSA Website under Members’ Information/Player (entry) Forms/GC Clearance Form 2017. **Teams must have at least 50% of their side as full members of their club.**

Where a club has two or more teams in a division of the competition, a player who has played two matches for one of the teams may not thereafter play for the other team in that division.

A player starting a competition with a club, remains playing for that club until the competition is completed, even if they change clubs during the year.

7. MATCH ARRANGEMENTS

7.1 RULES

WCF Golf Croquet Rules 2018 and subsequent rulings apply. If there is a dispute over a rule or the conditions of play, players should stop the clock, consult the Rules or a copy of these conditions (there will be a copy in the GC Saturday Pennant folder at Hutt Rd; clubs are expected to have a copy available), agree on action to be taken, restart the clock and continue the game. Other players may be consulted if considered appropriate.

7.2 HANDICAPS

It is essential that all players bring their handicap cards to all matches. Handicap cards must be correctly completed and must contain the player's ACA identity number. Handicap and Index adjustments apply to both singles and doubles as per the WCF Golf Croquet Rules 2018. Players should familiarize themselves with this process prior to playing matches. Score sheets and handicap cards are to be filled in after each match. Any changes to handicaps should be recorded in the appropriate box on the score sheet.

7.3 PLAYING ARRANGEMENTS

Playing format -

Weekend and Midweek Pennants – 3 doubles (as per the scoresheet) per player. Session Timer applies to these matches.

If Midweek Pennants have only one or two sessions, then the Session Timer will not be used.

Autumn, Winter and Spring Pennants – 2 singles (as per the scoresheet) and 1 double per player. **Session Timer DOES NOT apply to these matches**

The team for the match will consist of four players each, unless otherwise specified. Players are numbered 1 - 4 in handicap order, 1 being the player with the lowest handicap. If two players have the same handicap the order is determined by index points. If index points are also equal, the captain can decide on the order the players play in throughout that match. Players retain their position 1 - 4 throughout the match regardless of any changes to handicap or index points following their games.

Where singles are involved, the singles will be played first, the singles are played double banked (two games of singles on each lawn) and the doubles are played single banked (one game on each lawn).

Hoops are set at 3 11/16". Scoring clips/pegs and timers are to be used.

Each game is to be level play (i.e. no free turns), 13 points or 45 minutes duration, unless the session bell is rung, in which case, all games in play at that time, end and the score is recorded as the final score for that game.

The score sheet denotes the order in which the singles and doubles are played.

All games start from corner four unless specifically advised otherwise.

Second colour players start when first colours have completed the first two hoops

The first to score seven points wins the game (unless the time limit is reached). **At the end of the game players agree on the score and shake hands to verify that score.**

The timer may be temporarily stopped where a significant delay in play is encountered due to interruption in flow by the other game in progress. The colours stopped should wait until the alternate colours are clear (two hoops ahead if following).

The game ends on the ring of the timer bell or session bell **and** when all balls affected in the last stroke have come to rest. **Draws are only permitted in the final game of matches in which the session timer is used (Weekend Pennants). In all other games, when the time expires and all balls stop, if the score is level, finish the hoop to obtain a result.** Play shall finish as above as soon as any player is aware that time has expired, and players are expected to notify their opponent immediately they hear the timer bell or session bell.

A clock will be set to 2hrs 50 minutes and this clock will be started AT THE SCHEDULED START TIME by the first named team on lawn 2. All games on all lawns will start at the scheduled start time and will cease when time on that clock expires. The first named team on court 2 will ring a bell so to stop all games in progress. A team scheduled to play in the following session may assist by monitoring the clock and sounding the bell. This will allow a 5-minute warm up for the next session. In order to maintain the same playing conditions for all sessions, this condition also applies to the last session of the day.

Special Playing Conditions:

Where a game starts with less than 45 minutes on the session clock, the playing condition requiring players to wait for 2 hoops to be run before starting does not apply during this game. Teams may choose to wait for only one hoop to be cleared before starting or re-starting their play.

Weekend Pennants: If there is a free lawn at Hutt Road a team may NOT use that lawn to divide their games as this changes the conditions of play for those teams.

7.4 RESULTS AND SCORESHEETS

At the end of the competition, the winner will be decided on matches first, then on net games and finally net hoops. The scoring of matches will be: Win 2 points – draw 1 point.

The winning side is responsible for ensuring the score sheet is conveyed to the Golf Croquet scorer at gcscorer@croquetsa.com.au and filling in the Summary of Pennant Results sheet at Hutt Road before leaving. For other matches the score sheet must be forwarded to the scorer as advised on the draw, either electronically, or by the earliest possible post. **Teams failing to convey the score sheet within 5 working days may not be accredited with points for their win.**

In **games** that are drawn there shall be no change in index points.

8. GENERAL

MANAGEMENT OF THE VENUE

At all venues members of teams must help pack up the courts. **All players are responsible for ensuring the kitchen and clubrooms are clean and tidy on their departure, your dishes and mess should not be left for others to clean up.**

At Hutt Rd - The managing teams responsible for opening and closing are the first-named teams for the opening and closing sessions respectively on lawn two, coloured green for opening and red for closing unless otherwise advised.

The captain of the team designated as the managing team for the first session of the day needs to arrive at least 40 minutes before, with a key and know the security code, too -

- open the premises,
- open the equipment shed,
- get the equipment trolleys out and
- erect the banner at the entrance on Hutt Road.

Members of teams playing in that session must help to set up the courts.

Similarly, the captain of the managing team for the last session of the day is responsible for ensuring -

- the courts are packed up **and equipment returned to shed and locked,**
- scores are emailed to the Advertiser/Sunday Mail (summary of Pennant Results sheet that winning team captains have filled out during the day),
- the banner at the entrance on Hutt Road is brought in
- club room is clean and tidy and
- the premises locked (must have a key) and alarmed.

Members of teams playing in that session must help pack up the courts and ensure the premises are tidy.

At other Venues -

Under guidance of the home team, members of teams must help pack up the courts. All players are responsible for ensuring the premises are clean and tidy on departure.

APPENDIX 1 - CROQUET SA WEATHER POLICY

This policy governs all Croquet SA programmed games whether played at HQ or at a club.

1. Hot Weather:

Play is determined by the forecast temperature in the Bureau of Meteorology's 4-30 pm forecast the evening prior to the playing of any games – www.bom.gov.au, or as given in any of the local TV stations' evening news services (all are based on the Bureau's 4-30 pm forecast).

For Saturday Pennants and other competitions played on a three sessions per day basis:

- A forecast temperature over 32° but not over 34°, the first two sessions are to be played.
- A forecast temperature over 34° but not over 36°, only the first session is to be played.

For events not played on a sessional basis:

- A forecast temperature over 32° but not over 34°, games will be played, but must finish no later than 1.30pm.
- A forecast temperature over 34° but not over 36°, no play between 11.00 am and 7.00pm. Games which are not likely to finish before 11am must not be started.

For both sessional and other events:

- A forecast temperature over 36° (whether it is reached or not), no daytime games will be played.
- A forecast temperature of 38° or higher no night time (7.00 pm.) games will be played.
- At Hutt Road, the manager of the event (for individual competitions), the captain of the Day Duty Team (AC pennants), or the captain of the managing team (GC pennants) must ensure this policy is followed. For SACA competitions played at clubs the captain of the home team is responsible. Players must never be pressured into playing in breach of this policy.
- Heatwave conditions – the E&P Coordinators have the right to defer games scheduled to start at 7pm if they consider it unreasonable/unsafe to play in periods of extreme or prolonged heat.
- Players do not have to turn up for games which are deferred due to forecast hot weather. Games will normally be rescheduled.

2. Temperature higher than the forecast temperature:

- If the forecast temperature is between 32° and 34° but it appears likely to the person in charge (as above) that the actual temperature is likely to be above 34° by 11.00am, the person in charge must check the actual temperature as close to 11.00am as practicable, and if this confirms a temperature above 34°, he/she will not permit any games not already commenced to start; this decision will be binding for all players.
- Association games in play for more than 30 minutes are to be pegged down, others will be re-scheduled.
- Golf croquet games in which more than two hoops have been made may be finished, others will be rescheduled.

- Actual temperature can be checked on the Bureau of Meteorology website as above, using the computer in the office at Hutt Road. At clubs, temperature can be checked at that website if the club has an internet connection, or by phoning 1900 926 120, or by use of an appropriately located thermometer if the club has one.

3. Wet Weather:

- In general, play will continue in spite of rain for as long as the lawns remain playable. If a lawn is too wet to play on, players must be prepared to wait for half an hour, as the lawns usually drain quite quickly once rain has stopped. If rain continues so that play is still impossible after half an hour, then games will be rescheduled. If games have been in play for more than 30 minutes and the lawns then become unplayable and remain so after half an hour, then:
 - For GC, games will be rescheduled.
 - For AC those games must be pegged down. If there has been less than 30 minutes of play, the games will be completely rescheduled.
 - If there is lightning or hail; players must leave the lawns immediately and seek adequate shelter but must remain to see if play can be resumed later. In all cases common sense should prevail.

APPENDIX 2 - SACA FEE STRUCTURE FOR TEAM EVENTS 2020

Pennant Team Entry	\$45	
Pennant Green Fees for Hutt Road	\$24	Per Team, not per person
Pennant Green Fees for Home and Away Matches	\$24	to Hosting Club, per Team