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New Zealand**

Tournament Regulations

2015





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TOURNAMENT REGULATIONS 2015



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Etiquette for Association Croquet

Players

A player should not take advantage of unsolicited information or advice. He may not consult a spectator without the express permission of his adversary. He is entitled to receive advice from his partner in doubles play but both players must not waste time with prolonged discussions.

Referee's Decisions

Players on the court should accept with good grace all decisions on fact given by a referee/umpire. If a player is dissatisfied, there are proper avenues of appeal to follow. (Regulation 17.1 and Regulation 18.3, 18.4, 18.5, and 18.6) but he/she should note there is no appeal on fact. There is no place for intimidation of referees and umpires in croquet.

Expedition in Play

A player should play his strokes with reasonable despatch and note that unnecessary delays in timed-limit games are outside the spirit of the game and subject to penalty.

Presence on Court

A player should not remain on the court while his adversary is playing and when off the court refrain from audible comment, conversation or physical movement distracting to his adversary. He should not stand in the player's line of aim or allow his shadow to distract. A player should not move onto the court until it is clear his adversary has finished but he must advise his adversary to complete his turn if he observes the striker is about to quit the court in the erroneous belief that his turn has ended.

Interruption of Striker

A player should note that in the absence of a referee in charge of a game, both he and his adversary are joint referees of the game and as such, each is entitled to enquire of the other as to the state of the game at all times. If a player suspects that his next stroke may be questionable, he must consult his adversary. It is the striker's duty to take the initiative and should he not do so, he has no justification for taking offence at his adversary's request for a referee to observe the stroke. The out-player should not interrupt the striker except to discharge his duty as a referee of the game.

Replacing Balls and Clips

A player should ensure that all balls are, as required, correctly replaced and when placing a ball on the yard-line, do so with his back to the court. It is the duty of a player in making a point for any ball, to remove the clip immediately and to ensure that at the end of his turn, all clips moved are correctly placed. The consequences of playing when misled are embodied in Law 31.

Conduct of the Game

All players should familiarize themselves with Laws 12 and 47 to 55 relating to the conduct of the game.

Conclusion of Game

At the conclusion of a tournament game, the winner should immediately return all the balls to the baulk line and replace the four clips on the first hoop. He should then, without delay, report the result of the game and the score to the Manager of the Tournament. At least acknowledge your adversary's presence, for without him there would have been no game. It is easy to be a good winner but at times difficult to be a good loser. Croquet is a game in which there are no tied results. It is only a game after all and, win or lose, the sun will still rise the next day.

Spectators

Spectators should refrain from audible comment on the game; from offering advice to players during a game, and from calling attention to any error committed or about to be committed by any player. Spectators should refrain from moving around the lawn if this action could cause distraction to a player, particularly in his line of play.

Croquet New Zealand Code of Conduct

Foreword: In an attempt to ensure and regulate acceptable behaviour on the lawns and in club houses, Croquet New Zealand's Executive has formally adopted this Code. This Code of Conduct is binding on all players playing in Croquet New Zealand sanctioned tournaments and events. Players participating in Croquet New Zealand invitation events have received a copy of the Code and those entering national tournaments will be provided with a copy to sign and return upon receipt of their entry. Should a player's behaviour contravene this Code and a formal complaint is received by the National Office, that player can be sanctioned by the Executive of Croquet New Zealand under paragraph 19 of the Constitution.

1. PURPOSES

The purposes of this Code are:

- 1.1 to ensure and maintain an orderly and fair administration and conduct for Croquet NZ sanctioned events, and to protect the players' rights and the respective rights of Croquet NZ, sponsors, and the public;
- 1.2 to uphold the good name of Croquet NZ and the integrity of the sport of croquet worldwide.

2. APPLICABILITY

- 2.1 This Code is applicable to all Croquet NZ sanctioned events and the players participating in them.
- 2.2 All players, at all times, shall be subject to the Code, Laws, Rules and Etiquette of Croquet. Each player who is entered or nominated to participate in a Croquet NZ sanctioned event shall accept this Code, the CNZ Tournament Regulations and the Laws of Association Croquet and the Rules of Golf Croquet and then, in effect, is bound by them.
- 2.3 Any player who commits any offence defined in clauses 3 to 5 shall be deemed to have breached this Code. Breaches of the Code constitute the basis for disciplinary action against the player in accordance with the Croquet NZ Policy on Misconduct and Disciplinary Procedures as outlined in the Constitution and appendix.

3. PLAYER COMMITMENT AND ENTRY OFFENCES

- 3.1 Late withdrawal (from International Tournaments) Withdrawing from either the qualifying or main event after being selected to play at the event without evidence or proof of "bona fide" injury, illness, bereavement or other emergency situation.

4. PLAYER ON-SITE OFFENCES

The following are examples of breaches of this code:

4.1 Inappropriate conduct

During any match or at any time while within the precincts of the site of a Croquet NZ sanctioned event, a player will be deemed to have breached the code if he/she does not behave in an honourable and sportsmanlike manner.

4.2 Dress violations

Failing to dress and present oneself for play in a suitable manner. Clean and acceptable croquet sport clothing shall be worn.

4.3 Failure to complete a match

Except with the managers permission, failing to complete a match in progress unless reasonably unable to complete the match.

4.4 Late arrival for match

4.4.1 Arriving late for a match, resulting in disqualification.

4.4.2 Withdrawing from any event in a tournament whilst still fit enough to compete on the same day in another event in that said tournament, i.e. players may not default without good reason from one event to concentrate their efforts in another during the same tournament.

4.5 Failure to use best efforts

Not using one's best efforts to win a match.

4.6 Trying to Influence Officials

Trying to influence the decision of officials by arm, hand, mallet or verbal gestures.

4.7 Seeking coaching

Seeking coaching during play except as permitted under the Laws.

Communication of any kind, audible or visible, between a player and a coach may be construed as coaching.

4.8 Audible obscenity

Using words commonly known and understood in any language to be profane or indecent and uttered clearly and loudly enough to be heard by other players, officials or spectators.

4.9 Visible obscenity

Making of gestures or signs with the hands and/or croquet equipment or clothing that commonly has an obscene or offensive meaning.

4.10 Abuse of equipment

Intentionally hitting any croquet equipment being used in the game dangerously or recklessly within or out of the court, hitting any equipment with negligent disregard for the consequences, or deliberately damaging equipment.

4.11 Verbal abuse

Making a statement directed at an official, opponent, spectator or other person that implies dishonesty or is derogatory, insulting or otherwise abusive.

4.12 Physical abuse

Physically abusing an official, opponent, spectator or other person. Even the unauthorised touching of such persons may be regarded as physical abuse.

4.13 Conduct that is not good sportsmanship

Conducting oneself in a manner that is clearly abusive or detrimental to the sport.

5. PLAYER MAJOR OFFENCES

5.1 Conduct contrary to the integrity of the game

Engaging in conduct contrary to the integrity of the game of croquet. If a player is convicted of serious violation of a criminal law of any country, the punishment for which includes possible imprisonment, that player may be deemed by virtue of such conviction to have engaged in conduct contrary to the integrity of the game of croquet. In addition, if a player has at any time behaved in a manner severely damaging to the reputation of the sport, that player may be deemed by virtue of such behaviour to have engaged in conduct contrary to the integrity of the game of croquet.

Name:.....

Signed:..... Date:

Croquet New Zealand Tournament Regulations

Part A: General

1. Introduction

- 1.1 The New Zealand Croquet Council (hereafter CNZ), the Australian Croquet Association (Inc) and The Croquet Association of England have agreed that each independently may set the Regulations for Association Croquet tournaments held within their respective jurisdictions. These regulations have been modified to cover Golf Croquet as well as Association Croquet.
- 1.2 These Regulations are made by the CNZ and are to be read in conjunction with the Constitution of the CNZ, the Laws of Association Croquet, the Association Croquet Handicap Regulations and the Rules of Golf Croquet as appropriate (referred to below as “the Constitution” or “the Laws” respectively) and the relevant Laws or Rules of any other variations of the game approved by the CNZ.
- 1.3 The Regulations in this document shall apply to all tournaments except where exemptions are specified.
- 1.4 The Laws of Association Croquet shall apply in all Association Croquet events and the World Croquet Federation (WCF) Rules of Golf Croquet pertaining to the play shall apply in all Golf Croquet events. Other types of event shall be played in accordance with their established laws or rules.

2. Definitions

- 2.1 There are two classes of tournaments: Official Tournaments and Other Tournaments. Official tournaments are further classified in tiers, as defined in Appendix 4 of the Tournament Regulations.
- 2.2 Official Tournaments are all tournaments held under the direct or indirect control of the CNZ, i.e. those sponsored by the CNZ and referred to in these Regulations as “Council Tournaments”, and those tournaments sponsored by an Association or Club which comply with Regulations 4.1 to 4.3.
- 2.3 Other Tournaments are those tournaments organised by Associations and Clubs which do not comply with Regulations 4.1 to 4.3. Such tournaments and events may be used by the CNZ for selection and ranking purposes, but those at club level will be taken into account for ranking only if a specific request in each case has been made to the CNZ Tournaments Committee Chairperson and has been approved.
- 2.4 The definition of tournament encompasses all CNZ events, association events such as interclub, challenges etc. and club competitions, which are played over one or more consecutive days or intermittently over some extended period. It does not include social events of whatever form, which may be played however the organisers wish.

3. Variations in the Laws, Rules and Regulations

- 3.1 The organisers of a tournament may apply to the relevant committee of CNZ (the Laws Committee or the Tournaments Committee) for permission to vary the Laws or these Regulations.

- 3.2 Such an application shall be made not later than one (1) week before the tournament is due to begin, although a later application may be considered in an emergency; such an application shall be made either in writing or verbally to the chairperson of the relevant committee. In either case, the chairperson of that committee must advise the Executive Director in writing of the application and its outcome.
- 3.3 If permission for a variation is obtained for a particular tournament or event, it shall continue for the same tournament or event in successive years unless the committee granting it specifies otherwise.
- 3.4 Any variations of the Laws or these Regulations that apply to a tournament shall be advertised in the tournament advertisement or any tournament notices that may be prepared, and must be specifically advised to the players at the beginning of the tournament.

4. Advertising Tournaments

Official Tournaments

- 4.1 For Council Tournaments, the Executive, and for other Official Tournaments the organiser of the tournament, shall, prior to dates specified each year by the Executive Director, apply for approval to stage those tournaments by submitting to the Executive Director tournament advertisements for inclusion in the Year Book containing the following details for each tournament:
- 4.1.1 the starting date, place and the planned duration of the tournament;
 - 4.1.2 the number and nature of the events (including any provision that individual matches may be played as multiple games), who may compete, and the amount of the entrance fee;
 - 4.1.3 the number, location and size of the lawns;
 - 4.1.4 the maximum number of entrants in any event (if necessary);
 - 4.1.5 the type of balls to be used;
 - 4.1.6 details of prizes or trophies;
 - 4.1.7 the closing date for entries and the address to which they must be sent. For Council tournaments entries must be received, with the relevant New Zealand dollar payment, by the Executive Director by the closing date set, though if the maximum number of entrants has not been exceeded, late entries may be accepted;
 - 4.1.8 the venues to be used for the tournament;
 - 4.1.9 the time of the opening ceremony or the commencement of play on the first day of play;
 - 4.1.10 any variations in the Laws, Rules or Regulations for which permission has been obtained in accordance with Regulation 3;
 - 4.1.11 any other conditions for the event including the hoop size to be used. If no hoop setting specification appears in the advertisement then hoops will be set to the largest ball plus $\frac{1}{16}$ th of an inch with an upward or downward tolerance of $\frac{1}{32}$ nd of an inch.

- 4.2 By a further date specified by the Executive Director each year the following additional details shall be provided to the Executive Director: the names of the Tournament Manager, the Tournament Referee and the Tournament Handicapper, and any assistant Managers.
- 4.3 The Executive Director shall before publication consult the Manager concerning any substantive alteration made to the tournament advertisement. Any failure to consult shall not, of itself, lead to the loss of official status for the tournament.
- 4.4 Associations staging any Council fixture must ensure it does not clash with any other Council fixture where any player might be eligible to play in both events. Association play-offs for the Arthur Ross and Silver Badge competitions are Council fixtures.

Other Tournaments

- 4.5 Any advertisement produced for such a tournament shall specify those conditions defined in 4.1.1 to 4.1.11 above that are relevant to the tournament. Where no advertisement is produced, the competitors shall be informed of the tournament conditions before play commences.
- 4.6 Advertisements for such tournaments (e.g. weekend tournaments) may be combined at the discretion of those organising them.

Part B:

Tournament Management – Powers and Duties

5. Tournament Management Powers and Duties

- 5.1 Tournament Management Committee
 - 5.1.1 For the NZ Open and the National Golf Croquet Tournaments the Executive of CNZ (“the Executive”) will appoint the Tournament Manager and the Tournament Referee. The Host Association will appoint the Tournament Handicapper who shall together with the Tournament Manager and the Tournament Referee constitute the Tournament Management Committee (TMC). For all other Council tournaments, the host associations should appoint the TMC and submit the membership of the TMC to the Executive for approval. For other tournaments the organisers should appoint the TMC.
 - 5.1.2 Each Association or Club wishing to hold an Official Tournament must appoint a Manager, a Tournament Referee and a Tournament Handicapper who shall together constitute the Tournament Management Committee and who shall be responsible, insofar as the duties of each are herein defined, for the administration, interpretation and enforcement of the Laws and these Regulations.
- 5.2 Tournament Manager
 - 5.2.1 It is the duty of the Manager to manage the tournament in all respects and to ensure that it is as enjoyable as possible for players, officials, spectators and all others involved.
 - 5.2.2 From the time of appointment the Manager may act, in consultation with those organising the tournament, to meet the obligations specified in these regulations assuming primary responsibility for organising and running the tournament on receipt of the entries.

- 5.2.3 For Official Tournaments the Manager shall determine for each event the number of entries that the capacity of the lawns and the duration of the tournament will allow, where this is not laid down in the tournament advertisement.
- 5.2.3.1 Entries received before the closing date should be held and considered together on or as soon as possible after that date.
- 5.2.3.2 If the number of entries then exceeds the number of places available, the current trophy holders shall be given priority, then in Council Tournaments players shall be ranked and then accepted in order from lowest to highest of their NZ handicaps at that date, up to the number of places available. For entrants without a NZ handicap, Regulation 11 of the NZ Handicapping Regulations will apply. However for the NZ Open the players shall be ranked after the Title Holder, firstly by their World Ranking and then for players without a listed World Ranking by their NZ handicap, as above. The Manager has the right to allocate one or two wild card entries for players without a current World ranking.
- 5.2.3.3 For events for which there is a previous qualifying event, the Tournament Management Committee may reserve a previously advertised number of places to be allocated on the results of the qualifying tournament.
- 5.2.3.4 Surplus entrants should be notified as soon as possible and placed on a reserve list in the order in which they would have been accepted, if additional places had been available.
- 5.2.3.5 If not oversubscribed at the closing date, all the entries submitted shall be accepted subject to the provision specified in 5.2.10 below.
- 5.2.3.6 After the closing date, entries may only be accepted with the agreement of the Manager, and a surcharge of 50% of the entry fee may be imposed. All money received in late entries must be sent to the Executive director by the manager.
- 5.2.3.7 Entry fees must be refunded in full to unsuccessful applicants.
- 5.2.4 All Managers should ensure that they are fully familiar with these Regulations and the tournament handicap conditions for the particular tournament and events they are managing.
- 5.2.5 The Manager shall ensure that standard or modified lawns are available, laid out and equipped in accordance with the Laws (Rules), and shall also provide balls identical in type and manufacture to those listed in the tournament advertisement.
- 5.2.6 Before the tournament the Manager shall prepare charts for the recording of scores of games in accordance with the method of play being used.
- 5.2.7 At the beginning of the tournament the Manager shall inform the players which method of play is being used in each event and ensure that this is recorded on the charts.

- 5.2.8 Before play commences in the tournament, the Manager shall check that players' handicaps are accurately recorded on tournament records.
- 5.2.9 Finishing dates shall be strictly adhered to. Unless extreme weather or other unforeseen emergency intervenes, each event of a tournament shall finish on, and not before, the advertised date.
- 5.2.10 The Manager or nominee has the power to refuse any entry and, after due consultation, the right of deciding any question which may arise regarding such refusal, but must give on request the reason(s) to the person refused.
- 5.2.11 For Council tournaments, the Executive Director shall forward all necessary charts and instructions and all the entry forms to the Manager as soon as possible after the closing date.
- 5.2.12 The Manager shall supervise the draw or nominate another to do so, subject to any requirements specified for the particular event(s).
- 5.2.13 In Official Tournaments, the Manager shall decide the order of play, and for Council tournaments shall take into account any instructions received from the Executive Director.
- 5.2.14 In events restricted to specified handicap ranges the Manager shall draw the players in their appropriate event as entered on their application forms, except where a handicap change that occurred between preparing the entry and the closing date is notified.
- 5.2.15 Players who become ineligible for the event in which they were drawn through a handicap change before the closing date, shall be removed from that part of the competition and shall instead be drawn in their correct event.
- 5.2.16 The Manager shall enter on the charts the names (as listed in the Yearbook), current handicaps and associations of all players.

6. During the Tournament

- 6.1 The Manager shall allot lawns to the players, declare any lawns unfit for play, and shall have the discretion to prohibit any play other than tournament play on an area adjacent to a lawn where a match is being played. If play in any event is unavoidably delayed, e.g. by flooding of the lawns, the Tournament Management Committee (or the Manager if delegated that authority by the Tournament Management Committee) may change the nature of that event and any subsequent events in the tournament as necessary including reducing the duration of games.
- 6.2 When considered necessary, the Manager may direct that any game shall be played elsewhere than advertised, and at any time. However, play should be limited to hours where there is a reasonable amount of daylight, unless arrangements have been made for artificial lighting.
- 6.3 Each game shall with the following exceptions be played without pause and on the same lawn unless circumstances make it necessary to do otherwise. However, play may be interrupted and clocks may be stopped:
 - 6.3.1 in any case of emergency with the permission of a tournament official;

- 6.3.2 in any situation which is not part of the game but which is likely to prevent play for more than approximately a minute e.g. the adjudication of a claim for a wiring lift in a double-banked game on the same lawn.
- 6.3.3 in the event of a lunch or tea-break with the authority of the Manager, or of the game being pegged down for later completion.
- 6.4 No game, once started, may be moved to another lawn for other than climatic reasons. Games within a match may be moved.
- 6.5 The Manager may replace a player who withdraws during the playing of an event by a player who had not entered the event. The Manager may choose to allow the replacement player to be a competitor or a non-competitor at the Manager's discretion, except that in the case of events that are a part of the New Zealand Championships, the CNZ National Golf Croquet Tournament or the Arthur Ross Memorial Event where a replacement player may not be a competitor.
- 6.6 Official Tournaments shall be played on full-sized lawns, if these are available.
- 6.7 Only balls which have been approved by the CNZ shall be used in all Official Tournaments.
- 6.8 Double banking may be used if required.
- 6.9 Peeling finishes involving triple peels and peels in turns resulting in an opposition ball being pegged out are to be recorded.

7. Tournament Programme

- 7.1 The Manager shall decide for each day the starting and finishing times giving due regard to the need to take full advantage of the prevailing daylight. If failing daylight is likely to affect a game the players should be informed of it before starting play and advised of alternative arrangements. Managers may extend play into evenings whenever desirable to assist in completing the tournament within the time set. In such circumstances players should be given reasonable time, e.g. for a meal if necessary, before restarting play.
- 7.2 The Manager shall announce at the start of each tournament the amount of time players will have before the first game each day to hit up on their allocated lawns. Such hit ups are to be completed before the scheduled starting time. The Manager at his/her discretion may allow hit ups before the start of any other game.
- 7.3 No game shall fail to start, or fail to be completed because of wet weather, except with the Manager's permission.
- 7.4 The Manager may alter the tournament programme if necessary by:
 - 7.4.1 imposing time limits in accordance with Regulations 8.1 and 8.2;
 - 7.4.2 shortening games in accordance with Part 3D of the Laws;
 - 7.4.3 deciding that the final of an event in which games have been shortened or limited, shall be played as a full game, this right to override Regulation 8.1;
 - 7.4.4 introducing a two-life variation as prescribed in Regulations 27.2.2, 27.2.3 and 27.2.4;
 - 7.4.5 allowing extra time for double banking as provided in Law 53(h);

- 7.4.6 sanctioning other changes, as requested by the Tournament Management Committee provided these do not contravene the Laws, Rules or these Regulations.
- 7.5 The Manager may adjourn an unfinished game, provided no ball is in a critical position as defined by Law 6(d). If this involves pegging down at a point at which any of the provisions of Law 36 will come into operation in the subsequent turn, it shall be the Manager's duty, on resumption of play to remind the striker of such provision.
- 7.6 In the case of a pegged-down game, the Manager shall take all reasonable care to ensure that the balls and clips are replaced correctly before the game is resumed. Should the players elect to replace the balls and clips themselves, they become responsible for each such replacement and for any error that may later be brought to light regarding it.
- 8. Time Limits in Association Croquet**
- 8.1 The Manager may impose a time limit of not less than two and a half (2½) hours or two (2) hours for weekend games, or shortened games under Part 3D of the Laws:
- 8.1.1 on all games in an event provided that such a time limit is advertised in advance or announced at the tournament before the start of the event, in which case subject to Regulation 7.3 it may not be removed; or
- 8.1.2 on each game in any round in an event.
- 8.1.3 For multi-game matches, time used during Regulation 8 (ie: after time is called in the game) is not subtracted from the minimum time limits advised for any of the remaining games.
- 8.2 If no time limit has been imposed under Regulation 8.1 above, the Manager may impose a time limit of one (1) hour on any game that has been in progress for at least two (2) hours (or one and a half (1½)) hours in a weekend tournament) if of the opinion that the length of the game is impeding the progress of the tournament.
- 8.3 Subject to Law 53(g)(3) when a time limit has been imposed on a game
- 8.3.1 The players should arrange for an independent person or failing that one of themselves to be responsible for announcing audibly that the time limit has been reached.
- 8.3.2 Play then continues for an extension period in which the striker completes his turn and the adversary plays one subsequent turn. For the sole purpose of determining whether the striker's turn ends before or after time is called, it is deemed that his turn ends and the adversary's turn begins as soon as the striker, in the last stroke of his turn:
- strikes the striker's ball;
 - plays an air-shot;
 - commits a fault;
 - plays the stroke by declaring that he will leave his ball where it lies, which in this case he may only do after any balls moved by the previous strokes

have come to rest and any balls in hand have been placed in lawful positions.

- 8.3.3 The side that has scored the greater number of points at the end of the extension period is the winner. If each side has scored the same number of points, play continues and the side for which the next point is scored is the winner.
- 8.3.4 No half-bisque or bisque may be played during the extension period or immediately thereafter by the player in play when the extension period ends. If play continues after the end of the extension period under Regulation 8.3.3 above any remaining half-bisque or bisques may be played. For the purpose of this regulation, a half bisque or bisque is played when the first stroke of that turn is played. Accordingly, if a player indicates that he intends to play a half-bisque, but does not play its first stroke before time is called, the half-bisque or bisque is deemed not to have been played and his opponent's turn is deemed to have begun before time was called.

9. In Relation to Players

- 9.1 A dispensation of 24 hours is granted to a competitor when travelling from one Council Tournament to another Council Tournament. Association Finals of the Arthur Ross Memorial Event and the CNZ Silver Badge competition are Council Tournaments. For the purpose of this regulation the timing of dispensation commences when the competitor ceases playing.
- 9.2 Any objection made to a competitor's qualification must be in writing, signed by another player in the event and handed to the Manager before the competitor's first game in the event has commenced. The Tournament Management Committee shall decide on each such objection.
- 9.3 If any player has a grievance that cannot be settled by the Tournament Manager, the matter is to be settled by the Tournament Management Committee.
- 9.4 Players must report to the Manager each day on arrival at the grounds, and must get the Manager's permission to leave the grounds if they wish to depart before the end of play for the day.
- 9.5 The Manager shall decide about any unsanctioned absence and may scratch or disqualify the player(s) in accordance with Regulation 16.3 and report such action to the Executive Director.
- 9.6 Clothing worn on the lawns shall be of a reasonable standard. The Tournament Management Committee may decide whether or not such a standard is breached and ask that a player make any adjustment they deem necessary. Footwear must be flat-soled shoes without corrugations but markings or patterns to prevent slipping are permitted.
- 9.7 Trophies must be returned to the Manager in good order not later than the first day of the tournament. Postage and engraving are the responsibility of the trophy holder.

10. After the Tournament

- 10.1 As soon as possible after all Council Tournaments the Manager shall:
- 10.1.1 send a tournament report to the Executive Director using the form provided.

This report must include any changes made to the tournament programme in accordance with Regulation 7.4;

10.1.2 send all charts and report all changes to players' handicaps to the Executive Director;

10.1.3 send a report to the Executive Director on any scratching or disqualification under Regulation 16.3, or any withdrawal under Regulation 14.

10.2 In the case of all other tournaments the Manager must send all charts and report all handicap changes to the Executive Director and report all handicap changes to the Association Handicapper.

11. Miscellaneous

11.1 Balls, hoops and other court equipment used for Council Tournaments will normally be supplied by the host association or club.

11.2 Clubs are responsible for the cost of lawn cutting. The reimbursement (see Appendix 2 of these Regulations) to Associations from the CNZ will enable Clubs to pay for any additional cutting required by the Manager.

11.3 The value of the prizes in Council Tournaments will depend on the funds available. No prize will be awarded unless four (4) or more entries are received. No second prize will be awarded in an event unless there are at least six (6) entries.

11.4 If there is a tie at the end of an event the prize money will be divided equally between those players.

11.5 Where an Association Croquet event, or tournament is advertised to take place over two (2) days, the Manager should ensure there are at least five (5) games for each player, over three (3) days at least eight (8) games, over four (4) days at least 11 games, and over five (5) or more days at least 14 games should be provided to ensure an adequate number of games for the entry fee and cost of travel and accommodation. Exceptions to this may include: veterans' events and the semi-final and final days of a knockout event (a consolation event shall be provided for players eliminated from a knockout event in earlier rounds).

11.6 The Manager of a Golf Croquet event or tournament should ensure that all players have at least five (5) games for each advertised day of the event to ensure an adequate number of games for the entry fee and cost of travel and accommodation.

11.7 All entries for CNZ tournaments must be received by the Executive Director by the closing date, on the official entry form, with the relevant New Zealand dollar entry fee.

Part C: Players' Responsibilities

12. Players' Eligibility to Compete

12.1 A player's eligibility to compete in Official Tournaments is laid down in the CNZ Constitution.

- 12.2 Players' eligibility for handicap restricted events is determined by their handicaps at the closing date of entries for that event (ie: at the end of the player's play on that day).
- 12.3 Players may enter and play in a handicap-restricted event in a tournament where their handicap is higher than those specified for that event. They may not play in an event where their handicap is lower than that specified for the event.
- 12.4 Any croquet player resident in New Zealand who is a member of an affiliated club, and on whose behalf a levy has been paid to CNZ for that year may enter any tournament provided he or she complies with all Handicap Regulations.
- 12.5 All croquet players who are affiliated members in any country belonging to the WCF have automatic rights in any other WCF member country. (Regulation 13)
- 12.6 Any person who accepts money for managing a Council Tournament will not be eligible to compete in any event in that tournament without prior approval of the Executive. If such persons do play without such approval they are automatically disqualified from competing in Council Tournaments until the Executive removes the disqualification.
- 12.7 The reference to money in 12.6 above includes payments in kind, but does not include reimbursements of expenses actually incurred while managing a tournament.
- 12.8 Nothing in this Regulation shall prohibit any person, with the prior approval of the Executive, from receiving reimbursement of expenses incurred, prize money or appearance money, or receiving an allowance for proceeding overseas at the official invitation of any organisation recognised by CNZ, or from receiving remuneration from coaching.

13. Reciprocity of Membership

See Appendix 7.

14. Withdrawing From an Event

- 14.1 Players defaulting the first game in an event which allows the loser to enter a Plate competition shall retire from the whole event.
- 14.2 In a two-life event a player may not retire from one life without being scratched from the whole event.
- 14.3 If a player withdraws or is scratched before starting a game in any round of a knockout event, the opponent for that game receives a walk-over into the next round.
- 14.4 Players withdrawing from an event before the closing date for entries are entitled to a full refund of entry fees paid.
- 14.5 Players withdrawing from an event after the closing date for entries are entitled to a 50% refund of entry fees paid.
- 14.6 If a player is compelled, through urgent necessity, to withdraw from an event before playing any matches the Tournament Committee may at its discretion refund the entry fee and allow the late entry of another competitor.
- 14.7 Subject to 27.7.8 below, should a competitor in a section-play event default, withdraw or be scratched or disqualified before completing all of his or her games in the section, the procedure laid out in 27.7.10 below shall be applied. Should the winner of a section withdraw before the next stage of the event, the runner-up in the section shall take the winner's place in the next stage.

- 14.8 A player who withdraws from X or Y in an XY or XYZ event may not enter Y or Z.
- 14.9 If a player decides to withdraw from an event after the event has commenced, that withdrawal is final and cannot be reversed once the Manager has been informed of the player's decision.
- 14.10A player who offers either before or during a game to concede that game may be considered to have scratched or withdrawn from that event.

15. Responsibility for Correct Handicap

- 15.1 Notwithstanding anything in these Regulations which may be deemed to be to the contrary, all players have the sole and final responsibility to play at the correct handicap in any event. If they neglect this responsibility and play at a higher handicap than that to which they are entitled they shall be disqualified from the event.
- 15.2 Players who have not neglected their responsibilities as specified in 15.1 (see also Regulation 4.1.7) and who have been incorrectly entered into an event by the Manager or by the Tournament Committee, so that they are disqualified, are entitled to have their entry fee reimbursed.
- 15.3 It is the duty of all players to record their correct handicap on the entry form. Players should immediately advise the Manager if they have any change to their handicap before a tournament starts. (See also Regulations 5.2.8 and 12.2)
- 15.4 Before the start of an event players should satisfy themselves, by reference to the Tournament Manager or Handicapper if necessary, about the correctness of their handicaps as indicated on the charts and other documents of the tournament.

16. Liability to be Scratched or Disqualified

- 16.1 A player shall be liable to be disqualified under Regulations 12.3, 12.6 and 15.1 above.
- 16.2 A player shall also be liable to be disqualified at the discretion of the Tournament Referee or a Referee in Charge of a Game.
- 16.3 At the discretion of the Manager, a player shall be liable to be disqualified for any of the following:
 - 16.3.1 being absent or otherwise unable to play when called upon, or failing to comply with any direction of the Manager, Referees or the Tournament Committee;
 - 16.3.1.1 Nevertheless, a player whose unavailability is expected to be temporary may appeal to the Tournament Committee against being required to play. The Tournament Committee may agree that the player should not be scratched if available to play again soon enough to ensure that all games in the event can still be reasonably completed within the scheduled period;
 - 16.3.2 changing a set or part of a set of balls during a match or at any other time during the event without first having obtained the Manager's permission;
 - 16.3.3 practicing on the lawn before or during the hours of play other than in accordance with Regulation 7.2;
 - 16.3.4 failing to comply with a request from the Manager either to remedy a breach of clothing standards, or to wear flat-soled shoes;
 - 16.3.5 misconduct.

- 16.4 In all cases of disqualification, players shall forfeit any entrance fees which they have paid, and shall return any prizes that may have been awarded to them.

Part D: Referees and Umpires

Duties of Referees and Umpires for Association and Golf Croquet

NOTE The initials AC and GC shall be taken to read Association Croquet or Golf Croquet as appropriate in the following Regulations. For GC these regulations shall be read in conjunction with Rule 15 on Refereeing in the Rules of GC. It is not considered that these regulations in any way contradict the requirements of Rule 15.

17 Definitions

17.1 Authorised Referee: A person appointed or permitted under these regulations to assist players by making decisions on laws and facts. An authorised referee can be performing one of several roles:

17.1.1 A **referee on request**, who generally may act only at the invitation of a player. Referees on request are said to be **inactive** when first authorised, and become **active** when they respond to a request by a player to exercise a power or a duty or, exceptionally, intervene in a game. They become **inactive** again when on quitting the court believing that those duties have been discharged.

17.1.2 A **supervising referee**, who may act on his/her own initiative and thus is always active for games he/she is supervising. A supervising referee who looks after only one game is also called a **referee in charge**.

17.2 Qualified Referee: A person on an official list of referees, but not necessarily authorised for the tournament.

17.3 Tournament Referee: The official with responsibility for nominating and allocating authorised referees, and hearing appeals. The tournament referee is also an authorised referee.

18 Powers and Duties of an Active Referee

The following powers and duties apply to both supervising referees and referees on request while active, subject to the restrictions in Section 20 on using certain information.

18.1 General Powers and Duties

18.1.1 An active referee has power to decide all questions of fact and law. However, if a referee is asked to rule on a matter for which he/she is insufficiently qualified, he/she should seek advice from or refer it to an authorised referee who is able to deal with the matter.

18.1.2 An active referee must try to ensure that the match is played in accordance with the Laws/rules of the game and conditions for the event.

18.2 State of the Game

- 18.2.1 An active referee has the power to ask the players for information on the state of the game, and must do so when he/she requires it to make a decision, but should otherwise avoid questions which might suggest a line of play. The players are obliged to answer to the best of their knowledge.
- 18.2.2 If an active referee has reason to think that there is any disagreement about the state of the game, he/she must investigate and settle the matter before play continues. This applies especially to a referee who is put in charge of a game that is already in progress.
- 18.2.3 A referee must ask about any apparent discrepancy between the position of a clip and the course of play that they notice while they are active. [AC: This is subject to Law 23(b).]

18.3 Ruling on a Past Incident that is in Dispute

The following regulations apply if an authorised referee is asked to rule on an incident that has already occurred:

- 18.3.1 The referee must tell the players anything he/she has seen that may affect his/her decision. He/she must hear what both sides have to say, and may question them. The referee has the discretion to hear other witnesses. The referee will then give a decision to the best of his/her ability.
- 18.3.2 The referee may declare a fault only on the basis of his/her own observations, the evidence of the striker, or, at his/her discretion, the evidence of well placed witnesses who have sufficient understanding of the laws/rules. He/she may not do so solely on the evidence of the adversary.
- 18.3.3 As a last resort the referee may give a compromise decision. This may involve arbitrary adjustment of the positions of the clips and balls, the number of [AC: bisques] [GC: extra turns] outstanding or the amount of time remaining and the order of play or even restarting the game.

18.4 Forestalling

An active referee who observes or suspects that an error or interference is about to occur must forestall subject to the conditions that apply to the adversary [AC: under Law 23. The referee must not forestall while Law 23(b) applies]. [GC: The referee must not forestall if he/she sees a player about to run a hoop out of order or play a wrong ball other than their partner ball in singles. or their own ball in doubles when it is their partner's turn to play]

18.5 Before Watching a Stroke

If about to watch a questionable stroke, an active referee has the power to:

- 18.5.1 ask the player what stroke the player intends to play. The player must provide the referee with this information.
- 18.5.2 choose the position from where to watch the stroke.
- 18.5.3 ask another authorised referee to watch the stroke from a different position and tell the referee what he observes.

- 18.5.4 tell the striker when the striker may play the stroke. If the striker plays before the referee is ready, the referee may order the stroke to be re-played.

18.6 Referee Giving Information to Players

A referee may give information to a player subject to the following regulations:

- 18.6.1 If asked about the state of the game at any time, an active referee should to the best of his/her ability inform a player [AC: subject to 18.7 below].
- 18.6.2 An active referee must state the law on any matter if asked by a player, and may volunteer it at the referee's discretion.
- 18.6.3 A referee may explain the reasons for a ruling at the referee's discretion, and must do his/her best to explain the reasons if a player asks.
- 18.6.4 A referee may not otherwise give information or advice to a player. [AC: a referee must not state whether a ball has been moved or shaken when a wiring lift may ensue unless asked by a player or unless a fault has occurred.]

18.7 [AC: Testing for a Wired Ball]

Referees are reminded of the following laws:

- 18.7.1 A decision whether one ball is wired from another may not be given unless the striker is claiming a wiring lift. The referee must confirm that the claimant has not played a stroke in this turn and that the adversary is responsible for the position of the relevant ball. (Law 13(e)(1))
- 18.7.2 When judging whether one ball is wired from another, the benefit of any doubt is given to the claimant. (Law 13(e)(2))]

18.8 Adjusting Court Settings

An active referee may arrange for the settings of the court to be adjusted or for special damage to be repaired, where the laws/rules permit it. In doing so, the referee must:

- 18.8.1 consider the effect on any other game on the court.
- 18.8.2 [AC: act consistently with Law 2(b)(5) (which forbids some types of adjustments), and Laws 3(a)(3) and 3(b)(3) (which place restrictions on adjusting a hoop or the peg).]

18.9 Entering the Court

A referee should go onto the court only when necessary and should be mindful of any double banked game.

19 Powers of an Inactive Referee

An inactive referee may intervene in a game on his/her own initiative only in the following cases:

- 19.1 to ensure that play is lawfully continued after an error or interference is claimed or admitted, but only if the players appear unable to deal with the issue themselves and no referee is active. If one is, and the inactive referee has relevant evidence, he/she may offer him/herself as a witness.

- 19.2 on hearing a player give erroneous information on the Laws/Rules to the adversary.
- 19.3 [AC: if a peg out is claimed in breach of Law 38.]
- 19.4 [GC: if the referee is personally watching the game and is able to stop play immediately after the stroke in which a hoop is incorrectly run.]

20 Restrictions on Using Information Obtained Earlier

20.1 The following restrictions apply only to an active referee on request and to a supervising referee who is allocated to a game after it has started. They override the powers and duties specified in Regulation 18.

- 20.1.1 A referee may not use, or draw attention to, knowledge about the state of the game that he/she acquired whilst inactive.
- 20.1.2 The same applies to knowledge acquired while the referee was active on a previous occasion, but only if at least one stroke has been played since acquiring the information.
- 20.2 These restrictions do not apply to knowledge relating to an issue:
- 20.2.1 to which a player has drawn attention; or
- 20.2.2 for which the referee has intervened under Regulation 19; or
- 20.2.3 which would be apparent to a referee who had not previously seen the game.

21 The tournament referee and his duties

21.1 Tournament Referee

The organising body responsible for the tournament must arrange for the tournament referee to be appointed.

21.2 Appointment of Deputy Tournament Referees

The tournament referee must appoint a deputy if he/she becomes unavailable at any time. If play occurs at more than one venue at the same time, the tournament referee must appoint a deputy for each venue where he/she is not present or ensure that appeals can be made by telephone. Such a deputy has the powers and duties of the tournament referee while the latter is absent.

21.3 Appointment of referees

The tournament referee has the power to appoint authorised referees from an official list of referees. If there are not enough qualified referees available, he/she has the power to appoint other suitable persons. These powers are subject to any conditions made by the organising body responsible for the tournament.

21.4 Allocation of Referees

- 21.4.1 The organising body responsible for the tournament has power to decide whether authorised referees will be supervising or on request.
- 21.4.2 Subject to any such direction, the tournament referee may allocate him/herself or other authorised referees to supervise or be available to act on request for one or more games or courts.

- 21.4.3 Irrespective of any such direction, the tournament referee has the power to allocate him/herself or another authorised referee as a referee in charge of a game.
- 21.4.4 The tournament referee must ensure that the players are told of any referees allocated to their game or court and whether they are supervising or on request.
- 21.4.5 If no referee has been allocated to a game, any authorised referee may act on request for it.

21.5 Checking Courts and Equipment

The Tournament Referee must ensure that the courts and equipment are checked for conformity with the laws, regulations and advertised conditions. Hoop settings must be checked at the start of each day and may be checked between games.

22 Appeals

22.1 Grounds for Appeals

Appeals may be made by a player against a decision of a referee only on:

- 22.1.1 questions of law/rule, regulations or tournament conditions; or
- 22.1.2 [AC: rulings under Law 55; or]
- 22.1.3 compromise decisions under Regulation 18.3.3

22.2 Power to Hear an Appeal

The tournament referee or a deputy tournament referee has the sole power to hear and decide appeals, except that if such an official is a party to the appeal, either as a player or referee, someone independent must be appointed to do so.

22.3 Appeals are Final

The decision on an appeal is final for the game.

22.4 Limit of Claims

A player cannot appeal if he/she has played a stroke after the ruling was given, or

[GC an opponent has played a stroke]

[AC if the opponent has played two strokes. However, in singles game, if the adversary is absent and performing official duties, the adversary may appeal before the first stroke of his/her next turn.]

22.5 Reporting of Appeals

If a situation that is subject to appeal does not seem to be covered by the laws or commentary, the tournament referee must report the facts and the decision to the appropriate national association for reference to the International Laws Committee and the WCF GC Rules Committee.

23 Players Performing Functions of Referees

23.1 *Players who are Qualified Referees*

Players who entered the tournament and who are qualified referees may act as referees on request, unless the tournament referee or the organising body responsible for the tournament directs otherwise.

23.2 *Other Players*

Unless the tournament referee directs otherwise, all players in the event who have played in more than three previous tournaments may decide the following matters, but only if requested by the striker or his/her opponent:

23.2.1 watch a stroke to decide:

- (A) where a ball crosses the boundary.
- (B) [AC: whether a ball hits the peg or another ball.]
- (C) [AC: whether a ball is moved or shaken, but only if specifically asked.]

23.2.2 decide whether a ball:

- (A) is on or off the court.
- (B) breaks a plane of a hoop.

24 Other Regulations

24.1 The presence of a referee does not relieve a player in a game of the duty to draw attention to an irregularity that the player thinks the referee may have overlooked.

24.2 [AC: The organising body of a tournament may modify these regulations in accordance with Law 54.]

24.3 Only an authorised referee may intervene in a game. However, any qualified referee may report a problem to the tournament referee or his/her deputy.

25 Referee Qualifications

25.1 In New Zealand there are three classes of referee for Association Croquet known as Umpire, Referee and Senior Referee. To qualify as a referee, candidates will be required to pass a test prepared by CNZ for the purpose. Referees will be required to requalify every 5 years.

25.2 Umpires may be called to deal with shot watching, testing wired balls and judging still ball positions as defined in AC Laws 10 to 14, 17 and 19.

25.3 Referees may be called on to deal with any aspect of the laws.

25.4 Senior Referees are referees with the experience and ability to handle complex situations.

25.5 In New Zealand there is one class of Golf Croquet Referee. To qualify as a referee, candidates will be required to pass a test prepared by CNZ for the purpose. Referees will be required to requalify every 5 years.

Part E:

Seeding and Methods of Playing Events

26. Seeding

26.1 Seeding is permitted in all Official Tournaments.

26.2 All players will be seeded in order determined by their most recent ranking in the World Croquet Federation ranking system. For seeding purposes, any player who is not in the ranking system will be assigned a ranking by the CNZ Handicapping Committee, equal to that the WCF system would initially assign them based on their handicap.

26.3 When an event is played in sections, the “striping” method of assigning players to sections will be used to achieve comparable playing strengths in each of the sections. To illustrate the “striping” method, when there are 8 sections, the first 8 seeds are assigned in order to sections 1 to 8; the next 8 seeds are assigned in order to sections 8 to 1, and so on. In addition to avoid, so far as is possible, imbalances between sections in the numbers of players from the same club, having close relatives in the same section. The numbers of competitors in each section should be as even as possible.

27. Methods of Playing Events

One of the following systems of play shall be adopted for each scheduled event in all Official Tournaments unless permission for a different system or variation has previously been obtained in accordance with Regulation 3.1.

27.1 *Single Life Knockout (The Bagnall-Wild System)*

The draw is compiled by means of the following rules:

27.1.1 In a seeded draw, the seeds will be placed in the following order: 1, 16, 9, 8, 5, 12, 13, 4, 3, 14, 11, 6, 7, 10, 15, 2. Fewer seeds may be used as required, but the order of those used will be maintained. Seeds 1 and 2 must be in separate halves of the draw. 1 to 4 in separate quarters, 1 to 8 in separate eighths, and 1 to 16 in separate sixteenths. The byes are then allocated as per Regulation 27.1.4. Consecutive seeds can be deemed to be equal and drawn by lot into their respective positions.

27.1.2 Determine the total number of entries received and subtract this number from the next higher power of 2 (i.e. 4, 8, 16, 32, 64, 128, 256). This gives the number of byes.

27.1.3 If seeding is to be used, place the seeds in the draw in accordance with 27.1.1 above

27.1.4 Distribute the byes in the first round of the draw sheet as follows:

A. If the number of byes is odd, one more bye is placed in the bottom than the top; or

B. If the number of byes is a multiple of 4 (i.e. 4, 8, 12, 16, etc) half are placed at the top and half at the bottom; or

C. In all other cases (2, 6, 10, 14, etc), either (at the choice of the manager, but consistently for an entire draw):

i. half are placed at the top and half at the bottom; or

ii two more byes are placed in the bottom half than the top

D Within each half the byes are to be distributed between the two quarters according to the same principle; similarly within each quarter between the two eighths, etc. When a bye appears to need to be placed in a position already occupied (by a seed), the bye is instead placed as if drawn against that seed.

E Byes can be omitted from a published draw sheet, with those players who are subsequently drawn against them promoted to the second round. This is a presentational change which does not affect the actual draw.

27.1.5 The names of unseeded players are then drawn at random and entered into vacant positions on the draw sheet in the order in which they are drawn, starting at the top.

27.1.6 If a bona fide entry is omitted, the name of the player is inserted on the draw sheet in the position an additional name would occupy if the number of entries were one greater, and any consequential adjustment is made. If there is more than one omission or more than one possible position the matter is decided by lot.

27.1.7 If an entry is included in error, it is struck out and the draw remains valid. If the event has not yet started and it is practical to do so, the manager may instead decide to re-do the draw.

Examples of the placement of byes.

Example 1. Entries 67

Next higher power of 2 is 128; thus there are $128 - 67 = 61$ byes. The number of competitors in the first round is $67 - 61 = 6$. Thirty byes go at the top, there are 3 first round matches, and 31 byes go at the bottom.

Example 2. Entries 22 Next higher power of 2 is 32; thus there are $32 - 22 = 10$ byes. The number of competitors in the first round is $22 - 10 = 12$. Five byes go at the top and 5 at the bottom, or 4 at the top and 6 at the bottom.

27.2 The Two-Life System

27.2.1 For the first life, called the Draw, the competitors are drawn on the Bagnall-Wild method and their names written down on a competition card of the correct size. These names are then numbered from 1 upwards, starting from the top of the card. (For example, with 21 entries, the Bagnall-Wild method produces 5 byes at the top, 5 first-round matches and 6 byes at the bottom. The competitors at the top receiving byes would be given numbers 1 to 5, the competitors in the first-round matches numbers 6 to 15, and the competitors at the bottom receiving byes numbers 16 to 21.)

Bagnall-Wild System**TABLE OF BYES**

Byes shall be allotted in accordance with the following table:

Number of Competitors				Number of byes	Number of byes at top	Matches	Number of byes at bottom
5	3	short of	8	3	1	1	2
6	2	"	8	2	1	2	1
7	1	"	8	1	—	3	1
8	—	"	8	—	—	4	—
9	7	short of	16	7	3	1	4
10	6	"	16	6	3	2	3
11	5	"	16	5	2	3	3
12	4	"	16	4	2	4	2
13	3	"	16	3	1	5	2
14	2	"	16	2	1	6	1
15	1	"	16	1	—	7	1
16	—	"	16	—	—	8	—
17	15	short of	32	15	7	1	8
18	14	"	32	14	7	2	7
19	13	"	32	13	6	3	7
20	12	"	32	12	6	4	6
21	11	"	32	11	5	5	6
22	10	"	32	10	5	6	5
23	9	"	32	9	4	7	5
24	8	"	32	8	4	8	4
25	7	"	32	7	3	9	4
26	6	"	32	6	3	10	3
27	5	"	32	5	2	11	3
28	4	"	32	4	2	12	2
29	3	"	32	3	1	13	2
30	2	"	32	2	1	14	1
31	1	"	32	1	—	15	1
32	—	"	32	—	—	16	—
33	31	short of	64	31	15	1	16
34	30	"	64	30	15	2	15
35	29	"	64	29	14	3	15
36	28	"	64	28	14	4	14
37	27	"	64	27	13	5	14
38	26	"	64	26	13	6	13
39	25	"	64	25	12	7	13
40	24	"	64	24	12	8	12
41	23	"	64	23	11	9	12
42	22	"	64	22	11	10	11
43	21	"	64	21	10	11	11
44	20	"	64	20	10	12	10
45	19	"	64	19	9	13	10
46	18	"	64	18	9	14	9
47	17	"	64	17	8	15	9
48	16	"	64	16	8	16	8
49	15	"	64	15	7	17	8
50	14	"	64	14	7	18	7
51	13	"	64	13	6	19	7
52	12	"	64	12	6	20	6
53	11	"	64	11	5	21	6
54	10	"	64	10	5	22	5
55	9	"	64	9	4	23	5
56	8	"	64	8	4	24	4
57	7	"	64	7	3	25	4
58	6	"	64	6	3	26	3
59	5	"	64	5	2	27	3

- 27.2.2 One of the following series of numbers, according to the number of entries, is then written down in full in the sequence given below on a second competition card, called the Process, which must be the same size as the Draw card, starting from the top of the card –

1 to 4 entries

1:3:2:4.

5 to 8 entries

1:5:3:7:2:6:4:8.

9 to 16 entries

1:9:5:13:3:11:7:15:2:10:6:14:4:12:8:16.

17 to 32 entries

1:17:9:25:5:21:13:29:3:19:11:27:7:23:15:31:

2:18:10:26:6:22:14:30:4:20:12:28:8:24:16:32.

33 to 64 entries

1:33:17:49:9:41:25:57:5:37:21:53:13:45:29:61:3:35:19:51:11:43:27:59:7:3

9:23:55:15:47:31:63: 2:34:18:50:10:42:26:58:6:38:22:54:14:46:30:62:

4:36:20:52:12:44:28:60:8:40:24:56:16:48:32:64.

- 27.2.3 The names of the competitors on the Draw card are written down against their corresponding numbers on the Process card, a blank being left against numbers which have no corresponding names (e.g. with 21 entries, a blank would be left against numbers 22 to 32). Competitors bracketed with a blank thus receive byes into the second round, and it should be noted that, unlike the Bagnall-Wild method, this system may produce byes and matches interspersed throughout the card. The system also ensures that competitors who met in the first and second rounds of the Draw cannot meet in the Process before the final and semi-final rounds respectively.
- 27.2.4 The matches on the two cards are played in the ordinary way, the winner of the Draw playing an extra match against the winner of the Process to determine the winner of the first prize. If the same competitor wins both the Draw and the Process, that person wins the first prize without further play, and the two unsuccessful finalists play an extra match to determine the winner of the second prize. Further duplications which may arise are dealt with in a similar manner.

27.3 Two-Life Variations

These variations reduce the concluding stages of a two-life event to a single life.

- 27.3.1 **Variation A.** This is introduced when both lives have reached the semi-final stage and there are fewer than eight players involved. The draw is compiled on a draw sheet containing positions numbered from 1 to 8.

7 players: the player in both lives is placed in position 1 and receives a bye; position 2 is blank and the other players are drawn by lot to fill positions 3 to 8.

6 players: the two players in both lives are drawn by lot into positions 1 and 8 and receive byes; positions 2 and 7 are blank and the other players are drawn by lot to fill positions 3 to 6.

5 players: the three players in both lives are drawn by lot to fill positions 1, 3 and 8 and receive byes; positions 2, 4 and 7 are blank and the other two players are placed in positions 5 and 6.

4 players: all players are drawn by lot.

27.3.2 Variation B. This is introduced when both lives have reached the final stage and there are fewer than four players involved.

3 players: the player in both lives plays the winner of a game between the other two players.

2 players: they play each other once.

27.4 The Automatic Two-Life System

27.4.1 All competitors initially have two lives. The names of the competitors are drawn at random one by one and written down, in the order drawn, on the left hand side of the competition card starting from the top of the card. A few spaces are left below the last name drawn and then a horizontal line is drawn across the card. (The card must be large enough to list half of the players again below the line.)

27.4.2 At all stages of the competition, those competitors who still have two lives are listed above the line, while those who have one life are listed below the line. Those who have lost both lives are eliminated from the competition. The competition continues until all competitors except one have lost both of their lives. That competitor, who may have either two lives or one life remaining, is the winner. The last competitor to be eliminated is the runner-up.

27.4.3 In each round of the competition, players are paired successively starting from the bottom of the competition card, except that, if the number of competitors in the round is odd, a bye must be allocated according to 27.4.4 below before the pairings are determined.

27.4.4 If there is an odd number of players in a round, a bye is allocated to the highest placed player in the round who has not already received a bye. If all of the players remaining in the competition have received a bye, any further byes are allocated to the players in rotation in the same order as before.

27.4.5 To make up the second round, the first round winners are listed above the line in the same order as they occurred in the first round. A player who received a bye is placed in the second round at the bottom of the list of players with two lives. The first round losers are listed below the line in the same order as they occurred in the first round.

27.4.6 To make up each subsequent round, the winning two-lifers are listed in the same order as they occurred in the preceding round. The winning one-lifers are placed below the line in the same order as they occurred in the preceding round. Below them are placed the losing two-lifers, who also appear in the same order as in the preceding round. The losing one-lifers are eliminated from the competition. Any player who received a bye in the previous round is placed at the bottom of the list in the appropriate life. Pairings are then determined as in 27.4.3 above.

- 27.4.7 If the competition reduces to two players, one having two lives and the other only one, the game is played as a final. In the event of the one-lifer winning, a further final is played.

27.5 Full Knockout Play

Competitors are drawn using a normal knockout draw. It is best to use a seeded draw to allocate places in the first round. Everyone plays in each round (except as byes occur). Winners play winners and losers play losers in each subsequent round, finishing with the players ranked first (having won all games) to last (having won none). This is a particularly effective method to use for post section play where section play has helped to establish seedings and where time is limited. Information about a Full Knockout draw and a seeded Knockout draw can be found in the CNZ "Managing a Croquet Tournament" manual.

27.6 The XY and XYZ Systems

- 27.6.1 The X Draw. The competitors are drawn on the Bagnall-Wild method.
- 27.6.2 The Y Draw. All competitors who lose their first match in X enter the Y automatically. Their names are written down on the Y competition card in the same order as they were drawn in X. Care must be taken to fix the correct number of byes and matches; if there is an uneven number of byes in X the number of competitors in Y may vary.
- 27.6.3 The Z Draw (if played). All competitors who lose their second match in X or their first match in Y enter the Z automatically. The Z is redrawn, once the number of qualifiers is known, according to the Bagnall-Wild method.
- 27.6.4 A competitor drawing a bye is not deemed to have won a match. In events where X, Y and Z are all played, a competitor who walks-over is deemed to have won a match. But if only X and Y are played, a competitor who walks-over is not deemed to have played a match.

27.7 Section Play

- 27.7.1 The competitors are drawn into the required number of sections.
- 27.7.2 During section play, each competitor in a particular section is given the opportunity to play every other competitor in that section.
- 27.7.3 Unless specifically stated otherwise, each match consists of a single game.
- 27.7.4 The section winner is the player who scores the largest number of wins. Should two or more competitors tie for first place, the winner of the section is found by either the Play-off (English) method or by the Net-point (American) method. The method to be used for tie breaking should be advised in an advertisement produced for the tournament and announced at the start of the tournament.
- 27.7.4.1 In the Play-off method, the winner among the tied players is found by a play-off arranged on the Bagnall-Wild method.
- 27.7.4.2 In the Net-point method the winner is the player in the tie who has scored the largest net points total. The net points total for each player is the number of points scored less the number of points conceded. If there is a tie on wins and net points totals

- between two players, the winner is the winner of the game between them; or
- between more than two players, the winner is the winner of the most games in the games between the players in the tie. If there is still a tie, the winner is found by means of a play-off using the Bagnall-Wild method.

27.7.5 Subject to the provisions of 27.7.6 and 27.7.7, section winners shall play in a final draw arranged on the Bagnall-Wild method to determine the event winner and runner-up. Play-off matches may be played as multiple games if the event schedule permits.

27.7.6 Section play may be used as the qualifying stage of an event, to be followed by further stages played according to sub-sections 27.1, 27.2, 27.5 and 27.6 of this Regulation. For such competitions, the Tournament Committee will determine the number of competitors who will qualify for the next stage from each section once the number of entries is known. The competitors shall be advised accordingly at the beginning of the competition.

27.7.7 When an event is played as three sections, the following method may be used to determine the event winner and runner-up: two of the three section winners are drawn by lot and they play the first play-off match against each other. The winner of that match proceeds directly to the event final, while the loser plays the second play-off match against the third section winner. The event final comprises a match between the winners of the first and second play-off matches.

27.7.8 Should any two competitors agree not to play their match they must request the Manager to excuse them. The Manager shall consult the Handicapper who may require the game to be played for handicapping purposes. Otherwise the Manager may agree to the request, provided the result of that match cannot alter the finding of the section winner or runner-up in any way. In such a case, the records of wins and losses of these competitors are not deleted from the chart.

27.7.9 Multi-game matches:

- The section winner is the player with the greatest number of match wins. Should two or more competitors tie for first place and a playoff is not used, then
- The winner is the player with the highest number of net games,
- In the event of the two players tied in both match and net games, the winner is the player who won the match between the tied players.
- In the event of a three-player tie in both matches and net games, if one of the players has defeated the other two, then they are the winner. Alternatively, if a player in the three-way tie has lost to both the other two, the winner is the winner of the match between those two.

- If three or more players are still tied, then the player with the highest net points score is the winner.
- If players are still tied then the title is shared.

27.7.10 General treatment of incomplete sections:

The validity of the format depends on all the games being completed and on players making the same effort to win in each of their games: a wilful failure to do so would be misconduct to which Regulation 16 applies. Nevertheless, there will be circumstances which prevent all the games scheduled being completed. (A) and (B) below describe how to deal with this, for single- and multiple-life sections respectively. A single-life section is one in which each player is scheduled to meet each of the others once only; a multiple-life section is one in which each player is scheduled to meet each of the others two or more times.

(A) Incomplete single-life sections:

- (1) Any player whose final placing under 27.7.4 above, had the section been completed, could be predicted to be the same whatever the outcome of the uncompleted games shall be given that placing.
- (2) Any player for whom results are available for fewer than half of the largest number of games completed by any player in the section, or who has failed to win a game in the section, shall be treated as having withdrawn from the section and the results of any games he/she has played in it shall be ignored for the purpose of deciding the remaining placings.
- (3) Having applied (2) above, if results are available for all the games between the remaining players, then 27.7.4 above is applied to determine the remaining placings not established under (1), as though the section had contained only those players.
- (4) Otherwise, the remaining placings for the section are determined by a method of pairwise comparison, under which matchpoints are awarded to each player as follows, and are used to construct a matchpoint table, analogous to the Section Play results table.
 - (a) For each pair of players in the section the following comparison is performed:
 - i. subject to (b) below, in comparing the available results of two players, only the results of the game played between them, and of their games against other players whom they both have played, shall be considered;
 - ii. if the results considered give both players equal numbers of wins, they are each awarded one matchpoint; otherwise, the player with the greater

number of wins is awarded two matchpoints and the other player none.

- (b) If (other than for reasons beyond his control) a player has failed to start one or more games, he shall be deemed to have played and lost them by the maximum margin, and all his matchpoints (but not those of his opponents) shall be recalculated on that basis.
- (c) The players are placed in descending order of matchpoints awarded.
- (d) Where two or more players are tied on an equal number of matchpoints, and the tie must be resolved for the purpose of awarding prize(s), a play-off between players in different sections, or qualification for another event, then Regulation 27.7.10(C) applies.
- (e) Appendix 10 provides a worked example of the application of matchpoints, for further clarification.

(B) Incomplete multiple-life sections:

The games played in a section are divided into series, such that the first game to be started between any two players belongs to the first series, the second game between the same two players to the second series and so on.

- (1) Any series for which results are available for fewer than half of the games scheduled in it shall be treated as having been abandoned and the results in it shall be ignored for the purpose of deciding the final placings.
- (2) Having applied (1) above, any player whose final placing under 27.7.4 above, had all the other series been completed, could be predicted to be the same whatever the outcome of the uncompleted games shall be given that placing.
- (3) Having applied (1) and (2) above, any player for whom results are available for fewer than half of the largest number of games completed by any player in a series, or who has failed to win a game in a series, shall be treated as having withdrawn from that series and the results of any games played in it shall be ignored for the purpose of deciding the remaining placings.
- (4) Having applied (1), (2) and (3) above, if all the non-abandoned series are complete with respect to the players deemed to have competed in them, then players are placed in descending order of the number of games they have won to determine the remaining placings not established under (3) as though the section had contained only those players and series.

(5) Otherwise, the procedure defined in 27.7.10(A)(4) above is applied, except that the following clause applies instead of 27.7.10(A)(4)(a).

- (a) For each pair of players in each of the series the following comparison is performed:
 - i. subject to ii. below, in comparing the available results of two players, only the results of the game played between them, and of their games against other players whom they both have played in that series, shall be considered;
 - ii. if the results considered give both players equal numbers of wins, they are each awarded one matchpoint; otherwise, the player with the greater number of wins is awarded two matchpoints and the other player none.

(C) Resolving ties on matchpoints:

Where two or more players are tied on an equal number of matchpoints, and the tie must be resolved for the purpose of awarding prize(s), a play-off between players in different sections, or qualification for another event, then:

- (1) If Regulation 27.7.4.1 is in effect, then the players in the tie are placed relative to each other in descending order of the number of games they have won in the games played between them. If necessary, this procedure may be repeated.
- (2) If Regulation 27.7.4.2 is in effect, then the players in the tie are placed in decreasing order of the net points they have scored in the games that were used to determine matchpoints. If there is still a tie, then the players in the tie are placed relative to each other in descending order of the number of games they have won in the games played between them. If necessary, this procedure may be repeated.

27.8 Super Section Play

- 27.8.1 When entries are such that a single round robin of Section Play would produce too many matches, yet two or more sections followed by knockout finals would produce too few rounds, then Super Section play may be used.
- 27.8.2 For Super Section play the field is divided evenly into two or more sections, in each of which full round robins of play are used to establish placings for the section, using the Net Point (American) method. Then the top two, three, four or more players from each section are entered into the Super Section for the Event Final. Players carry forward into the Super Section their number of wins and net points from the games against the other players from their section who also go into the same Super Section. Results of their other section matches are not carried forward. Players then play in the Super Section the players who have come forward from the other initial sections. Final placings are based on total wins of the

results carried forward and the matches played in the Super Section, with ties broken by net points, and then by matches between the players tied.

27.8.3 There will normally be one Super Section played to decide the event winner and to establish the top placings. One or more further Super Sections will provide play for all other players, producing consolation winners and placings for the rest of the field. Notes:

- (1) The number going forward to each Super Section will be decided when the draw is made, being determined on the basis of the number of rounds available.
- (2) Where time permits a full round robin may be played in one or more of the Super Sections. For example, with a field of 26 and time for 18 rounds; two sections of 13 use 13 rounds; then two Super Sections of 10 (5 from each section) would require 5 rounds to decide the event and first consolation winners and place getters; leaving one Super Section of 6 (the bottom 3 in each section) who could play a full round robin, again using 5 rounds. Lawn availability may also have to be considered.

27.9 Swiss Events

27.9.1 Number of Rounds. The number of rounds should normally be at least two greater than the number of rounds required in a single-life knock-out event for the same entry.

27.9.2 Determination of Pairings. The following rules are applied in the order in which they appear:

27.9.2.1 Positions in the draw for the first round are determined by lot.

27.9.2.2 No player may play the same opponent more than once except in the final round as a tie-break.

27.9.2.3 After each round all players are grouped in order of their cumulative number of wins. The players within each group are then ordered as in the previous round.

27.9.2.4 Pairings for the next round are generated by pairing players as follows:

- the top two players
- the bottom two players
- the top two unpaired players
- the bottom two unpaired players and so on until all players are paired.

27.9.2.5 A player who cannot be paired as above is paired instead with the unpaired player whose record is closest to his or her own.

27.9.2.6 If any player cannot be paired with an unpaired player, the last pair successfully made should be reallocated and the pairing tried again. If necessary, this process is repeated by reallocating

the second last pair successfully made and so on as may be required, and pairing continued.

27.9.3 Byes

27.9.3.1 If the number of players is odd, or becomes odd by a player withdrawing, then, for pairing purposes, an imaginary player named Bye is introduced whose score is permanently zero. If a real player is paired with Bye in any round, that player is deemed to win by the maximum margin. Bye is withdrawn if the number of real players later becomes even.

27.9.3.2 No player may be paired with Bye more than once.

27.9.4 Determination of the Winner

27.9.4.1 The winner is the player who has won the most games.

27.9.4.2 If there is a tie between two players who have played each other, the winner is the winner of the game between them.

27.9.4.3 If there is a tie between more than two players all of whom have played each other, the winner is the player who has won the most games in the games between the players in the tie.

27.9.4.4 If there is a tie between more than two players, not all of whom have played each other, the winner is the player who has defeated all the other players in the tie.

27.9.4.5 If there is still a tie, the winner is the player with the best net hoop score in the games between the tied players

27.9.4.6 If there is still a tie, the title may be shared or a Bagnall-Wild play-off may be used.

27.10 **Progressive Swiss Events**

27.10.1. Concepts. A Progressive Swiss Event is a Swiss played as a consolation event for a single-life knock out competition, which players enter as they are eliminated from the main event.

27.10.2. Determination of Pairings. After each round, the players eliminated from the corresponding round of the main event are included, credited with their record in the main event. They are inserted in draw order, above any players in the consolation event with the same number of wins. Pairings are then determined as in a Swiss.

27.11 **Flexible Swiss Events**

27.11.1. A Flexible Swiss is similar to a Swiss in that players are paired against those with similar records, with the exception that players need not play the same number of games. A player may, with the Manager's agreement, choose to declare that they are unavailable for the time being. The Manager may specify a minimum number of games that a player must play in order to qualify, win or be placed. The Manager may also require that a player must start a game at or after a specified time on the last day of the event. These requirements may be

modified at the manager's discretion should weather conditions bring in to doubt the completion of the event.

- 27.11.2. Determination of Pairings. When the Manager decides that new games are to be started, the available players who have been waiting longest, up to the number required to fill the available courts, are ranked according to the percentage of games they have won in the event (including any main event for which this is a consolation) so far. They are then paired as in Regulations 27.9.2.4 and 27.9.2.5.

- The initial pairings should be seeded by world ranking;
- The first loser should be paired with any player waiting for their first game.

- 27.11.3. Determination of the Winner. The winner, or qualifiers, shall be those with the greatest percentage of games won, subject to any minimum number of games declared by the Manager. In event of a tie various additional criteria can be applied to determine the ranking of the players in the tie. In the absence of any advertised variation the following should be used:

- (a) Average Strength of Opponents. To calculate the tied players' average strength of opponents, apply the following steps:
- Total how many games all player A's opponents have played
 - Total how many games all player A's opponents have won
 - Divide the second number by the first number. The answer is player A's average strength of opponent.

In the event of a tie after calculating the average strength of opponent, the winner can be determined by:

- (b) Who beat Who. The player with the most wins in the games played between the tied players is declared the winner.
- (c) Highest net points

If this does not resolve the tie, subject to any conditions advertised for the event, the Manager may employ an alternative method to resolve the tie (i.e. some form of playoff) or declare the title shared.

27.12 The Egyptian System

Object of the system: The competition consists of as many rounds as the Manager can arrange in the time available. Competitors are entitled to play in as many rounds as they wish, regardless of their results in earlier rounds. The winner is the player whose rating improves the most during the event, provided s/he has played at least a required minimum number of games.

- 27.12.1 For an Egyptian event played according to the laws of level advanced singles, each competitor is assigned an initial rating based on current handicap as set out below:

Handicap	Rating	Handicap	Rating	Handicap	Rating
-4	200	1	150	9	100
-3.5	195	1.5	145	10	95
-3	190	2	140	12	90
-2.5	185	2.5	135	14	85
-2	180	3	130	16	80
-1.5	175	4	125	18	75
-1	170	5	120	20	70
-0.5	165	6	115	22	65
0	160	7	110	24	60
0	5	155	8	105	

- 27.12.2 For the first round, all competitors who have notified the Manager that they wish to play are drawn by lot and paired as they are drawn. Thereafter, as each game is finished, players wishing to play in the next round must add their names to a list of players currently available to play which will be maintained by the Manager.
- 27.12.3 As soon as any game finishes, the Manager will adjust both players' ratings by an amount determined from the table below. The winner's rating is increased by the amount shown, while the loser's rating is decreased by the same amount.

Change in Rating

Difference in ratings	Higher rated player wins	Lower rated player wins
0 – 5	+5	+5
6 – 16	+4	+6
17 – 27	+3	+7
28 – 38	+2	+8
39 and over	+1	+9

- 27.12.4 The competition card should list all of the matches played in each round and their results. It should also list each competitor's cumulative change in rating at the end of each round.
- 27.12.5 When the Manager decides that the next round may be played, all players on the Available to Play list will be paired as the Manager decides ensuring that as many players as possible are drawn against opponents whom they have not previously played. Nevertheless, two competitors may play each other more than once during the competition.
- 27.12.6 The Manager will decide before the competition begins, and record on the competition card, the minimum number of games a competitor must play to be eligible to win the competition. The Manager may subsequently reduce this number if playing time is lost for any reason.
- 27.12.7 The winner of the event is the competitor who, having played at least the required minimum number of games, has the most improved rating.

- 27.12.8 The Tournament Committee may decide that there should be more than one winner, and in that event the Manager will group the players into the necessary number of sections of as nearly equal size as possible. The player with the most improved rating within a section will win that section. Note, however, that this division into sections is only for the purpose of determining winners: each competitor may always play other competitors from any of the sections, not only from his or her own.
- 27.12.9 An Egyptian event may be played on handicap rather than level, and in that case, all competitors are assigned an initial rating of 100 regardless of their handicap. Regulations 27.12.2 to 27.12.8 above apply for Egyptian events played on handicap.

Appendix 1

(a) The New Zealand Open Championship

Seeding

- The number 1 seed shall be the title holder if the title is being defended.
- Seeding for the preliminary sections of the singles will be carried out as described in Regulation 26.
- Seeding for the knockout stage will be according to world ranking at the completion of block play.

Method of Playing the Event

The NZ Open Championship will begin with section play followed by a knockout event. The number of sections should normally be either 8 or 4, depending on entries each with 5–6 players. The Manager shall however, have the power to choose a different number of sections, not exceeding 8, if that would better suit the number of entries. Should the manager consider it necessary to have more than 8 sections the CNZ Tournaments Committee must approve the proposed format.

Upon completion of section play thirty-two players will qualify for the Open Singles Knockout. The Manager has the discretion to alter this to sixteen players if there is a low entry into the event.

Ties in blocks will be determined by the tournament regulations in the relevant part of clause 27.

The remaining players will play in the Heenan Plate.

- (a) **The Open Singles.** Each match will be played as the best of three games, except that the manager may choose to play best of five games from the quarter final onwards.
- (b) **The Heenan Plate.** All players who do not qualify for the Open Singles Knockout and the first and second round losers in the Open Singles Knockout are eligible to enter the Heenan Plate. First and second round losers from the Knockout will carry their results through to the Heenan Plate.

To initially be played using a Flexible Swiss format, progressing to an eight (8) player knockout with the final to be best of three games, if time allows.

If time limits are used, they will be 4–7–10 hours for best of 3. Any time not used by an earlier game becomes available for the later game(s).

If, in exceptional circumstances, an alternative format is needed, the CNZ Tournament Committee must approve that format.

Appendix 1

(b) The Golf Croquet Nationals

Seeding

Singles

- Seeding for the preliminary section play will be carried out as described in Regulation 26
- Seeding for the open knockout stage will be according to the WCF Block Seniority Method.

Doubles

- Seeding for the preliminary sections will be carried out as described in Regulation 26 based on average grade of the doubles pairing.
- Seeding the knockout stage will be based on block finishing positions. Winners of the block shall be randomly drawn in the knockout draw. 2nd place finishes shall be randomly drawn against block winners avoiding block clashes.

Method of Playing the Event

Singles

The event will begin with section play followed by a knockout event. The number of sections should normally be either 4 or 8 depending on entries. The manager shall, after consultation with the CNZ tournament committee liaison, have the power to choose a different number of sections, if that would better suit the number of entries.

The section play shall be played as best of three, 13-point matches.

Upon completion of section play, sixteen players will qualify for the Open Singles Knockout. At the Manager's discretion this maybe increase to thirty two players Ties in blocks will be determined by the tournament regulations in the relevant part of clause 27.

The remaining players will play in the plate event.

- Open Knockout.** Each match shall be played as best of three, 13-point matches. At the manager's discretion, the manager may choose to play best of five 13-point matches, from the semi-final onwards.
- Plate.** All players who do not qualify for the open knockout are eligible to play in the plate. The plate shall be played as section play, with eligible players randomly drawn into 2 or 4 sections. Upon completion of the plate section, 8 players shall qualify for the plate knock out based on block finishing positions. Plate. Play shall be single 13-point games,

Doubles

The event will begin with section play followed by a knockout event. The number of sections should normally be either 2 or 4 depending on entries. The manager shall, after consultation with the CNZ tournament committee liaison, have the power to choose a different number of sections, if that would better suit the number of entries..

The section play shall be played as single 13-point games.

Upon completion of section play, the top two pairs in each section shall progress through to the knockout. The remaining doubles pairings shall be eligible for the plate.

- (a) **Open Doubles Knockout** Each match shall be played as best of three, 13-point match.
- (b) **Doubles Plate.** The Plate shall be played as section play with eligible players randomly drawn into two blocks. A final between the winners of the blocks will be played. Ties within sections will be broken by matches, then net games, then who beat who, then net points

Time Limits

There will be no time limits for any match. However, the manager may enforce time limits if time pressure becomes an issue for completion of the event or tournament.

In the event time limits are required the following will apply;

Single 13-point game - 50 minutes

Best of three match, 13-point games - 1 hour, 45 minutes, 45 minutes.

Best of five match, 13-point games - 1 hour, 1 hour, 45 minutes, 45 minutes, 45 minutes.

At the completion of time, players shall finish the hoop they are currently competing for, if no winner at the completion of the hoop, play shall continue to the next hoop in order.

In a match situation, any remaining time not used by an earlier game will become available for the later games.

If, in exceptional circumstances, an alternative format is needed, the CNZ Tournament Committee liaison must approve that format.

Appendix 2

Reimbursements to Associations for Council Tournaments

Each Association staging a Council Fixture will receive reimbursement from Croquet New Zealand at rates set from time to time by the Executive and published in the Year Book. Note: (not part of the Regulations)

All Silver Badge events (excluding the Premier event) are hosted by the Association and for this reason no reimbursements for equipment or Managers fees will be paid. Silver Badges are available for each grade upon request.

Rates set:

Association Croquet Games	\$4.00 per game
Golf Croquet Games	\$1.50 per game

Manager/s Allowances and Tournament Expenses:

NZ Open, GC Nationals, North Island AC, South Island AC	\$50.00 per day
All Other Events	\$30.00 per day
Assistant Manager/s*	\$20.00 per day
Balls:	\$3.00 per set per day
Hoops:	\$1.50 per set per day

All payments include GST

* For this payment the Assistant Manager must be approved in advance by the Executive Director

** Additional lawn cutting required by the Tournament Manager of an event must be approved by the Executive Director.

Appendix 3

(a) The Arthur Ross Memorial Event

AC National Competition Open to All Players

Special Conditions

1. The Competition must be a separate event and publicised as "The Arthur Ross Memorial Event"
2. Play shall be under handicap conditions
3. Associations shall set starting dates for club competitions and date for association play-off. As long as all games are handicap play, the format of the competitions is up to clubs and associations as long as they are according to CNZ tournament regulations;
4. Club winner should be found through competitive play, but if there is only one entry, that player may enter the association play-off. If there is only one club winner in an association that player may enter the national final.
5. The association play-off should not clash with other CNZ fixtures.
6. The association winner will play in the national final held in March of each year;
7. The association winner's name will be sent to the Executive Director along with the club and association charts at least 14 days prior to the date of the national final
8. In the event of a club winner not being available for the association play-off, or an association winner not being available for the national final, the highest finishing available player may play in his or her place.
9. Only financial members affiliated to CNZ through a club or affiliated school are eligible for entry into the Arthur Ross Memorial event. If certified in more than one association, a player can play in only one association.
10. A player who is a member of more than one club (whether in one or more associations) may only enter this event in one club
11. A time limit of three (3) hours and Regulation 8 will apply for all games, including the Final.
12. Associations and Clubs are requested to draw the attention of their players to the Conditions as set out in the Year Book advertisement.
13. An Affiliated School that needs assistance to arrange its competition should contact the Association in its area for advice.

Appendix 3

(b) The CNZ Gold and Silver Stars Competition

GC National Competition Open to All Players

Special Conditions

1. The Competition must be a separate event and publicised as “The CNZ Gold and Silver Stars Competition.
2. Play shall be under handicap conditions.
3. Full size lawns shall be used wherever possible for club and association competition. The National finals will be played on full sized lawns.
4. Associations shall set starting dates for club competitions and date for association play-off. All games in this competition will be Golf Croquet singles 13-point handicap games, the format of the competitions is up to clubs and associations as long as they are according to CNZ tournament regulations;
5. Club winner should be found through competitive play, but if there is only one entry, that player may enter the association play-off. If there is only one club winner in an association that player may enter the national final.
6. The association play-off should not clash with other CNZ fixtures.
7. The association winner will play in the national final held in March of each year.
8. The association winner's name will be sent to the Executive Director along with the club and association charts at least 14 days prior to the date of the national final.
9. In the event of a club winner not being available for the association play-off, or an association winner not being available for the national final, the highest finishing available player may play in his or her place.
10. Only financial members affiliated to CNZ through a club or affiliated school are eligible for entry into the Gold & Silver Stars event. If certified in more than one association, a player can play in only one association.
11. A player who is a member of more than one club (whether in one or more associations) may only enter this event in one club.
12. A minimum time limit of 1 hour (60 minutes) will apply for all games, including the Final. In the event of scores being tied when time is called, the next hoop in order will be contested to determine the winner.
13. Associations and Clubs are requested to draw the attention of their players to the Conditions as set out in the Year Book advertisement.

Adjunct to Appendix 3b

Handicap adjustments for the Gold and Silver Stars Competition (2015–16 Season)

The CNZ Tournament Committee is conducting a handicap trial for GC players which **will be applied to the 2015–16 Gold and Silver Stars Competition ONLY**. This trial is based on the CA initiative and will run for one season.

1. All players are to determine their **Effective Handicap** from the table below for the allocation of extra turns in all Gold and Silver Stars games throughout the 2015–16 season.
2. In all handicap singles games, 10 index points are gained by the winner and lost by the loser. All games must be recorded on the player's handicap card.
3. For the duration of the trial, the existing 12 trigger points for handicap changes remains unchanged. **(The Effective Handicap Chart is only referred to for the allocation of extra turns in a game. i.e. no player will have an official handicap of less than zero (0) during the trial)**
4. Clubs and Associations are encouraged to forward copies of all competition charts from this competition to the CNZ office to assist a review of the trial period.
5. All players are invited to comment on the trial at the completion of the event.

Actual Handicap (Or named player)		'Effective Handicap' for calculation of extra turns 2015/16 Gold & Silver Stars
C Clarke	D Dixon	-6
J Clarke	P Drew	
D Bulloch	J Keeman	-5
P Chapman	H McIntosh	
J Christie	T Stephens	
M Crashley	R.V. Jackson	-4
0		-3
1		-1
2		1
3		3
4		4
5		5
6		6
7		7
8		8
9		9
10		10
11		11
12		12

Appendix 4

Playing conditions for CNZ Official Tournaments

1. Purpose

To provide a standard measurement of lawn speed and conditions that will assist hosts and CNZ to deliver the desired tournament playing conditions. Performing these tests well in advance of an event will allow hosts time to adopt the necessary corrective measures if lawn speeds are identified as 'tracking' below the desired level.

CNZ official tournaments are tiered according to the criteria in 2 below. Host Associations are encouraged to consider these minimum requirements prior to bidding for, or accepting the allocation of any CNZ Official Tournament.

The 'tier' of each CNZ event is advised in the CNZ Tournament Calendar.

2. Tiered Events

AC	GC
Tier One New Zealand Open Selectors' A vs B CA Silver Tray Invitation North Island/South Island Champs	Tier One GC Nationals North Island/South Island Grade Champs YY/DD/GS Invitations
Tier Two Premier Silver Badge Women's Invitation Men's and Women's Championships Edwina Thompson Invitation Roger Murfitt Invitation	Tier Two Gold & Silver Stars NZ Veterans' Championships Other Official Events NZ Secondary Schools Gold and Silver Stars
Tier Three Gold & Silver Mallets 0–3/4+ Silver & Bronze Medals Arthur Ross Final Copper Tray Invitation Gold Cup Invitation NZ Veterans' Championships Other Official Events	

AC tier 1

Requirement for host clubs to reliably provide lawn speed of 11+ seconds, rigid hoops set in new holes at the commencement of the tournament and provide sufficient lawns to host the event(s).

Hoops to be set to the largest ball plus $\frac{1}{32}$ inch with an upwards tolerance of zero and a downwards tolerance of $\frac{1}{64}$ of an inch unless otherwise advertised.

AC tier 2

Requirement for clubs to reliably provide lawn speed of 10+ seconds, rigid hoops set in new holes at the commencement of the tournament and provide sufficient lawns to host the event(s).

AC tier 3

Requirement for clubs to reliably provide lawn speed of 9+ seconds, rigid hoops set in new holes at the commencement of the tournament and provide sufficient lawns to host the event(s).

GC tier 1

Requirement for clubs to reliably provide lawn speed of 10+ seconds, rigid hoops set in new holes at the commencement of the tournament and provide sufficient lawns to host the event(s).

Hoops to be set to the largest ball plus $\frac{1}{32}$ inch with an upwards tolerance of zero and a downwards tolerance of $\frac{1}{64}$ of an inch unless otherwise advertised.

GC tier 2

Requirement for clubs to reliably provide lawn speed of 9+ seconds, rigid hoops set in new holes at the commencement of the tournament and provide sufficient lawns to host the event(s).

3. Process

Lawn speed is determined by the number of seconds it takes for a croquet ball to travel the length of a croquet lawn north to south or visa-versa. A striker hits a croquet ball from the North or South Boundary line of the lawn being tested to the opposite boundary line. The strike must be sufficiently accurate to cause the ball to come to rest within $\frac{1}{2}$ yard of the far boundary line so to accurately determine the lawn speed had the ball come to rest on the boundary line. The Time keeper, standing at the opposite end of the lawn to the striker, starts time when the ball is struck and stops time when the ball comes to rest on the opposite boundary line. Several attempts may be required to achieve a reliable result.

4. Requirements

A minimum 50% of lawns at any venue to be used for the event will be tested. The minimum lawn speed required for the event shall be determined by an average figure of all lawns tested. The average figure will be referred to as 'Lawn Speed'. CNZ should be advised of the lawn speed at the conclusion of each test.

Test 1:

One Calendar month plus or minus one week before the first day of the event

Test 2:

Not more than 2 weeks or less than 1 week prior to the first day of the event. Lawn speed should be no less than 1 second less than the minimum required speed on a minimum of 2 days within the test period.

Test 3:

Not more than 1 week or less than 2 days prior to the first day of the event: Lawn speed should be equal to or greater than the minimum required speed on at least 1 day within the test period.

It is desirable to increase rather than decrease lawn speed throughout an event.

Appendix 5 Silver Badge Competition

Associations may apply to the Executive Director of Croquet New Zealand for Silver Badges to be presented to the winners of competitions governed by the following conditions:

1. For Association Croquet play will be in the following Handicap Ranges:

- Silver Badge Handicap 0 to 3
- Silver Badge Handicap 4 to 9
- Silver Badge Handicap 10 to 16
- Silver Badge Handicap 18 to 24

For Golf Croquet play will be in the handicap ranges:

- Premier Silver Badge Handicap 0 to 2
- Senior Silver Badge Handicap 3 to 5
- Intermediate Silver Badge Handicap 6 to 8
- Primary Silver Badge Handicap 9 to 12

2. Play All games will be under played as Advanced Singles for Association Croquet or Level Singles for Golf Croquet (i.e. not handicap play) conditions in each Handicap Range.
3. Each Association will decide on an official starting date, and advise all the Clubs in the Association. The starting dates may be different for Association and Golf Croquet. Players will be eligible to play in the Handicap Range corresponding to their handicap at 8am on the official starting date, even if their handicap changes after that date/time. The competition must be completed within six weeks after the official starting date.
4. Each Club will hold a competition for each of the above Handicap Ranges in which it has members eligible to compete. If in any Club there is in any Handicap Range only one entry, then that player will be eligible to represent the Club in that Handicap Range.
5. (a) Immediately on completion of the Club competitions, the names of the winners and competition charts shall be forwarded to the Secretary of the Association to which the Club is affiliated. The Association will arrange a play-off among the Club winners in each Handicap Range. The winner of each play-off will receive a Silver Badge. The names of the Association winners are to be forwarded to the National Office.
 - (b) If in any Association there is in any Handicap Range only one Club winner available to play on the date of the play-off, then that player shall receive a Silver Badge, provided that there has been a Club competition in that Handicap Range and that player has won it.
 - (c) If a Club winner is unable to play in the play-off owing to indisposition or urgent necessity, the Club runner-up shall be permitted to act as a substitute.
6. Each Association will decide the method of play for the Club competitions and for the Association play-off; the two methods need not be the same.
7. A player who is a member of more than one Club (whether in one or more Associations) may only enter this competition in one Club.
8. Associations should send all charts (club and association) for these events to the CNZ Office at the conclusion of the competition.

Appendix 6

Premier Silver Badge Competitions Handicaps - 4 to +2.5

Conditions

1. **The Premier Silver Badge Competitions are now Croquet New Zealand events**
(Entries to the Executive Director or enter online. Associations will be paid reimbursements as per Appendix Two)
2. A competition will be held in each of the following three regions:
Northern: Auckland, Bay of Plenty, Counties-Manukau, Northland, Thames Valley and Waikato-King Country Associations.
Central: Hawke's Bay, Manawatu-Wanganui, South Taranaki, Taranaki, Wairarapa, and Wellington Associations.
Southern: All South Island Associations. The Executive of each host Association will appoint officials to run the competition as required.
3. All players in the handicap range will be eligible to compete in their own right at the competition in their region and outside their region. Players do not have to qualify as a representative of their Club.
4. Each Region, in consultation with Croquet NZ, will appoint one of their Associations to act as host Association.
5. Each host Association will select a suitable venue. They will also arrange a date for their competition, preferably a weekend, in consultation with other Associations who are likely to have players competing. The host Association must advise the CNZ Tournaments Committee of the venue and date by 30 April each year.
6. The format of each competition will be chosen after the number of entries is known. The format will, as far as possible, provide a full tournament's play for each competitor. Entries may not be limited except with the prior approval of CNZ. The Tournament Committee will liaise with the host association re format.
7. Double-banking may be used as required and more than one Club may be used. Time limits may be imposed, if necessary, in accordance with Regulation 8.
8. Entries will close, with the Executive Director, 10 days before the start date of the tournament.
9. The event will be seeded by world ranking
10. The winner of each competition will receive a Silver Badge.

Appendix 7

Reciprocity of Membership

From the World Croquet Federation (WCF) Rules

304. RECIPROCITY OF MEMBERSHIP

- 304.1 When visiting a Member for a period not exceeding 60 days, a player who is an associate of and in good standing with another Member should be granted reciprocal rights to play in tournaments approved or advertised by the visited Member. This right is subject to any conditions that would apply to players who are associates of the visited Member (for example as to entry fees, entry timing, ranking or gender) and, for National Closed Championships, subject to any conditions requiring membership of the visited Member. For this purpose, a player is an associate of a Member if they have individual membership of that Member or of a subsidiary body which confers a right to play in tournaments approved or advertised by that Member. This right applies to only one visit in each visited Member's membership year.
- 304.2 Visiting players who are currently affiliated and in good standing with their Member association should obtain a letter or similar form of introduction from their Member association to present to the visited Member. The letter, or similar, should be sent or presented initially to the Head Office of the visited Member and a copy carried to present to each club or event visited.
- 304.3 Members should provide details to fellow Members if any visiting player fails to observe the highest standards of behaviour and conduct. Such a player could be denied a letter of introduction on a future occasion.

Appendix 8

CNZ Criteria to Achieve Ranking Status of Events

Events that meet the criteria listed below, and which are part of an Official Tournament, or part of a tournament approved under CNZ Tournament Regulation 2.3 may be treated as Ranking Events.

Criteria for Association Croquet Ranking Events:

1. The make of balls to be used, the intended time limit and the setting for hoops will be advertised.
2. Advanced singles play only.
3. Standard sized lawns with a tolerance down to a minimum length of 32 yards; the lawns must be in proportion, in accordance with Law 2 (b) (6).
4. For an event to qualify as a Ranking Event it must fall into one or more of the following categories:
 - a) Open events at CNZ, Association and Club tournaments i.e. open to all players and not restricted to Association or Club Members only.
 - b) An event restricted to a class of player e.g. events for players on a minus handicap only (Premier Silver Badges) or players on handicaps between 0 and 3 (e.g. Invitations); but not events restricted to players on handicaps greater than 3.
 - c) Events within a tournament where players must have a handicap of 3 or less.

Criteria for Golf Croquet Ranking Events:

1. Games in the event must be singles games played without handicaps under the WCF Golf Croquet Rules.
2. The event must be an open event at a CNZ, Association or Club tournament that is, it must be open to all eligible players and not restricted to Association or Club Members only.
3. Games must be played on lawns with a length of at least 30 yards, and if time limits are used the limits should be no less than 45 minutes per game.
4. The event must be open to players of any handicap, or if the handicap range is restricted, the range must be 0 to a number specified in the advertisement (e.g. 0 to 4 or 0 to 5).

At the end of a Ranking event the Manager must complete the ranking sheets and forward them to the Executive Director and either Chris Williams (AC) or Stephen Mulliner (GC).

Chris Williams: chrisatbutedock@gmail.com

Stephen Mulliner: snmulliner@gmail.com

A ranking sheet is a list of all games played in the event, in the order in which they were played, showing who won the game and showing any triple (or greater) peels. Only Events can be given the status of "Ranking", not Tournaments. Thus a tournament may contain more than one Ranking Event, as well as some which are not.

Appendix 9

Selection Procedure for the Annual Invitation Events – Association and Golf Croquet

The objective of the annual graded Invitations is to provide up and coming and elite players with challenging competition.

The process for selecting players for Invitation Events in the 2015/16 season

The CA Silver Tray The Edwina Thompson Silver Tray The Roger Murfitt Trophy

The AC selectors will select twenty four players and a reserve list from players who meet the following criteria:

- Have played in a Croquet New Zealand national event in the current or previous season; or
- Ranked in the top 30 players on the New Zealand ranking at the time of selection (min 5 games over the current and previous season).

The top eight players will play in the CA Silver Tray, the next eight in the Edwina Thompson Silver Tray and the third eight in the Roger Murfitt Trophy.

If players in the initial selection of twenty four names are unavailable, they will be replaced by those on the reserve list. Once the reserve list is exhausted no additional players will be added.

The RA Clarke Copper Tray (0–3) The Gold Cup (4–9)

The Association handicappers are requested to send in nominations from their region for players in the specified handicap range who they believe are worthy of an invitation. These nominations are requested by Tuesday 22nd December 2015.

These nominations will be posted on the Croquet New Zealand website. If anyone believes they are worthy of an invitation but are not on the list, then that player may make a self nomination (and will be required to send in their AHS cards).

The selectors will consider all nominations and select up to ten players for each event.

The Women's Invitation

The AC selectors will select ten players and a reserve list from players who meet the following criteria:

- Have played in a Croquet New Zealand national event in the current or previous season; or
- Hold a dynamic grade equal or greater than 1600 on the world ranking list at the time of selection (min 5 games over the current and previous season).

If players in the initial selection of ten names are unavailable, they will be replaced by those on the reserve list. Once the reserve list is exhausted no additional players will be added.

The Yvonne Yeates GC Invitation (0–3) The Duncan Dixon GC Invitation (0–3)

The GC selectors will select twenty players and a reserve list from players who meet the following criteria:

- Have played in a Croquet New Zealand national event in the current or previous season; or
- Be within the handicap range.

The top ten players will play in the Yvonne Yeates Invitation, and the next ten will play in the Duncan Dixon Invitation.

If players in the initial selection of twenty names are unavailable, they will be replaced by those on the reserve list. Once the reserve list is exhausted no additional players will be added.

The Gordon Smith GC Invitation (4+)

The Association handicappers are requested to send in nominations from their region for players in the specified handicap range who they believe are worthy of an invitation. These nominations are requested by Tuesday 22nd December 2015.

These nominations will be posted on the Croquet New Zealand website. If anyone believes they are worthy of an invitation but are not on the list, then that player may make a self nomination (and will be required to send in their AHS cards).

The selectors will consider all nominations and select up to ten players for the event.

The selectors may choose players from outside the nominated handicap ranges if they feel it is required for High Performance or other goals

Appendix 10

Example of the use of Matchpoints to resolve incomplete sections

This appendix is intended to clarify Regulation 27.7.10(A)4 by providing a worked example. The principle is that each player is given a matchpoint score, calculated by comparing his results with those of each of the other players in turn: he receives two points for each other player with a lower number of wins and one point for each other player with the same number of wins, in each case taking into account only those games in which either they have played each other or they both have played an opponent. A supply of Section Play charts will be needed to record the matchpoint scores.

Example section with results as played. A + sign indicates that the game was won by the player in the same horizontal row. A – sign indicates that the match was lost by the player in the same horizontal row.

Assume Regulation 27.7.4.1 is in effect for this event.

	A	B	C	D	E	F
A		+	+	-	-	-
B	-		-	+		+
C	-	+		-	-	+
D	+	-	+			
E	+		+			-
F	+	-	-		+	

Assume that B v E, D v E and D v F were uncompleted because of flooding, i.e. none of the players is to be held responsible.

The matchpoint table is:

	A	B	C	D	E	F	Total	Pos'n
A		1	1	1	0	1	4	4
B	1		1	0	0	1	3	6
C	1	1		0	0	1	3	5
D	1	2	2		1	2	8	1=
E	2	2	2	1		1	8	1=
F	1	1	1	0	1		4	3

A's matchpoints are calculated as follows:

- A v B: A's game against E is ignored as B hadn't played E. (It may be helpful to cover E's column with a strip of card or something similar.) In their remaining games they both had two wins, so tie on one matchpoint each.
- A v C: All games count as they have both played each other and the entire field. 2 wins each, so one matchpoint each.

- A v D: Only their games against each other, B, and C count, as D had not played E or F. Both had 2 wins so one matchpoint each.
- A v E: Only their games against each other, C, and F count, as E had not played B or D.
A had one win, E two, so E gets both matchpoints.
- A v F: A v D ignored; 2 wins each, so one matchpoint each.

This completes the determination of A's matchpoints.

The matchpoints for the other players are now determined in the same way, but each time there is one less opponent to consider, until by the time we get to F all his matchpoints have already been determined. At this stage the matchpoint chart will be as shown above.

Overall D and E tie for first place (their matchpoints are equal and they didn't play each other, so there is nothing to separate them without some further play). F takes 3rd place ahead of A as F beat A; similarly, C is 5th.

If instead E had cold feet and scratched before starting his remaining games (against B and D) and only the game between D and F was unable to be played due to flooding, Regulation 27.7.10(A)1b would be applied and the matchpoints would then be:

	A	B	C	D	E	F	Total	Pos'n
A		1	1	1	0	1	4	3
B	1		1	0	0	1	3	6
C	1	1		0	0	1	3	5
D	1	2	2		1	2	8	1
E	1	0	1	0		1	3	4
F	1	1	1	0	1		4	2

Note firstly that only E's matchpoints change; no-one else's are affected by E's decision to scratch. E's matchpoints are now recalculated as follows:

- E v A: E is deemed to have lost to B, so A's win against B counts. 2 wins each, so one matchpoint for E.
- E v B: B's win against D stands, and he is treated as having beaten E. B therefore has 3 wins against E's 2, so E gets no points.
- etc.

On matchpoints, B, C and E all tie for 4th place on 3 points each. If this had to be resolved, C and E each won 1 game of those played between the three of them, so B is 6th. Applying Regulation 27.7.10(A)4d again, E beat C so is 4th, leaving C 5th.

Appendix 11

Super-Advanced Variations to Laws (Association Croquet)

a. INTRODUCTION

1. The first will introduce an optional extension of Advanced Play, called the Three Lift Variation, with the intention of making the games between top class players more interactive.
2. The second is an attempt to reduce the dominance of the super-shot opening at the top level with a view to restoring the variety that existed before it became prevalent.
3. TV1 or TV2 may be used individually, or both, referred to as TV3, may be applied together.

b. TV1 - THREE LIFT VARIATION - When a game is played under this variation, Law 36 is modified by inserting:

Law 36(f) LIFT, CONTACT OR FREE PLACEMENT:

1. A lift as specified in Law 36(a) is also available if the striker's ball of the preceding turn scored hoop 4 for itself in that turn.
2. A lift or contact as specified in Law 36(b) is also available if the striker's ball of the preceding turn scored both hoops 4 and 1-back for itself in that turn and its partner ball had not scored hoop 4 before that turn.
3. If the striker's ball of the preceding turn scored hoops 4 and 4-back in that turn and its partner ball had not scored hoop 4 before that turn, the striker may start his turn:
 - A. as in Laws 36(a)(1), 36(a)(2) or 36(b)(2); or
 - B. subject to (4) below, by lifting either ball of his side that can lawfully be played, even if it is in contact with one or more balls, and playing it from any unoccupied position on the court (including a position within the yard-line area). This is known as a free placement.
4. Neither player is entitled to a free placement if any ball has been pegged out in the game.
5. Law 36(e) and other Laws applicable to Law 36 (e.g. Laws 6(c)(2)(A), 8(b), 9(b)(1), 14(d)(4)(B), 27(g)), also apply to this variation, with the addition of a free placement as one of the striker's options when available.

c. TV2 - RESTRICTED OPENING

1. Under this variation, if, in the first stroke of the game, the striker's ball does not leave the court, hit or pass through a hoop, or hit the peg, then the adversary may elect either:
 - A. to leave the ball where it lies; or
 - B. to have the ball placed on any point on either baulk-line as the striker chooses.

After this is done, the turn ends.

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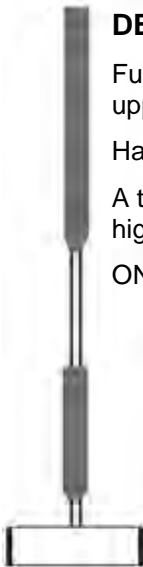
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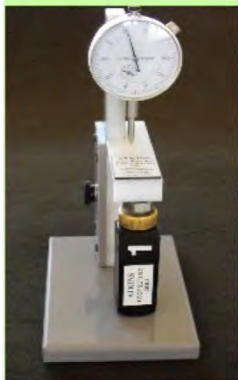
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