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Croquet New Zealand

# TOURNAMENT REGULATIONS 2019



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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 whilst understanding that it is their responsibility to act as joint referees of the game by declaring any faults that they are aware of. 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 should note there is no appeal on fact. Note that it is also permissible to Appeal against a wiring decision or any test if it has been performed imperfectly. Equally, any decision made under Law 55 may be appealed. 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 time-limited 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 should 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 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 A-baulk 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. It is important to acknowledge and respect your opponent at the conclusion of the game, generally in the form of a handshake.

## **Spectators**

Spectators should refrain from tactical comment that is audible to the players 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 may be sanctioned by the Executive of Croquet New Zealand under paragraph 19 of the Constitution, following a hearing.

## 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 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 (see CNZ website) and Disciplinary Procedures as outlined in the Constitution and appendix.

## 3. PLAYER ON-SITE OFFENCES

The following are examples of breaches of this code:

### 3.1 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.

### 3.2 Dress violations

Failing to dress and/or failing to present oneself for play in a manner that meets the event regulations.

### 3.3 Failure to complete a match

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

### 3.4 Late arrival for match

3.4.1 Arriving late for a match, resulting in disqualification.

3.4.2 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.

### 3.5 Failure to use best efforts

Not using one's best efforts to win a match unless there are genuine medical or valid sporting tactical reasons. Players should also be aware that they are subject to the Anti-Match-Fixing and Sports Betting Policy of Croquet New Zealand.

### 3.6 Trying to Influence Officials

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

### 3.7 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.

### 3.8 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.

### 3.9 Visible obscenity

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

### 3.10 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.

### 3.11 Verbal abuse

Making a statement directed at an official, opponent, spectator or other person that implies dishonesty or is derogatory, insulting or otherwise abusive. For clarity, making any statement in good faith, and in a reasonable manner, while discharging one's duty as a joint-referee is unlikely in itself to be considered Verbal Abuse.

3.12 Physical abuse Physically abusing an official, opponent, spectator or other person.

Even the unauthorised touching of such persons may be regarded as physical abuse.

3.13 Conduct that is not good sportsmanship Conducting oneself in a manner that is clearly abusive or detrimental to the sport.

#### **4. PLAYER MAJOR OFFENCES**

##### **4.1 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 or multiple violation/s of a criminal law, 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.

# Croquet NZ Handicapping Regulations

These handicapping regulations apply to all Croquet Tournaments and competitions conducted in accordance with the CNZ Tournament Regulations.

## 1. Definitions:

- 1.1 **AHS card** means the Automatic Handicapping System Card issued by CNZ.
- 1.2 An **Association or Club Handicapper** is an official handicapper who has been elected or appointed to that position by the agreed procedures of the relevant association or club. In some cases the positions defined here may not be filled. Clubs and Associations should ensure that someone with relevant experience is available to perform the handicapper's duties when required. At club level this will normally be the Club Captain with advice from senior players.
- 1.3 Croquet **players** in these Regulations are members of croquet clubs in New Zealand who play Association or Golf Croquet. They are herein referred to as players.
- 1.4 A **tournament** is an Official Tournament or another Tournament as described in Tournament Regulation 2. Most tournaments are advertised in the Yearbook. A tournament may consist of a single event, but most tournaments consist of several discrete events, e.g. Men's Singles, Women's Singles, Open Doubles, etc. Tournaments are governed by the Tournament Regulations.
- 1.5 An **event** is a single competitive event, open to a defined range of players, and expected to have a single winner, eg, Championship Singles for Handicaps 9–16, Women's Handicap, etc. Social events (Tournament Regulation 2.4) are excluded. An event may be part of a tournament, or may be independent of tournaments (e.g. a club competition).
- 1.6 **Competitive games** are those that are part of an event. They are governed by the Tournament Regulations and the Laws of Association Croquet or the Rules of Golf Croquet, and include but are not limited to;
  - 1.6.1 Tournament games
  - 1.6.2 Interclub and inter-Association games; and
  - 1.6.3 Club competitions
- 1.7 A **long-running competition** is a competition where individual games are played over a number of weeks or months (i.e. a competition not held on one day or over two or more consecutive days).
- 1.8 A player's **handicap** is a number used to determine the number of bisesques or extra strokes to be given or received in handicap play (AC Laws 37 and 46) and GC Rule 19). It may also determine whether the player is eligible for a particular event.
- 1.9 A player's **index** is a number recorded on the AHS card, which changes after each competitive singles game. When the index changes sufficiently, it will trigger a change in handicap (see the instructions on the AHS card).

## 2. Handicaps:

- 2.1 These regulations govern the administration of players' handicaps under the Laws of Association Croquet and Rules of Golf Croquet in New Zealand.

- 2.2 Handicaps for players shall be on a scale with a range from -3 to 24 for AC and -6 to 16 for GC with steps as set out on the AHS card.
- 2.3 Every player shall have an official handicap determined as below (Sections 3 and 4).
- 2.4 All players will be given an initial handicap by their Club when they start playing. Thereafter their handicap will change as described in Sections 3 and 4 below.
- 2.5 In handicap games players use the handicap shown on their card at the start of that game to decide entitlement to bisques or extra strokes.
- 2.6 For level (non-handicap) games, players use the handicap shown on their cards at the start of the games to determine the index changes after the games.
- 2.7 Any player wishing to enter singles or doubles competitions or play competitive singles or doubles matches shall be entitled to do so only if they comply with these regulations.

### 3. Automatic Changes of Handicaps

- 3.1 The Automatic Handicapping System (AHS) is the primary method by which handicaps change.
- 3.2 Competitive AC singles games and competitive GC games are referred to as "eligible games".

Whenever players play a competitive AC singles game or a competitive GC game, they update their AHS card according to the instructions on the card and/or CNZ website. In most cases this will result in a change in their index. When the index changes sufficiently, that will trigger a change in the player's handicap (see the instructions on the card).

- 3.3 Indexes do not change as a result of AC doubles play, except as in Section 4.
- 3.4 While indexes change after most games, handicaps only change when:
  - 3.4.1 immediately after a game, the index has reached or passed the trigger point for a new handicap, or
  - 3.4.2 before the next game played after a non-automatic handicap change is made.

### 4. Non-Automatic Changes of Handicaps

- 4.1 In some situations the AHS is unable to respond, or unable to respond quickly enough, to changes in a player's ability. These situations include:
  - 4.1.1 The player plays no or very few eligible games
  - 4.1.2 The player's play improves or deteriorates so rapidly that the AHS cannot keep up.
- 4.2 In these situations, Handicappers are empowered to change players' handicaps.

**For both AC and GC** handicaps there is no restriction on the amount of change permitted.

- 4.3 In making these changes, Handicappers must be guided by considering what handicap the player needs to be on to compete effectively with other players who *are* playing sufficient competitive games for the AHS to be effective.

## 5. Players shall:

- 5.1 Complete an entry on their AHS cards for each eligible game played.
- 5.2 Maintain an accurate record on their AHS cards of all the eligible games they play and report their current handicaps and indexes to Tournament or competition Manager at the start of an event.
- 5.3 If their handicap changes, as a result of any game played in a competition, have the event Handicapper sign their cards confirming the change before playing any other singles game.
- 5.4 Advise their Club or Association Handicappers as soon as possible whenever their handicaps changes.
- 5.5 Show their official cards to Tournament Managers and all handicappers on request.
- 5.6 Provide a copy of their handicap cards (either electronically or via post) to the Manager within 7 days of the competition in the event that they have forgotten their handicap cards on the day. If this is not provided, the players are liable to disqualification and/or disciplinary action.

**Note:** Should players wish to keep a card of non-competitive games, they may do so, but this must be kept separate from the official card.

Beginning players should be encouraged by handicappers and clubs to keep unofficial cards of singles games for interest and experience, and to assist their Club Handicapper to assess their play.

## 6. Association Handicappers shall:

- 6.1 Assist Club Handicappers in understanding the handicapping system and these Regulations.
- 6.2 Co-operate with Club Handicappers when they are making non-automatic handicap changes, to ensure that a uniform standard applies throughout the association. This is particularly important when the player is playing in competitive events which may not qualify for AHS, e.g. Inter-club AC doubles events.
- 6.3 Where operating as a Tournament Handicapper, fulfil all the appropriate duties as in Section 9.

## 7. Club Handicappers shall:

- 7.1 Make any required non-automatic handicap changes for players within the Club and notify the Association Handicapper of the handicaps of these players when the changes are made.
- 7.2 Check and sign the AHS cards of players whose handicaps change automatically as a result of games played.
- 7.3 Observe the play of club members during club or interclub competitions.
- 7.4 Optionally, provide a letter to accompany a club member who is about to enter a tournament/competition and is improving rapidly, addressed to the Tournament Manager suggesting that the player's handicap should be kept under review.

- 7.5 Keep a record of the current handicaps of all players within their club and provide assistance to those players requiring help in maintaining an accurate official AHS card.
- 7.6 Assign handicaps to new players in accordance with Section 9 below.
- 7.7 Update the Croquet New Zealand player database with the details of any player whose handicap has changed as a result of actions under 7.1, 7.2, or 7.6. A handicapper who does not have database access to make these changes must ensure they are made by an authorised person.

## **Guidelines:**

- In making non-automatic handicap changes, Club Handicappers are expected to use the handicaps of other players with similar skills as benchmarks.
- Club Handicappers will not need to seek approval from elsewhere for any decisions they make about non-automatic handicap changes. However, advice may be sought from Association Handicappers if the Club Handicapper wishes, and must be sought if the player is going to play competitive games that may not qualify for AHS, e.g. AC inter-club doubles.
- Clubs may require that non-automatic handicap changes for club members be determined by committee and in this case the Club Handicapper shall comply with the committee's decisions.

## **8. New Players:**

- 8.1 Club Handicappers shall assess each new to croquet player when they have joined the club as an affiliated player and are admitted to general club play. For GC the procedures in the Appendix to the WCF GC Rules should be used to assign them an initial handicap. For AC the handicapper should assign them a handicap from 16 to 24, based on the level at which they are best likely to compete.
- 8.2 Their starting AHS index will be the one corresponding to their starting handicap. The Club Handicapper must sign the card after assigning the initial handicap.

## **9. Foreign Players:**

- 9.1 Foreign players from countries where CNZ has published an official table of equivalent handicaps will be assigned a NZ handicap based on their index. Other players will be assigned an initial handicap based on the handicaps of NZ Players of similar World Ranking. Note: As from September 2018, players from Australia and the UK should be able to use their existing handicap since NZ are now using the same system.
- 9.2 This will be calculated and assigned by the Tournament Manager of the first tournament they enter.
- 9.3 Following that assignment, they shall be treated as any NZ player to whom the AHS applies.

## **10. Shortened Games:**

The provisions of these Regulations shall apply to shortened games played under any of the official variations in AC Laws 44–46 and to any GC game played according to the Rules of GC.

## FURTHER GUIDELINES

### The official AHS card

- Instructions for use of this card are printed on the card and/or shown on the CNZ Website.
- New AHS cards will be issued free of charge to all Clubs on request to the National Office.

### Aim of the system

- The aim of the Automatic Handicapping System is to ensure that two players in a handicap game (or two players on the same handicap in a level game) have an equal chance of winning when they play each other.
- The Automatic Handicapping System does this by adding points when games are won, and subtracting points when games are lost. These are called “index points”.

### Index Points

- Each player is required to maintain an AHS card, which records the result of every eligible game and the index points added or subtracted.
- Index points increase after each win and decrease after each loss. The winner adds the number of points to his index that are shown on the AHS card for the handicaps of the two players involved. The loser subtracts the number of points shown on the AHS card. The number of points depends on whether the game is played handicap or level.
- For handicap singles games the number of points is always 10 (except in GC for players of handicap 14 or 16).
- For handicap doubles games in GC the number of points is 5 except for players of handicap (14 or 16).
- For level games the number of points varies depending on the handicaps of the two players.

### Handicap Changes

- Winning games and thus accumulating index points can result in a player reaching or passing the “trigger point” for a handicap different from the player’s current handicap, at which time their handicap will reduce.
- Losing games and thus losing index points can result in a player reaching or passing the “trigger point” for a handicap different from the player’s current handicap, at which time their handicap will increase.

# 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 CNZ and are to be read in conjunction with the Constitution of 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”, or “the Rules” respectively) and the relevant Laws or Rules of any other variations of the game approved by 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 as will WCF Refereeing Regulations. 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 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.

Association Croquet Law 53(b)(3) shall apply in all Official Association Croquet Tournaments

- 2.3 Other Tournaments are those tournaments organised by Associations and Clubs which are not required to comply with Regulations 4.1 to 4.3.
- 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.
- 2.5 The definition of “croquet sport clothing” is as follows.

“clothing suitable for playing sport - it should not show any slogans, cartoons or other types of image or wording that are liable to cause offense in any manner. Shoes should be such as to avoid potential damage to the lawn”

Players are encouraged to dress smartly and appropriately when competing in tournaments.

### **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 Convenor of the relevant committee. In either case, the Convenor 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 the permission specifies otherwise.
- 3.4 Any variations of the Laws/Rules 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, and size (if not full 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 if Dawson balls are not to be used;
  - 4.1.6 details of trophies;
  - 4.1.7. the hoops to be used, if Quadway hoops are not to be used
  - 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 including the Headquarters;
  - 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  $\frac{1}{16}$ <sup>th</sup> of an inch with an upward or downward tolerance of  $\frac{1}{32}$ <sup>nd</sup> of an inch.
- 4.1.12 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, any Assistant Manager/s and the Tournament Referee for Tier 1 Events.
- 4.2 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.
- 4.3 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, Don Reyland Stars and Silver Badge competitions are Council fixtures. AC and GC Silver Badges should be considered as separate events.

### **Other Tournaments**

- 4.4 Any advertisement produced for such a tournament shall specify those conditions defined in 4.1.1 to 4.1.12 above that are relevant to the tournament. Where no advertisement is produced, the competitors shall be informed of the tournament conditions before play commences.
- 4.5 Advertisements for such tournaments (e.g. weekend tournaments) may be combined at the discretion of those organising them.

## **5. Ranking Events**

5.1 The results of all level-play games in the following categories are eligible for inclusion in the World Rankings:

(a) games in national and regional championships and open tournaments that are recognised by the relevant croquet governing body and will usually appear in a Tournament Calendar published by that body:

(b) games in matches between national or regional teams; and

(c) games in matches between clubs that form part of a national or regional inter-club championship.

Please send AC results to [acresults@worldcroquet.org](mailto:acresults@worldcroquet.org)

Please send GC results to [gcrests@worldcroquet.org](mailto:gcrests@worldcroquet.org)

## **Part B:**

# **Tournament Management – Powers and Duties**

### **5. Tournament Management Powers and Duties**

#### **5.1 Tournament Management Committee**

The Tournament Management Committee (TMC) consists of the Tournament Manager and Tournament Referee. Should these roles be filled by the same person, a second member must be appointed in order to consider appeals made under regulation 16. If the Tournament Referee is the only Authorised Referee, another Qualified Referee, who may not be physically present, must be appointed, and be available to consider appeals made under Regulation 22. The Tournament Management Committee is also responsible for considering non-automatic changes to players' handicaps.

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. For all other Council tournaments, the host associations should appoint the TMC and submit the membership of the TMC to the Tournament Committee Convenor 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, and a Tournament Referee 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/Rules 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 Procedures for Dealing with Entries**

##### **a. ACCEPTANCE.**

1. Entries received by the allocation date of 6 weeks prior to the event, as long as the event is not oversubscribed, shall be accepted. After this date entries will

be accepted in order of receipt. The closing date shall be 14 days before the event starts.

2. If the number of entries then exceeds the number of places available, the Manager and current trophy holders shall be given priority. Thereafter (for individual/doubles events, but not team events), any player who is a member of an overseas association claiming reciprocal rights will be given priority provides the player is in the top 300 world ranking at the allocation date.
3. If no further criteria are specified in the tournament conditions, then amongst players with the same priority: for Championship events, the players with the highest ranking ([AC: Dynamic Grade (DG)] [GC: CGS Grade]) at that date shall be selected; or If not oversubscribed at the allocation date, all the entries submitted should be accepted. Entries received subsequently should be accepted in order of receipt until the event is full or the closing date is reached. 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. 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.
  - 5.2.3.7 Refund Policy. In the event that any player withdraws from an event prior to starting play, they may apply for a refund of their entry fee. Any refund will be entirely at the discretion of the Executive Director who will take into account Administrative expenses as well as the cause of the withdrawal before deciding upon the level of refund, if any, to be made.
- 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 At the beginning of the tournament the Manager shall inform the players which method of play is being used in each event and any procedures that will be used to break ties. They will record this information in the Commentary

section of Croquetscores.com (see Section 11.7). This facility can also be used to advise competitors as to what method will be used to break ties and any other information specific to the event.

- 5.2.7 Before play commences in the tournament, the Manager shall check that players' handicaps are accurately recorded on tournament records.
- 5.2.8 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.
- 5.2.9 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.
- 5.2.10 For Council tournaments, the Executive Director shall forward all instructions and all the entry forms via electronic means to the Manager as soon as possible after the closing date.
- 5.2.11 The Manager shall supervise the draw or nominate another to do so, subject to any requirements specified for the particular event(s).
- 5.2.12 In Official Tournaments, the Manager shall decide the order of play, and for Council tournaments shall implement any instructions received from the Tournament Committee Convenor or designee. The Tournament Committee Convenor or designee should hold a meeting with the manager to discuss all aspects of the tournament as soon as possible after the closing date.
- 5.2.13 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.
- 5.2.14 The TM should communicate with all players at least 4 days prior to the start of the first event to inform them of formats, timings and any other useful information such as social events/lunches etc.

## **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 absolutely 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 one 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, the Arthur Ross Memorial Event or the Don Reyland Stars where a replacement player may not be a competitor. For a replacement player to be allowed, they should be able to complete the full playing schedule of the withdrawee.
- 6.6 Official Tournaments shall be played on full-sized lawns, if these are available.
- 6.7 Only balls which have been approved by CNZ shall be used in all Official Tournaments.
- 6.8 Double banking may be used if required.
- 6.9 Peeling turns involving triple peels or greater 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.
- 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 and details of what warm-ups will be available for players with first game byes. Such warm ups are to be completed before the scheduled starting time. The Manager at his 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. The manager should regard players welfare as of paramount importance.

**Note: The initials AC and GC shall be taken to read Association Croquet and Golf Croquet as appropriate in the following regulations.**

- 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 AC Laws or GC Rule 1(c);

- 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, with the right to override Regulation 8.1 to allow enough time to play a full game to completion if necessary.
  - 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;
  - 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, [AC: 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**

- 8.1 The Manager may impose a time limit
- 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 7.4 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, any time used after time is called in the game is not subtracted from the minimum time limits advised for any of the remaining games.
  - 8.1.4 [AC: The limit may not be less than two and a half (2½) hours or two (2) hours for weekend tournaments, or shortened games under Part 3D of the AC Laws:] GC: The limit may not be less than 50 minutes.
- 8.2 If no time limit has been imposed under Regulation 8.1 above, the Manager, if of the opinion that the length of the game is impeding the progress of the tournament, may impose a time limit in AC 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) and in GC of a further 20 minutes on any game that has been in progress for at least one hour.
- 8.3 AC: 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.
- 8.3.5 Tied games are not permissible.
- 8.4 GC:
- 8.4.1 Play is in accordance with Rule 1(c) and the variation adopted under the commentary to that rule
- 8.4.2 Games in progress may be shortened only by imposing a time limit as above. It is not permissible to change the number of points being competed for.
- 8.4.3 Tied games are not permissible.

## **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, Don Reyland Stars and the CNZ Silver Badge competitions 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 and report their decision to the Executive Director.
- 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 Clean and acceptable croquet sport clothing shall be worn.
- 9.7 Trophies must be returned to the ED, in a clean condition, no later than 3 months prior to when the event is due to be competed. Postage is the responsibility of the trophy holder, but engraving will be paid for by CNZ.

## **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 update the CNZ Database with any handicap changes and send results to Executive Director if croquetscores has not been used.
  - 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.
  - 10.1.4 ensure all results are entered correctly into croquetscores and the rankings file sent for inclusion in the rankings where applicable.

## **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. If they believe that significant additional expense is required to meet the lawn speed requirements, they may apply to the Tournament Committee Convenor for additional financial support.
- 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) potential games for each player, over three (3) days at least eight (8) potential games, over four (4) days at least 11 potential games, and over five (5) or more days at least 14 potential games should be provided to ensure an adequate number of games for the entry fee and cost of travel and accommodation.
- 11.6 The Manager of a Golf Croquet event or tournament should ensure that all players have at least five (5) potential 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 Croquetscores.com

Managers for CNZ events must use croquetscores and its' use is strongly encouraged for all other events. This website allows players, friends, family and all interested parties from around the world to access tournament results in one location. At the end of level play events, the website provides a facility that generates a file that can be sent for Ranking purposes. It is free for all NZ Managers to use.

## 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 (i.e.: 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 handicaps are higher than those specified for that event. They may not play in an event where their handicaps are 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)

### 13. Reciprocity of Membership

See Appendix 6.

### 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 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.
- 14.3 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 etc.
- 14.4 A player who withdraws from X or Y in an XY or XYZ event may not enter Y or Z.
- 14.5 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 without the Manager's approval.

- 14.6 A 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 reasonable direction of the Manager, Referees or the TMC.
    - 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.

- 16.5 In all cases of disqualification there is a right of Appeal to the Tournament Management Committee. The official whose ruling is being appealed should not hear the appeal, but should be replaced by a Deputy or if none is available by an independent knowledgeable person, who may be an experienced player in the tournament. A written report on all Appeals and their outcomes should be sent to the Executive Director within 48 hours of the Appeal hearing.

## 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. ~~Delete the following 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 Manager, equal to that the WCF system would initially assign them based on their handicap. In the event of seeding by ranking being required part-way through an event, the Manager may use the latest available rankings or, if experienced in the ranking system, use best endeavours to provide an accurate ranking order taking into account very recent results. Players will be informed before the start of the tournament which method will be used.

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 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.

**Note:** For the purpose of speed, Managers may be instructed by the Tournament Committee to use alternative methods of distributing the byes.

- 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. Alternatively, if there will be minimal disruption and the player omitted would otherwise be seeded, the Manager may decide to create a new draw.
- 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.
- 27.1.8 Byes shall be entered into croquetscores as "Bye". This ensures that they are correctly dealt with by croquetscores.

## 27.2 *The Two-Life System*

- 27.2.1 For the first life, called the Draw, the competitors are drawn on the knockout method and their names written down on a competition sheet of the correct size. These names are then numbered from 1 upwards, starting from the top of the sheet. (For example, with 21 entries, the knockout 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	2
6	2	"	8	2	1	1
7	1	"	8	1	—	1
8	—	"	8	—	—	—
9	7	short of	16	7	3	4
10	6	"	16	6	3	3
11	5	"	16	5	2	3
12	4	"	16	4	2	2
13	3	"	16	3	1	2
14	2	"	16	2	1	1
15	1	"	16	1	—	1
16	—	"	16	—	—	—
17	15	short of	32	15	7	8
18	14	"	32	14	7	7
19	13	"	32	13	6	7
20	12	"	32	12	6	6
21	11	"	32	11	5	6
22	10	"	32	10	5	5
23	9	"	32	9	4	5
24	8	"	32	8	4	4
25	7	"	32	7	3	4
26	6	"	32	6	3	3
27	5	"	32	5	2	3
28	4	"	32	4	2	2
29	3	"	32	3	1	2
30	2	"	32	2	1	1
31	1	"	32	1	—	1
32	—	"	32	—	—	—
33	31	short of	64	31	15	16
34	30	"	64	30	15	15
35	29	"	64	29	14	15
36	28	"	64	28	14	14
37	27	"	64	27	13	14
38	26	"	64	26	13	13
39	25	"	64	25	12	13
40	24	"	64	24	12	12
41	23	"	64	23	11	12
42	22	"	64	22	11	11
43	21	"	64	21	10	11
44	20	"	64	20	10	10
45	19	"	64	19	9	10
46	18	"	64	18	9	9
47	17	"	64	17	8	9
48	16	"	64	16	8	8
49	15	"	64	15	7	8
50	14	"	64	14	7	7
51	13	"	64	13	6	7
52	12	"	64	12	6	6
53	11	"	64	11	5	6
54	10	"	64	10	5	5
55	9	"	64	9	4	5
56	8	"	64	8	4	4
57	7	"	64	7	3	4
58	6	"	64	6	3	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 sheet, called the Process, which must be the same size as the Draw sheet, starting from the top of the sheet –

**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**

1:33:17:49:9:41:25:57:5:37:21:53:13:45:29:61:3:35:19:51:11:43:27:59:7:39:23  
: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 sheet are written down against their corresponding numbers on the Process sheet, 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 knockout method, this system may produce byes and matches interspersed throughout the sheet. 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 sheets 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.

CNZ recommends that Variation B should not be used unless vital to completing an event since it removes a life from the unbeaten player.

#### 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 sheet starting from the top of the sheet. A few spaces are left below the last name drawn and then a horizontal line is drawn across the sheet. (The sheet 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 sheet, 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.

What about "W"?

### **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. Multi-game matches are dealt with in clause 27.7.9 below.
- 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 method or by the Net-point 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 Knockout 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.

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 Knockout 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 Should any two competitors agree not to play their match they must request the Manager to excuse them. The Manager may agree to the request, provided the result of that match cannot alter the finding of the section winner or runner-up or otherwise affect who qualifies or wins a prize in any way. In such a case, the records of wins and losses of these competitors are not deleted from the chart.

27.7.8 Multi-game matches:

- The section winner is the player with the greatest number of match wins. The exception to this is in the case of a “best of two” section, in which case the winner is the winner of the most games. 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: Nevertheless, there may 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 8 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.

### 27.7.11 Order of play and Lawn Allocations for 8 Player Invitation Events

For Invitation events where an 8-player double round robin format is to be used, the following table shows how to schedule the event. The top seeds can be allocated letters A, B, C and D. The remaining four players can be drawn letters at random.

	Round 1	Rnd 2	Rnd 3	Rnd 4	Rnd 5	Rnd 6	Rnd 7
Court 1	EH	CA	BF	ED	GA	CH	BA
Court 2	FG	DB	AE	FC	HB	DG	EF
Court 3	BC	GE	DH	GB	EC	AF	GH
Court 4	AD	HF	CG	HA	FD	BE	DC

	Rnd 8	Rnd 9	Rnd 10	Rnd 11	Rnd 12	Rnd 13	Rnd 14
Court 1	GF	CE	DF	BG	AH	BD	FE
Court 2	CB	HD	GC	FA	EB	AC	HG
Court 3	DA	FB	EA	HC	GD	FH	CD
Court 4	HE	AG	BH	DE	CF	EG	AB

## 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, and the players have all played each other, 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 knockout play-off may be used.

Note: Experienced managers may use;

- a. Sum of opponents wins or
- b. Sum of wins after each round

providing that the tie-breaking method has been announced prior to the start of the event.

## 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
-3	200	1.5	150	8	100
-2.5	195	2	145	9	95
-2	190	2.5	140	10	90
-1.5	185	3	135	11	85
-1	180	3.5	130	12	80
-0.5	175	4	125	14	75
0	170	4.5	120	16	70
0.5	165	5	115	18	65
1	160	6	110	20	60
1.5	155	7	105	22	55
				24	50

- 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

- Seeding for the preliminary sections of the singles will be carried out as described in Regulation 26, except that no consideration will be given to separating players based on same club, nationality or relationship. i.e., the event will be seeded strictly.
- Seeding for the knockout stage will be according to the Player Choice method (see Appendix 2)

### 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 Tournament 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 Bronze Medal.** All players who were knocked out of the Open Singles Knockout prior to the Quarter-Finals are eligible to enter the Bronze Medal.

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

- (c) The Heenan Plate.** All players who are non-qualifiers for the Knockout event. Preferred section play. The manager has discretion to alter this.

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 except that no consideration will be given to separating players based on same club, nationality or relationship. i.e., the event will be seeded strictly.
- Seeding for the open knockout stage will be according to the Player Choice method (see Appendix 2)

#### Doubles

- Seeding for the preliminary sections will be carried out as described in Regulation 26 based on average grade of the doubles pairing except that no consideration will be given to separating players based on same club, nationality or relationship. i.e. the event will be seeded strictly.
- Seeding the knockout stage will be based on block finishing positions. Player Choice or Block based seeding may be used.

## 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 may be increased 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.

- (a) **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.
- (b) **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 knockout 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, a number of pairs advertised by the manager prior to the event 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 drawn into (probably 2) blocks so as to minimise the number of repeat games from the original block play and to attempt to equally distribute the strength of opponents in each block based upon previous block results. A final between the winners of the blocks will be played. Ties within sections will be broken by matches, then net games, then net points, then who beat who.

## 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 – 1 hour

Best of three match, 13-point games – 1.25 hours, 1 hour, 1 hour.

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 - Player Choice Seeding

This method is designed as a compromise between strict block-based seeding, which has been shown to sometimes produce unbalanced draws and strict grade-based seeding which some players dislike because they prefer a greater emphasis on same-event results.

### How it works

The block winners are listed in updated World Ranking Grade order. They will choose, from the top-ranked block winner downwards, from a fixed number of positions in the draw that will equal the number of blocks. These positions correspond to the standard top-seeded positions in a normal seeded draw.

Those who came second in the blocks are then listed in updated World Ranking Grade order. They will then choose, from the top-ranked downwards, from the positions corresponding to the next level of seeded positions in a standard draw.

This procedure continues for the 3<sup>rd</sup>, 4<sup>th</sup> and any subsequent qualifier for the knockout.

### Example

The following is an example of how Player Choice Seeding operates with 4 blocks with the top 4 players qualifying from each block.

- a. After the completion of block play, the four block winners are listed in order of updated World Ranking Grade and named A, B, C and D.
- b. The four 2<sup>nd</sup> placed players from the blocks are listed in order of updated World Ranking Grade and named E, F, G and H.
- c. The four 3<sup>rd</sup> placed players from the blocks are listed in order of updated World Ranking Grade and named I, J, K and L.
- d. The four 4<sup>th</sup> place players from the blocks are listed in order of updated World Ranking Grade and named M, N O and P.
- e. A standard fully seeded 16 player knockout draw is created as shown below

You will see that the four block winners are now in separate quarters as would occur with block seeding, as are the 4 runners-up, 4 thirds and 4 fourths.

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

- f. Player A is offered the first chance to choose any position numbered 1-4. Player B then chooses any of the three remaining positions 1-4. Player C then chooses one of the remaining two positions 1-4. Player D is then placed in the remaining position 1-4.
- g. Player E is offered the first chance to choose any position numbered 5-8. Player F then chooses any of the three remaining positions 5-8. Player G then chooses one of the remaining two positions 5-8. Player H is then placed in the remaining position 5-8. You will see that once again the block seconds are placed in different quarters as would occur with full block seeding, but this time, the highest ranked is given the first opportunity to choose their position in the draw. Theoretically, the players will attempt to avoid the strongest (in their own opinion) block winners quarter and the draw will become self-balancing.
- h. Player I is offered the first chance to choose any position numbered 9-12. Player J then chooses any of the three remaining positions 9-12. Player K then chooses one of the remaining two positions 9-12. Player L is then placed in the remaining position 9-12. These four players have the benefit of knowing where the “top” eight players have chosen to go in the draw and will theoretically choose positions to maximise their own chances, thereby self-balancing the draw.
- i. Player M is offered the first chance to choose any position numbered 13-16. Player N then chooses any of the three remaining positions 13-16.

Player O then chooses one of the remaining two positions 13-16.

Player P is then placed in the remaining position 13-16.

That concludes the Player Choice Draw.

The above methodology can be used when only two players qualify or when there are only two blocks, but it is at its most useful when there are at least 4 of each category, such as the singles knockouts for national events – and works best with 8 or more blocks.

As soon as a player has a defined slot in the draw, their name should be entered on a large display so that all remaining players (and spectators) are kept up to date with how the draw is filling up.

### **Issues with the Player Choice Method from a Managers Perspective**

Q1. What happens if a player is not able to be present for the draw?

A1. The player may nominate a representative to choose for them. If they fail to do so, the manager should randomly allocate them one of the available positions (4 playing cards, A, 2, 3 and 4 are useful for this).

Q2. What happens if a player can't decide and takes too long?

A2. Players should be made aware that they have about 30 seconds to make a choice. If they have not chosen after 30 seconds, the manager should warn them they must choose in the next 10 seconds. If they still fail to choose, the manager should randomly allocate them one of the remaining available positions.

## Appendix 3

# 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 are hosted by the Association and for this reason no reimbursements for equipment or Manager's fees will be paid. Silver Badges are available for each grade upon request.***

Rates set:

Association Croquet Games	\$5.00 per game
Golf Croquet Games	\$2.00 per game

Manager/s Allowances and Tournament Expenses:

NZ Open, GC Nationals, U21 GC Championship	\$50.00 per day
All Other Events	\$30.00 per day
Assistant Manager/s*	\$20.00 per day
Referee of Tournament	\$20.00 per day
Balls:	\$1.50 per set per day
Hoops:	\$4.00 per set per

All payments include GST

\* The Tournament Committee will determine if assistant manager/s is/are required. Assistant manager/s will be eligible for payment if listed in the tournament advert.

\*\*CNZ acknowledges that in order to meet required lawn standards, some clubs will be required to cut their lawns more frequently. To assist with this additional cost, CNZ will reimburse up to \$100 per additional cut. For extra lawn mowing, the club must send a receipt of expenses incurred to the Executive Director for reimbursement.

While each club is expected to cut the lawns prior to hosting a tournament, clubs will be eligible to claim for additional cuts as per the table below:

Tournament Length	Extra Mowing's	Amount Claimable
0 – 3 Days	0	\$0
4 – 7 Days	1	Up to \$100
7+ Days	2	Up to \$200

# 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. Measuring your lawn speed well in advance of and leading up to 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.

### 2. Tiered Events

AC	GC
<b>Tier One</b> New Zealand Open Selectors' A vs B or equivalent CA Silver Tray Invitation North Island/South Island Champs Men's and Women's Championships	<b>Tier One</b> GC Nationals North Island/South Island Champs Yvonne Yeates Invitation U21 GC Champs U21 v NZ Select
<b>Tier Two</b> Women's Invitation Edwina Thompson Invitation Roger Murfitt Invitation Arthur Ross Memorial Final Copper Tray Invitation Gold Cup Invitation Other Official Events	<b>Tier Two</b> Duncan Dixon Invitation Geoff Young Invitation Gordon Smith Invitation NZ Secondary Schools Don Reyland Stars Women's GC 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. Time permitting, hoops should be moved to fresh holes for the final.

#### 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).

**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 full-sized 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

The Executive Director will give the silver badges to all associations at the AGM 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 -3 to -0.5
  - Silver Badge Handicap 0 to 3.5
  - 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 -6 to 2
- Senior Silver Badge Handicap 3 to 5
- Intermediate Silver Badge Handicap 6 to 8
- Primary Silver Badge Handicap 9 to 16

2. Each Association may decide
  - a) to hold a competition open to all players in each grade, but, if total entry is to be limited, guaranteeing at least one place in each grade to each participating club, or
  - b) to proceed with club competitions and an Association playoff as described in sections 3 to 7 below.
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 ensure that all qualifying events (both club and association) are entered on [croquetscores.com](http://croquetscores.com).

## **Appendix 6**

### **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 7

# 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 2019/2020 season

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

The AC selectors will select up to 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 to 3.5) The Gold Cup (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 **Wednesday 15<sup>th</sup> January 2020**. **Additionally, players may indicate their availability to the Executive Director.**

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 up to 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 (-6 to 3) The Duncan Dixon GC Invitation (-6 to 3) The Geoff Young GC Invitation (-6 to 3)

The GC selectors will select up to thirty 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. The next ten will play in the Geoff Young Invitation.

If players in the initial selection of thirty 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 **Wednesday, 15 January 2020**.

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 8

### 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 9

# 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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