

Croquet New Zealand Tournament Regulations

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Part A: General

1. Introduction

- 1.1 Croquet New Zealand (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 Rules of Golf Croquet and the CNZ Handicap Regulations 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 events 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 5 of the Tournament Regulations.
- 2.2 Official Tournaments are all tournaments held under the direct or indirect control of CNZ, i.e., those sponsored by CNZ and referred to in these Regulations as “CNZ Tournaments”, and those tournaments sponsored by an Association or Club which comply with Regulations 4.1 to 4.2.
- 2.3 Other Tournaments are those tournaments organised by Associations and Clubs which are not required to comply with Regulations 4.1 to 4.2.
- 2.4 The definition of tournament encompasses all CNZ events, association events such as interclub, challenges etc. and club competitions, which are played over one or more consecutive days or intermittently over some extended period. It does not include social events of whatever form, which may be played however the organisers wish.

3. Variations in the Laws, Rules and Regulations

- 3.1 The organisers of a tournament may apply to the relevant committee of CNZ (the Laws Committee or the Tournaments Committee) for permission to vary the Laws or these Regulations.
- 3.2 Such an application shall be made not later than one (1) week before the tournament is due to begin, although a later application may be considered in an emergency; such an application shall be made either in writing or verbally to the Chair of the relevant committee. In either case, the Convenor of that committee must advise the Chief Executive 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 CNZ Tournaments, the Tournament Committee, and for other Official Tournaments the organiser of the tournament, shall, prior to dates specified each year by the Chief Executive, apply for approval to stage those tournaments by submitting to the Chief Executive tournament advertisements for inclusion in the Yearbook 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
 - 4.1.8 the closing date for entries and the address to which they must be sent. For CNZ tournaments entries must be received, with the relevant New Zealand dollar payment, by the Chief Executive by the closing date set, though if the maximum number of entrants has not been exceeded, late entries may be accepted;
 - 4.1.9 the venues to be used for the tournament including the Headquarters;
 - 4.1.10 the time of the opening ceremony or the commencement of play on the first day of play;
 - 4.1.11 any variations in the Laws, Rules or Regulations for which permission has been obtained in accordance with Regulation 3;
 - 4.1.12 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 $\frac{1}{8}$ th (3 mm) of an inch with an upward or downward tolerance of $\frac{1}{16}$ th (1.5 mm) of an inch.
 - 4.1.13 By a further date specified by the Chief Executive each year the following additional details shall be provided to the Chief Executive: the names of the Tournament Manager, any Assistant Manager/s and the Tournament Referee for Tier 1 Events.

- 4.2 The Chief Executive 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 CNZ fixture must ensure it does not clash with any other CNZ fixture where any player might be eligible to play in both events. Association play-offs for the Arthur Ross, Don Reylard Stars and Silver Badge competitions are CNZ 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 4.1.13 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. World Rankings

- 5.1 Excluding games played in internal Club tournaments e.g. Club Championship and Club Silver Badge events, generally, the results of all other relevant AC and GC levels play singles games, from tournaments appearing in the CNZ or Regional tournament programmes, are eligible for inclusion in the World Rankings. The relevant criteria are:

AC – games shall be advanced play, 26 point.

GC - games shall be 13 or 19 point.

- 5.2 Game results correctly entered to Croquetscores will subsequently be extracted and processed for entry to the ranking systems. Refer to the CNZ Tournament Managers' Guide or the How To Use Croquet Scores manual, on the CNZ website for more details. Failure to comply with standard input requirements may mean results will not be processed for ranking.
- 5.3 In particular, include HANDICAP in the title of the event to avoid the inclusion of handicap game results.
- 5.4 If Croquetscores is not used for tournament management, or where multi-game match results are entered to Croquetscores instead of individual game results, then eligible game results can be separately submitted for ranking purposes.

Send GC results, in the required format, to the NZ GC Ranking Officer (contact details available from CNZ Office).

Send AC results to acresults@worldcroquet.org. Refer to the WCF Ranking Regulations on the WCF website for the relevant formatting requirements.

Part B:

Tournament Management – Powers and Duties

6. Tournament Management Powers and Duties

6.1 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 17. 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 R6 of the Referee Regulations. The Tournament Management Committee is also responsible for considering non-automatic changes to players' handicaps.

- 6.1.1 Each Association hosting a CNZ Fixture is responsible for appointing the Tournament Manager and the Tournament Referee. The Tournament Committee will review the appointees prior to the Yearbook being published and raise any questions or concerns with the Association. For other tournaments the organisers should appoint the TMC.
- 6.1.2 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.

6.2 Tournament Manager

- 6.2.1 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.
- 6.2.2 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.
- 6.2.3 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.
 - 6.2.3.1 Entries received before the closing date should be held and considered together on or as soon as possible after that date.
 - 6.2.3.2 Procedures for Dealing with Acceptance of Entries
 - 1. For CNZ Fixtures, 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 2 weeks 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 provided 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 Dynamic Grade (DGrade) 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. The Manager has the right to allocate one or two wild card entries.
- 6.2.3.3 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.
 - 6.2.3.4 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.
 - 6.2.3.5 If not oversubscribed at the closing date, all the entries submitted shall be accepted.
 - 6.2.3.6 After the closing date, entries may only be accepted with the agreement of the Manager.
 - 6.2.3.7 Refund Policy. In the event that any player withdraws from an event prior to starting play, the player may apply for a refund of the entry fee. Any refund will be entirely at the discretion of the Chief Executive 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.
- 6.2.4 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.
 - 6.2.5 The Managers 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.
 - 6.2.6 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 12.6).
 - 6.2.7 Before play commences in the tournament, the Manager shall check that players' handicaps are accurately recorded on tournament records.

- 6.2.8 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. An event may be shortened if there are enough entries for an event to proceed but insufficient for a normal draw based on the specified number of days. If this is the case, entrants will be advised shortly following the closing date.
- 6.2.9 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.
- 6.2.10 The Manager shall supervise the draw or nominate another to do so, subject to any requirements specified for the particular event(s).
- 6.2.11 In Official Tournaments, the Manager shall decide the order of play, and for CNZ tournaments shall implement any instructions received from the Tournament Committee Chair or designee. The Tournament Committee Chair and/or designee should hold a meeting with the manager to discuss all aspects of the tournament as soon as possible after the closing date.
- 6.2.12 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.
- 6.2.13 The Tournament Manager 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.

7. During the Tournament

- 7.1 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.
- 7.2 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.
- 7.3 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:
- 7.3.1 in any case of emergency with the permission of a tournament official;
- 7.3.2 in any situation that is not part of the game but 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.

- 7.3.3 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.
- 7.4 No game, once started, may be moved to another lawn for other than climatic reasons. Games within a match may be moved.
- 7.5 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 Memorial Stars Event 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 withdrawer.
- 7.6 Official Tournaments shall be played on full-sized lawns, if these are available.
- 7.7 Only balls which have been approved by CNZ shall be used in all Official Tournaments.
- 7.8 Double banking may be used if required.
- 7.9 Peeling turns involving triple peels or greater are to be recorded.

8. Tournament Programme

- 8.1 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.
- 8.2 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 their discretion, may allow hit ups before the start of any other game.
- 8.3 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.

- 8.4 The Manager may alter the tournament programme, if necessary, by:
- 8.4.1 imposing time limits in accordance with Regulations 9.1 and 9.2;
- 8.4.2 shortening games in accordance with Part 3E of the AC Laws;
- 8.4.3 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 9.1 to allow enough time to play a full game to completion if necessary.
- 8.4.4 introducing a two-life variation as prescribed in Regulations 20.2, 20.3 and 20.4;
- 8.4.5 allowing extra time for double banking;

- 8.4.6 sanctioning other changes, as requested by the Tournament Management Committee, provided these do not contravene the Laws, Rules or these Regulations.
- 8.5 The Manager may adjourn an unfinished game, [AC: provided no ball is in a critical position as defined in the Glossary of the AC Laws. If this involves pegging down at a point at which any of the provisions of Laws 39 or 40 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.]
- 8.6 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.
- 8.7 Managers shall advise players of a pegged-down game that there will be no warm-up prior to the game's re-start.

9. Time Limits

- 9.1 The Manager may impose a time limit
- 9.1.1 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 8.4 it may not be removed; or
- 9.1.2 on each game in any round in an event.
- 9.2 The minimum time for a game shall be as follows;
- 9.2.1 In GC, 60 minutes.
- 9.2.2 When time has expired in a GC game there shall be an extension period with play consisting of two further turns for each ball.
- 9.2.3 In AC, two hours for games in a weekend tournament or games shortened in accordance with Part 3E of the AC Laws, and two and a half hours otherwise.
- 9.3 If no time limit has been imposed under Regulation 9.1 above, the Manager, of an event or team competition may impose a time limit on a game that the Manager considers is impeding the progress of that event or competition. The Manager may impose the following;
- 9.3.1 In GC, 20 minutes on a game that has been in progress for a minimum of 60 minutes;
- 9.3.2 In AC, one hour on a game that has been in progress for a minimum of 90 minutes in a weekend tournament or is a shortened game played in accordance with Part 3E of the AC Laws, or otherwise has been in progress for a minimum of two hours.
- 9.4 In matches comprising more than one game, any time used after time is called in a game is not counted against the allotted times for the remaining games in the match.
- 9.5 It is not permissible to change the number of points being competed for when a time limit is imposed in accordance with Regulations 9.1 – 9.3.
- 9.6 In GC, the conclusion of a time-limited game is covered by Rules 19 and 20.12.
- 9.7 In AC, the conclusion of a time-limited game is covered by Law 61.

10. In Relation to Players

- 10.1 A dispensation of 24 hours is granted to a competitor when travelling from one CNZ Tournament to another CNZ Tournament. Association Finals of the Arthur Ross Memorial Event, Don Reyland Memorial Stars Event and the CNZ Silver Badge competitions are CNZ Tournaments. For the purpose of this regulation the timing of dispensation commences when the competitor ceases playing.
- 10.2 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 Chief Executive.
- 10.3 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.
- 10.4 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.
- 10.5 The Manager shall decide about any unsanctioned absence and may scratch or disqualify the player(s) in accordance with Regulation 17.3 and report such action to the Chief Executive.
- 10.6 CNZ Trophies must be returned to the Chief Executive, in a clean condition, no later than 30 June each year. Postage is the responsibility of the trophy holder, but engraving will be organised and paid for by CNZ.

11. After the Tournament

- 11.1 As soon as possible after all CNZ Tournaments the Manager shall:
 - 11.1.1 send a tournament report to the Chief Executive using the form provided. This report must include any changes made to the tournament programme in accordance with Regulation 8.4;
 - 11.1.2 update the CNZ Database with any handicap changes.
 - 11.1.3 send a report to the Chief Executive on any scratching or disqualification under Regulation 17.3, or any withdrawal under Regulation 15.
 - 11.1.4 ensure all results are entered correctly into Croquetscores.com and the rankings file sent for inclusion in the rankings where applicable.
 - 11.1.5 ensure the name used on Croquetscores is the same name as in the rankings.

12. Miscellaneous

- 12.1 Balls, hoops and other court equipment used for CNZ Tournaments will normally be supplied by the host association or club.
- 12.2 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 Chief Executive for additional financial support.
- 12.3 If there is a tie at the end of an event the prize money will be divided equally between those players.
- 12.4 The Manager of an Association Croquet event, or tournament, should ensure that each player is provided an adequate number of potential games for the entry fee and cost of

travel and accommodation. For an event or tournament advertised to take place over two (2) days this means 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.

- 12.5 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.
- 12.6 Croquetscores.com
Managers for CNZ events must use Croquetscores.com 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.
- 12.7 Reporting of Scores
The Tournament Manager should allow players a short period after completion of an event, or phase of an event, to check that results shown on display sheets and/or Croquet Scores are correct. The TM should correct any errors advised during this period before results, and the draw for the next phase if applicable, are considered final.

Part C: Players' Responsibilities

13. Players' Eligibility to Compete

- 13.1 Any croquet player usually residing in New Zealand will be accepted to play in an event under the control of CNZ only if they are a current financial member or life member of a club that is affiliated to CNZ through an association.
- 13.2 Any croquet player usually residing in New Zealand and entering tournaments is required to comply with the Handicap Regulations.
- 13.3 Any croquet player who is not usually domiciled in New Zealand may be granted playing rights under WCF Statute 164 "Reciprocity of Membership" (refer to Regulation 14), if they are an affiliated member of a WCF member organisation.
- 13.4 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).
- 13.5 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.

14. Reciprocity of Membership

See Appendix 7.

15. Withdrawing from an Event

- 15.1 Players defaulting the first game in an event which allows the loser to enter a Plate competition shall retire from the whole event.
- 15.2 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. If a player withdraws from the final, the opponent is declared the winner of the event.

- 15.3 Subject to 20.7.7 below, should a competitor in a section-play event default, withdraw or be scratched or disqualified before completing all of their games in the section, the procedure laid out in 20.7.9 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.
- 15.4 A player who withdraws from X or Y in an XY or XYZ event may not enter Y or Z.
- 15.5 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.
- 15.6 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.
- 15.7 If a game has started and a player withdraws, the game will be recorded and the score will be 26 to the non-withdrawing AC player (or the equivalent score for a GC game) against the score of the withdrawing player at the time of the withdrawal.

16. Responsibility for Correct Handicap

- 16.1 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.
- 16.2 Players who have not neglected their responsibilities as specified in 16.1 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.
- 16.3 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 Regulation 13.2)
- 16.4 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.

17. Liability to be Scratched or Disqualified

- 17.1 A player shall be liable to be disqualified under Regulations 13.3, and 16.1 above.
- 17.2 A player shall also be liable to be disqualified at the discretion of the Tournament Referee or a Referee in Charge of a Game.
- 17.3 At the discretion of the Manager, a player shall be liable to be disqualified for any of the following:
 - 17.3.1 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.
 - 17.3.1.1 Nevertheless, a player whose unavailability is expected to be temporary may appeal to the Appeals Committee against being required to play. The Appeals 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;

- 17.3.2 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;
 - 17.3.3 practicing on the lawn before or during the hours of play other than in accordance with Regulation 8.2;
 - 17.3.4 failing to comply with a request from the Manager either to remedy a breach of clothing standards, or to wear flat-soled shoes;
 - 17.3.5 misconduct including breaches of the CNZ Code of Conduct.
- 17.4 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.
- 17.5 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 Chief Executive within 48 hours of the Appeal hearing.

18. Reporting Scores

- 18.1 Players are responsible for reporting results of games correctly to the Tournament Manager. Where score cards (or equivalent) are used, both sides must check and sign the score card.

Part D: Seeding and Methods of Playing Events

19. Seeding

- 19.1 Seeding is permitted in all Official Tournaments.
- 19.2 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.
- 19.3 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. Using the strict striping method applies to top events. Managers have the discretion to split blocks because of relationships for most events.

20. 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.

20.1 Single Life Knockout

The draw is compiled by means of the following rules:

- 20.1.1 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 20.1.4. Consecutive seeds can be deemed to be equal and drawn by lot into their respective positions.
- 20.1.2 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.
- 20.1.3 If seeding is to be used, place the seeds in the draw in accordance with 20.1.1 above.
- 20.1.4 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.

- 20.1.5 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.
- 20.1.6 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.

20.1.7 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.

20.1.8 Byes shall be entered into Croquetscores.com as “Bye”. This ensures that they are correctly dealt with by Croquetscores.com.

20.2 Draw and Process (The Two-Life System)

20.2.1 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 appropriate size (for 4, 8, 16, 32 or 64 players). 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	3

- 20.2.2 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 –

Order for 1 to 4 entries		Order for 5 to 8 Entries				Order for 9 to 16 entries				
1 v 3	2 v 4	1 v 5	3 v 7	2 v 6	4 v 8	1 st 8	1 v 9	5 v 13	3 v 11	7 v 15
						2 nd 8	2 v 10	6 v 14	4 v 12	8 v 16

Order for 17 to 32 entries					Order for 33 to 64 entries				
1 st 8	1 v 17	9 v 25	5 v 21	13 v 29	1 st 8	1 v 33	17 v 49	9 v 41	13 v 45
2 nd 8	3 v 19	11 v 27	7 v 23	15 v 31	2 nd 8	5 v 37	21 v 53	25 v 57	29 v 61
3 rd 8	2 v 18	10 v 26	6 v 22	14 v 30	3 rd 8	3 v 35	19 v 51	11 v 43	27 v 59
4 th 8	4 v 20	12 v 28	8 v 24	16 v 32	4 th 8	7 v 39	23 v 55	15 v 47	31 v 63
					5 th 8	2 v 34	18 v 50	10 v 42	26 v 58
					6 th 8	6 v 38	22 v 54	14 v 46	30 v 62
					7 th 8	4 v 36	20 v 52	12 v 44	28 v 60
					8 th 8	8 v 40	24 v 56	16 v 48	32 v 64

- 20.2.3 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.

- 20.2.4 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.

20.3 Two-Life Variations

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

- 20.3.1 **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.

20.3.2 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.

20.4 The Automatic Two-Life System

20.4.1 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.)

20.4.2 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.

20.4.3 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 20.4.4 below before the pairings are determined.

20.4.4 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.

20.4.5 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.

20.4.6 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 20.4.3 above.

- 20.4.7 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.

20.5 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 Tournament Managers' Guide.

20.6 XY and XYZ Multi-level Knockouts

- 20.6.1 These multi-level knockouts may be used in competitions to provide ongoing play opportunities for players should they lose a match within each level. For example:
- 20.6.2 Competitors may be entered to the X draw (or the main knockout) by various methods e.g. their Dgrade rankings, preliminary play results for the knockout qualifiers, or Players' Choice seeding (see Appendix 2). The method will be determined and communicated to players by the event's organising body.
- 20.6.3 Competitors who lose their first match in the main knockout will automatically enter the Y Draw. Tournament organisers may describe this draw as the Bowl event to provide motivation and a meaningful competition. Names are entered on the draw chart in the same order as they were drawn in X.
- 20.6.4 Competitors in the Bowl event who lose their first match in that event and their second match loss overall will enter a Z draw to provide continuity of play.
- 20.6.5 Competitors who lose their second match in the main knockout will automatically enter a separate draw. Tournament organisers may describe this draw as the Shield event to provide motivation and a meaningful competition. Names are entered on this draw chart in the same order as drawn in X.
- 20.6.6 Players should be encouraged to play through the semi-final stages of these knockout levels to provide game opportunities for all players. Players knocked out at the semi-final stage could elect not to play on.

20.7 Section Play

- 20.7.1 The competitors are drawn into the required number of sections.
- 20.7.2 During section play, each competitor in a particular section is given the opportunity to play every other competitor in that section.
- 20.7.3 Unless specifically stated otherwise, each match consists of a single game. Multi-game matches are dealt with in Regulation 20.7.8 below.
- 20.7.4 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.

20.7.4.1 In the Play-off method, the winner among the tied players is found by a play-off arranged on the Knockout method.

20.7.4.2 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.

20.7.5 Subject to the provisions of 20.7.6 and 20.7.7, 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.

20.7.6 Section play may be used as the qualifying stage of an event, to be followed by further stages played according to sub-sections 20.1, 20.2, 20.5 and 20.6 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.

20.7.7 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.

20.7.8 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.

20.7.9 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 20.7.4 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 20.7.4 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 their control) a player has failed to start one or more games, they shall be deemed to have played and lost them by the maximum margin, and all their matchpoints (but not those of their 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 20.7.9(C) applies.
 - (e) Appendix 9 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 20.7.4 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 20.7.9(A)(4) above is applied, except that the following Regulation applies instead of 20.7.9(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 20.7.4.1 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 20.7.4.2 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.

20.7.10 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	Round2	Round 3	Round 4	Round 5	Round 6	Round7
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

	Round 8	Round 9	Round 10	Round 11	Round 12	Round 13	Round 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

20.8 Super Section Play

20.8.1 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.

20.8.2 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.

20.8.3 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.

20.9 Swiss Events

20.9.1 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.

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

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

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

20.9.2.3 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.

20.9.2.4 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.

20.9.2.5 A player who cannot be paired as above is paired instead with the unpaired player whose record is closest to their own.

20.9.2.6 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.

20.9.3 Byes

20.9.3.1 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.

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

20.9.4 Tie-Breaking Procedures

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

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

20.9.4.3 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.

20.9.4.4 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.

20.9.4.5 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

20.9.4.6 If there is still a tie, the title may be shared, or a knockout play-off may be used.

Note: Experienced managers may use;

Sum of opponents wins or;

Sum of wins after each round

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

20.10 Progressive Swiss Events

20.10.1 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.

20.10.2 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.

20.11 Flexible Swiss Events

20.11.1 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.

20.11.2 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 20.9.2.4 and 20.9.2.5.

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

20.11.3 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.

20.12 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 they have played at least a required minimum number of games.

20.12.1 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	2	150	9	100
-2.5	195	2.5	145	10	95
-2	190	3	140	11	90
-1.5	185	3.5	135	12	85
-1	180	4	130	14	80
-0.5	175	4.5	125	16	75
0	170	5	120	18	70
0.5	165	6	115	20	65
1	160	7	110	22	60
1.5	155	8	105	24	55

20.12.2 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.

20.12.3 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

20.12.4 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.

20.12.5 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.

20.12.6 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.

- 20.12.7 The winner of the event is the competitor who, having played at least the required minimum number of games, has the most improved rating.
- 20.12.8 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 their own.
- 20.12.9 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 20.12.2 to 20.12.8 above apply for Egyptian events played on handicap.

Appendix 1

(a) The CNZ AC Open Championships

Seeding

Singles

- Seeding for the preliminary sections of the singles will be carried out as described in Regulation 19, 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)

Doubles

- If preliminary sections are to be used then seeding for the preliminary sections will be carried out as described in Regulation 19 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.

Method of Playing the Event

The CNZ AC 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 may, with the agreement of the CNZ Tournament Management Committee liaison, choose a different number of sections, if that would better suit the number of entries.

Upon completion of section play thirty-two players may 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 Regulation 20.

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 semi-final onwards.
- (b) **The Bowl.** All players who are knocked out of the Open Singles Knockout prior to the Quarter-Finals will automatically be entered to the Bowl knockout. A Z knockout will follow for players who lose their first match in the Bowl.
- (c) **The Shield.** All players who lose their Quarter-final match in the Open Singles knockout will automatically be entered to the Shield semi-final.
- (d) **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, a minimum of 3 hours plus Law 61 per single game matches, 4–7–10 hours are recommended for best of 3. For best of 5 then 3.5-6.5-8.5-10.5-12.5 hours are recommended. 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 CNZ GC Open Championships

Seeding

Singles

- Seeding for the preliminary section play will be carried out as described in Regulation 19 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 19 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.

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 may, with the agreement of the CNZ Tournament Committee liaison, 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 Regulation 19.

The remaining players will play in the plate event.

- Open Knockout.** Each match shall be played as best of three, 13-point matches. At the manager's discretion, the manager may choose to play best of five 13-point matches, from the semi-final onwards.
- Plate.** All players who do not qualify for the open knockout are eligible to play in the Plate. The Plate shall be played as section play, with eligible players randomly drawn into 2 or 4 sections. Upon completion of the Plate section, 8 players shall qualify for the Plate knockout based on block finishing positions. 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 games.
- (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 play an extension period of 2 full rotations of the four balls. If the scores are tied at the completion of the extension period, the next hoop in order will be contested to determine the winner.

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.

It is recommended that this method is only used for when the knockout stage includes 16 or more players, with more than 2 blocks.

How it works

The block winners are listed in updated World Ranking Grade order. They will choose, with the fourth ranked block winner selecting first followed by 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 3rd, 4th 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 2nd placed players from the blocks are listed in order of updated World Ranking Grade and named E, F, G and H.
- c. The four 3rd placed players from the blocks are listed in order of updated World Ranking Grade and named I, J, K and L.
- d. The four 4th 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.
- f. You will see that the four 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

- a. Player D is offered the first chance to choose any position numbered 1–4.
Player A then chooses any of the three remaining positions 1–4.
Player B then chooses one of the remaining two positions 1–4.
Player C is then placed in the remaining position 1–4.
- b. 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 winner's quarter and the draw will become self-balancing.

- c. 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.

- d. 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, the player's 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 Manager's 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 the representative fails to do so, the manager should randomly allocate 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

(a) The Arthur Ross Memorial Event

AC National Competition Open to All Players

Special Conditions

1. The Competition must be a separate event and publicised as “The Arthur Ross Memorial Event”.
2. Play shall be under handicap conditions.
3. Full size lawns shall be used wherever possible for club and association competition. The National finals will be played on full sized lawns.
4. Associations shall: set the starting dates for club competitions, set the date for the association play-off, determine the most appropriate format for selecting the representatives, ensure that the event complies with the key criteria (e.g. 3-hour handicap games) and is played according to CNZ tournament regulations;
5. Club winner should be found through competitive play, but if there is only one entry, that player may enter the association play-off. If there is only one club winner in an association that player may enter the national final.
6. The association play-off should not clash with other CNZ fixtures.
7. The association winner will play in the national final held in March/April of each year;
8. The association winner’s name will be sent to the Chief Executive along with the club and association charts at least 14 days prior to the date of the national final.
9. In the event of a club winner not being available for the association play-off, or an association winner not being available for the national final, the highest finishing available player may play in their place.
10. In the event there is an uneven number of entries in the national final the host association will have the right to enter a second player, being the highest finishing available player from that association’s play-off. If the additional entry from the host association is not possible, a next highest placed player from an adjacent association playoff may be invited by the host association.
11. Players must be available for a full day of playing during daylight hours every day of the tournament. The manager’s intention is not to start a match within 3 hours of sunset, unless both players agree.
12. Only financial members affiliated to CNZ through a club or affiliated school are eligible for entry into the Arthur Ross Memorial event. If certified in more than one association, a player can play in only one association.
13. A player who is a member of more than one club (whether in one or more associations) may only enter this event in one club.
14. A time limit of three (3) hours and Law 61 will apply for all games, including the Final.
15. Associations and Clubs are requested to draw the attention of their players to the Conditions as set out in the Year Book advertisement.
16. An Affiliated School that needs assistance to arrange its competition should contact the Association in its area for advice.

Appendix 3

(b) The Don Reyland Memorial Stars Event

GC National Competition Open to All Players

Special Conditions

1. The competition must be a separate event and publicised as “The Don Reyland Memorial Stars Event”.
2. Play shall be under Advantage Play conditions.
3. Full size lawns shall be used wherever possible for club and association competition. The National finals will be played on full sized lawns.
4. Associations shall: set the starting dates for club competitions, set the date for the association play-off, determine the most appropriate format for selecting the representatives, ensure that the event complies with the key criteria (e.g. games in this competition will be Golf Croquet singles 13-point Advantage Play games) and is played according to CNZ tournament regulations;
5. Club winner should be found through competitive play, but if there is only one entry, that player may enter the association play-off. If there is only one club winner in an association that player may enter the national final.
6. The association play-off should not clash with other CNZ fixtures.
7. The association winner will play in the national final held in March/April of each year.
8. The association winner’s name will be sent to the Chief Executive along with the club and association charts at least 14 days prior to the date of the national final.
9. In the event of a club winner not being available for the association play-off, or an association winner not being available for the national final, the highest finishing available player may play in their place.
10. In the event there is an uneven number of entries in the national final the host association will have the right to enter a second player, being the highest finishing available player from that association’s play-off. If the additional entry from the host association is not possible, a next highest placed player from an adjacent association playoff may be invited by the host association.
11. Players must be available for a full day of playing during daylight hours every day of the tournament. The manager’s intention is not to start a match within 3 hours of sunset, unless both players agree.
12. Only financial members affiliated to CNZ through a club or affiliated school are eligible for entry into the Don Reyland Memorial Stars event. If certified in more than one association, a player can play in only one association.
13. A player who is a member of more than one club (whether in one or more associations) may only enter this event in one club.
14. Games will be untimed.
15. Associations and Clubs are requested to draw the attention of their players to the Conditions as set out in the Year Book advertisement.

Appendix 4

Reimbursements to Associations for CNZ Tournaments

Each Association staging a CNZ Fixture will receive reimbursement from Croquet New Zealand at rates set from time to time by the Chief 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 will be given to the Association delegates at the CNZ AGM.

Rates set:

Association Croquet Games	\$6.50 per game
Golf Croquet Games	\$2.50 per game

Manager/s Allowances and Tournament Expenses:

NZ Open, GC Nationals, U21 GC Championship	\$50.00 per day
All Other Events	\$35.00 per day
Assistant Manager/s*	\$25.00 per day
Referee of Tournament	\$25.00 per day
Balls:	\$2.00 per set per day
Hoops:	\$5.00 per set per day
Clubhouse Fees: when included in entry fees	\$5 per player, per day

All payments include GST.

* The CNZ Tournament Committee will determine if assistant manager/s is/are required. Assistant manager/s will be eligible for payment if the role is intended and approved by the CNZ Tournament Committee to manage at an additional venue/s or to assist a Playing Manager. If Associations elect to appoint additional assistant manager/s (e.g. for training purposes) the Association will be responsible for their costs.

**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 Chief Executive 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 5

Playing conditions for CNZ Official Tournaments

1. Purpose

To establish standardised measurements for lawn speed, hoop settings, and turf conditions, ensuring hosts of CNZ tournaments can provide the desired playing conditions.

CNZ official tournaments are classified into tiers, as outlined in the table below. Before bidding for or accepting the allocation of a CNZ Official Tournament, Host Associations are encouraged to assess their ability to meet the required playing conditions.

2. Tiered Events

AC	GC
Tier One AC Open Championships North Island/South Island Champs Top AC Invitation Second AC Invitation Men's and Women's Championships Selectors' A v B or equivalent	Tier One GC Open Championships North Island/South Island Champs Top GC Invitation Second GC Invitation U21 GC Championships U21 v NZ Select
Tier Two Third AC Invitation Women's AC Invitation Arthur Ross Memorial Final Other Official Events	Tier Two Third GC Invitation Women's GC Invitation SSNZ Secondary Schools Competitions Don Reyland Memorial Stars Final Women's GC Championship CNZ 3+ Championship Other Official Events

3. Turf Conditions for all CNZ Official Tournaments

To ensure a high standard of play, host venues must maintain consistent turf conditions across all tournament lawns. This means a uniform lawn speed to ensure predictable ball movement and a smooth, even grass surface to minimise irregularities. Grass coverage should be consistent, avoiding patchiness, bare areas, or variations in density that could affect shot accuracy. Regular maintenance - such as mowing to a standard height and appropriate watering - is essential. Hosts should also monitor and respond to weather effects, such as excessive dryness or saturation, to preserve consistent playing conditions. Further guidance on turf management and remedial work can be found in the publication Establishment and Management of Croquet Lawns in New Zealand (NZ Sports Turf Institute, 2022), which is available from Croquet NZ.

4. Lawn speed and hoop dimensions

AC Tier 1

Recommend 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.

Tournaments exceeding 5 days should include a plan to relocate hoops to new hoop holes at least once during the event.

AC Tier 2

Recommend 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 $\frac{1}{16}$ of an inch with an upwards tolerance of $\frac{1}{16}$ of an inch and a downwards tolerance of zero unless otherwise advertised. Time permitting, hoops should be moved to fresh holes for the final.

GC Tier 1

Recommend 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

Recommend 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).

Hoops to be set to the largest ball plus $\frac{1}{16}$ of an inch with an upwards tolerance of $\frac{1}{16}$ of an inch and a downwards tolerance of zero unless otherwise advertised. Time permitting, hoops should be moved to fresh holes for the final.

5. Measuring lawn speeds

Measuring 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.

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 i.e., north boundary to south boundary. 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. A Timekeeper, standing at the opposite boundary, 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.

6. Process

A minimum 50% of lawns at any venue to be used for the event must be tested. The average figure of all lawns tested will be referred to as 'Lawn Speed'.

It is advisable to conduct lawn speed tests no more than one day after mowing and prior to any watering.

CNZ should be advised of the lawn speed at the conclusion of each test.

Test 1

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

The Tournament Manager will have completed Test 1 prior to the pre-tournament manager's meeting with Tournament Committee liaison.

Test 2

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

Update the Tournament Committee liaison with the test results.

Test 3

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

Update the Tournament Committee liaison with the test results.

7. During the Tournament

It is desirable to increase rather than decrease lawn speeds during a tournament. Watering should be suspended for tournaments of short duration (3-4 days) and only applied when necessary to maintain the consistency of playing conditions over longer periods.

Mowing schedules of approximately every 3rd day during the tournament should be planned well in advance with the least disruption to tournament play.

8. Tolerances and metric equivalents

Table 1: Dimensions subject to tolerances

Subject	Imperial units	Tolerance	Metric units	Tolerance
The court	35 yards 28 yards	+/- 6 inches +/- 6 inches	32.0 m 25.6 m	+/- 152 mm +/- 152 mm
Peg and hoops	7 yards	+/- 12 inches	6.4 m	+/- 305 mm
The Peg	18 inches 6 inches 1½ inches	+/- 1 inch n/a +/- ¼ inch	457 mm 152 mm 38 mm	+/- 25 mm n/a +/- 6 mm
Balls	3⅝ inches 16 ounces	+/- 1/32 inch +/- ¼ ounce	92 mm 454 grams	+/- 0.8 mm +/- 7 grams

Table 2: Hoop clearances (largest ball +)

Imperial units	Metric units
1/8 inch	3 mm
1/16 inch	1.5 mm
1/32 inch	0.8 mm
1/64 inch	0.4 mm

9. Hoops

Quadway hoops will be used for all events.

Appendix 6

Silver Badge Competition

The Chief Executive 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 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 shall hold a competition, including one where the format allows for Silver Badge play to occur in combination with another competition, for example Association Grades, thereby providing a more meaningful competition. The competition shall be open to all players in the above handicap ranges. However, if the total entry is to be limited, guaranteeing at least one place in each grade to each participating Club. Subject to Clause 8 below, the Silver Badge will be awarded to the highest placed player affiliated to that Association.
 - (a) If places in the Association competition are to be limited, clauses 3–7 must be used.
3. The Club event for both AC & GC shall be deemed to have commenced 6 weeks prior to the closing date specified for the Association event.
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. If a member's handicap changes following the commencement of this competition, they will still be eligible to play in that grade for the Association event.
6.
 - (a) Immediately on completion of the Club competitions, the names of the winners and competition charts shall be forwarded to the Manager of the Association event or by the date specified by the Association.
 - (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.

7. Each Association will decide the method of play for the Association competition and if necessary, the Club competitions; the two methods need not be the same.
8. A player who is a member of more than one Club (whether in one or more Associations) may only represent the Club in which they are affiliated to CNZ and can only compete within that Club's Association Silver Badge competition.
9. Associations should ensure that all qualifying events (both club and association) are entered on Croquetscores.com.
10. A player is entitled to enter in one grade for GC and one grade for AC. Once the competition has started, they may not compete in another grade.
11. If there are no players in a grade, players may play "up" a grade to enable them to participate. If they elect to do so, they are not eligible to receive the Silver Badge from their original grade. No player may play "down" a grade.

Appendix 7

Reciprocity of Membership

From the World Croquet Federation (WCF) Statutes

164. RECIPROCITY OF MEMBERSHIP

- 164.1 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.
- 164.2 A visiting player who is currently affiliated and in good standing with their Member association should arrange for a letter of introduction to be emailed by their Member association to the Member to be visited and the organising body of each tournament in which they wish to play.
- 164.3 Members should provide details to fellow Members if any visiting player fails to observe the highest standards of behaviour and conduct. Such a player could be denied a letter of introduction on a future occasion.

Appendix 8

Selection Procedure for the Invitations in the 2025-26 Season

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

Croquet New Zealand will ask players to put in their Expression of Interest (EOI) to be selected for one of the invitations. The EOI will be due by date(s) determined annually by CNZ and advertised on the CNZ website and through Croquet Matters.

There will be four categories:

- AC Invitations
- Women's AC Invitation
- Women's GC Invitation
- GC Invitations

AC Invitations

For the AC Invitations the selectors will select up to twenty-six players and a reserve list from the players who have expressed an interest in being selected and 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). CNZ reserves the right to invite players who may not meet these criteria to fill vacant positions.

If players in the initial selection of twenty-six 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.

Selected players will be notified of their entry to the relevant invitation event (Top 8, Second 8 or Third 10). Automatic promotion from the Third 10 to the Second 8 is possible should there be withdrawals from that event. After 14 February, promotion is optional.

The initial notification of selection will occur approximately five weeks prior to the event.

Women's Invitations (AC and GC)

The relevant selectors will select up to ten players and a reserve list from the players who have expressed an interest in being selected and 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 initial notification of selection will occur approximately 5 weeks prior to the event.

GC Invitations

For the GC Invitations the selectors will select up to thirty players and a reserve list from the players who have expressed an interest in being selected and who meet the following criteria:

- Have played in a Croquet New Zealand national event in the current or previous season; or
- have a world ranking.

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.

Selected players will be notified of their entry to the relevant invitation event (Top 10, Second 10 or Third 10). Players in the Second 10 will be automatically promoted to the Top 10, if needed. Optional promotion from the Third 10 to the Second 10 is possible should there be withdrawals from that event.

The initial notification of selection will occur approximately five weeks prior to the event.

Appendix 9

Example of the use of Matchpoints to resolve incomplete sections

This appendix is intended to clarify Regulation 20.7.9(A)(4) by providing a worked example. The principle is that each player is given a matchpoint score, calculated by comparing their results with those of each of the other players in turn: the player 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 20.7.4.1 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 the player's 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 their remaining games (against B and D) and only the game between D and F was unable to be played due to flooding, Regulation 20.7.9(A)(1)(b) 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 20.7.9(A)(4)(d) again, E beat C so is 4th, leaving C 5th.

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