

The Croquet World Series for the MacRobertson Shield

Regulations for the Competition

PREAMBLE

This document is a consolidated version of two documents previously issued; they are:

1. the Regulations (“the 2003 Regulations”) which were adopted prior to the 2003 competition by the Australian Croquet Association, The (English) Croquet Association, the New Zealand Croquet Council and the United States Croquet Association (“the Governing Bodies”),and,
2. the 2006 Arrangements, detailing the specific arrangements for the 2006 event, mostly unchanged from 2003. The main change from 2003 is the insertion of a rest day between the second and third pair of Tests and the inclusion of Impasse Rule 21.

GENERAL

1. The Competition

The Croquet World Series for the MacRobertson Shield (“the Trophy”) will be competed for by Association Croquet teams representing:

- (a) Australia;
- (b) Great Britain;
- (c) New Zealand; and
- (d) United States of America.

For the purposes of the competition, Great Britain is deemed to be one country and The Croquet Association is deemed to be the croquet governing body for that country. Other countries may apply to enter the competition and will be accepted on the unanimous agreement of the existing participants.

2. Amendments to these Regulations

These Regulations may only be amended by the unanimous agreement of the Governing Bodies.

3. Applicable Laws and Regulations for Tournaments

The applicable Regulations for Tournaments shall be the following parts of the Australian Regulations for Tournaments:

Regulation 12 - Tournament Manager

Regulation 4 - Tournament Referee

Regulation 6 - Referees in Charge and Regulation 5 in so far as it effects the powers and duties of a Referee in Charge (Supervising Referees will not be appointed)

Regulation 7 - Referees on Request. This Regulation also covers Referees on Appeal and Spectator Referees.

Disputes relating to the Laws and their interpretation shall be the subject of an appeal to the Tournament Referee only.

4. Venues and dates of forthcoming Series

The venue and dates of the next Series and the venue and approximate dates of the following Series shall be agreed during the current Series after liaison with the World Croquet Federation. The interval between successive Series shall be at least three years and not more than four years.

5. Hosting of the Competition

- (1) The 2006 Series will be played in Australia and hosted by the Australian Croquet Association.
- (2)
 - (a) The Series will be held at the Rich River Golf Club Resort and Shepparton Croquet Club.
 - 18-22 November – GB v NZ and USA v AU
 - 23-27 November – GB v USA and NZ v AU
 - 29 November - 3 December – GB v AU and NZ v USA.
 - (c) Dawson International balls will be used.
 - (d) Gary Fox has been appointed Tournament Manager. He will also act as Test Match Manager for each Test Match.
 - (e) Owen Edwards has been appointed as Referee for the Series. He will act as Tournament Referee at each Test Match.

The teams are abbreviated as follows:

AU – Australia

GB – Great Britain

NZ – New Zealand

USA – United States of America

- (3) The Host shall:
 - (a) determine the venues and dates for the Test Matches and allocate courts of a satisfactory standard;
 - (b) provide hoops with an internal width which is 1/16 inch wider than the largest diameter of any ball to be used on the relevant court with a downwards tolerance of 1/32 inch;
 - (c) provide balls of satisfactory manufacture which have been agreed in advance with the other Governing Bodies;
 - (d) appoint a Tournament Manager for the competition and a Test Match Manager for each Test Match;
 - (e) appoint a Tournament Referee and Referees for each Test Match;
 - (f) appoint an Appeals Committee consisting of the Tournament Manager and one representative of each competing country which may be convened at the request of a team captain to adjudicate in disputes between two or more

teams on all matters other than the Laws and their interpretation.

6. The Trophy

- (1) The holders of the Trophy shall be responsible for its safe custody, transport to the venue of the next Series and delivery to the Host at the commencement of the Series.
- (2) The Host shall accept delivery of the Trophy from the holders at the start of the Series, display it at Test Match venues if practicable and deliver it to the winning team.

7. Player qualifications

- (1) Each team shall consist of players duly qualified to represent their respective countries. A player is so qualified if:
 - (a) he was born within the jurisdiction of that country; or
 - (b) either of his natural or adoptive parents was born within the jurisdiction of that country; or
 - (c) he is a citizen of that country, is entitled to hold a passport issued by that country and has lived there for 36 consecutive months at some time; or
 - (d) he has been a permanent resident of that country for a period of 24 consecutive months immediately prior to the competition.
- (2) In (1)(c) and (d) above:
 - (a) residence solely for the purpose of education at a school, college or university shall not be included; and
 - (b) absences not exceeding 90 consecutive days relating to holidays, representative croquet tours or business shall not be taken into account.
- (3) A player who has represented a country in a 26-point Association Croquet event controlled by the World Croquet Federation and/or participating governing bodies may not represent another country for which he is qualified unless a period of 36 consecutive months has elapsed since his last appearance for the former country.

8. Format of the series

The Series shall consist of six Test Matches, each involving a different pair of teams, played in accordance with Regulation 15. Subject to Regulation 12, each team shall consist of six players.

9. Announcement of Teams

- (1) There will be a management meeting on 17 November at 4:00 pm at Rich River Resort. One or more representatives from each team are asked to attend. Each team will submit the 6 singles players in order of merit (1-6) and 3 doubles pairs, designated 1, 2 and 3 (not necessarily in order of merit) in writing to the Tournament Manager at or before this meeting.
- (2) For the avoidance of doubt, teams are permitted to change the singles order of merit to reflect current singles form and the doubles pairings between Test Matches. Any changes to the order of play should be advised to the Tournament Manager before the start of subsequent tests and preferably by 4.30pm the day preceding the particular test.

10. Casualties

(1) A temporary casualty is defined as a player who is unable to begin a match when called upon to do so or who becomes unable to complete a match but is expected to recover quickly.

(2) A permanent casualty is defined as a player who is unable to take any further part in a Test Match.

11. Temporary casualties

(1) If a team suffers a temporary casualty, the Tournament Manager shall have discretion to alter the order of play in order to complete the matches involving the casualty within the scheduled period of the Test Match.

(2) If, at the end of the Test Match, a match involving the casualty remains outstanding and could affect the result of the Test Match, the Tournament Manager shall have discretion to direct that the match shall be played at the same venue on the following day or at a venue to be arranged by the Host on the day following the sixth Test Match.

(3) If a temporary casualty is unable to resume play soon enough to ensure in the opinion of the Tournament Manager (in consultation with the relevant captains) that at least all but one of his matches can be completed in the scheduled period of the Test Match, he shall be deemed to be a permanent casualty and the provisions of Regulation 13 shall apply.

12. Permanent casualties before a Test Match

(1) If a team suffers one or more permanent casualties before the start of a Test Match, the Captain may elect to introduce one or more substitutes or to field a smaller team or to introduce one or more substitutes and field a smaller team. However, if a team is unable to field at least four players at the start of a Test Match, it shall concede the Test Match to the opposing team.

(2) Any substitutes introduced after the teams have been announced in accordance with Regulation 9 shall be placed at the bottom of the singles order of merit but the doubles pairings may be changed.

(3) If a team is reduced in accordance with (1) above, the opposing team shall be reduced to the same number of players.

13. Permanent casualties during a Test Match

If a team suffers a permanent casualty after a Test Match has begun, any uncompleted match involving the casualty shall be conceded to the opposing team, the remaining matches involving the casualty shall be cancelled and the Test Match shall be deemed not to include the cancelled matches. If such cancellation causes the number of matches in the Test Match to become an even number and the Test Match ends in a tie, the result of the Test Match shall be decided by a tie-break consisting of one doubles match, the result of which shall be taken into account for the purposes of Regulation 14 if necessary. Each captain shall nominate any two members of his team to contest the tie-break. The Tournament Manager shall have discretion to alter the order of play to accommodate a play-off or to direct that it shall be held at the same venue on the day following the scheduled period of the Test Match or at a venue to be arranged by the Host on the day following the sixth Test Match.

14. Determining the Winner

- (1) The Trophy shall be won by the team which wins:
 - (a) three Test Matches; or
 - (b) two Test Matches and the highest percentage of matches won in the competition (if two or three teams win two Test Matches).
- (2) If two or three teams have won two Test Matches and the same percentage of matches won then the trophy shall be shared.

15. Order of play

(1) Subject to Regulation 12, each Test Match shall consist of nine doubles matches and twelve singles matches. A match is best of 3 advanced games with no time limits. These matches shall be played in five rounds over five consecutive days in which the following schedules may be used:

(1) the first, second and fourth rounds shall consist of three doubles matches and the third and fifth rounds shall consist of six singles matches.

(2) The first, third and fifth rounds shall consist of three doubles matches and the second and fourth rounds shall consist of six singles matches.

(2) The order of play will be:

• **18-22 November**

GB v NZ: schedule 1 (see Regulation 15(3)(a))

USA v AU: schedule 2 (see Regulation 15(3)(b))

• **23-27 November**

GB v USA: schedule 2 (see Regulation 15(3)(b))

NZ v AU: schedule 1 (see Regulation 15(3)(a))

• **29 November – 3 December**

GB v AU: schedule 1 (see Regulation 15(3)(a))

USA v NZ: schedule 2 (see Regulation 15(3)(b))

Court allocations will be announced by the Tournament Manager. There will be a short management briefing on 17 November at 4.00 pm at the venue. One or more representatives from each team are asked to attend.

(3) The order of play shall be as follows:

(a) For 15(1)(b)(1)

Rd.1 AD1 v BD2, AD2 v BD1, AD3 v BD3

Rd.2 AD1 v BD1, AD2 v BD3, AD3 v BD2

Rd.3 A1 v B2, A2 v B1, A3 v B4, A4 v B3, A5 v B6, A6 v B5

Rd.4 AD1 v BD3, AD2 v BD2, AD3 v BD1,

Rd.5 A1 v B1, A2 v B2, A3 v B3, A4 v B4, A5 v B5, A6 v B6

(b) For 15(1)(b)(2)

Rd.1 AD1 v BD2, AD2 v BD1, AD3 v BD3

Rd.2 A1 v B2, A2 v B1, A3 v B4, A4 v B3, A5 v B6, A6 v B5

Rd.3 AD1 v BD1, AD2 v BD3, AD3 v BD2

Rd.4 A1 v B1, A2 v B2, A3 v B3, A4 v B4, A5 v B5, A6 v B6

Rd.5 AD1 v BD3, AD2 v BD2, AD3 v BD1

(4) In (3) above, A1 to A6 and B1 to B6 represent the singles players of teams A and B in order of merit based on current singles form as announced in accordance with Regulation 9. AD1 to AD3 and BD1 to BD3 represent the doubles pairings of teams A and B without reference to an order of merit.

16. Permanent casualties before a Test Match

(1) If a Test Match is contested by teams of five players, the order of play shall be as follows:

Rd1: AD1 v BD1, AD2 v BD2
Rd2: A3 v B4, A4 v B3
Rd3: AD1 v BD2, AD2 v BD1
Rd4: A1 v B2, A2 v B1, A5 v B5
Rd5: A1 v B1, A2 v B2, A3 v B3, A4 v B4

(2) If a Test Match is contested by teams of four players, the order of play shall be as follows:

Rd1: AD1 v BD1, AD2 v BD2
Rd2: A1 v B2, A2 v B1, A3 v B4, A4 v B3
Rd3: AD1 v BD2, AD2 v BD1
Rd4: A1 v B1, A2 v B2, A3 v B3, A4 v B4
Rd5: tie-break of one doubles and two singles if required.

17. Times of Play and Meals

1. All matches will start at 9.00am (except that the start may be delayed by a ceremony on the first day of each Test Match). Play will continue if necessary until dark (approximately 8.15pm).

2. For each match, a one hour lunch break may be taken starting as follows:

- No sooner than 11.30am.
- No later than the end of the turn in progress at 1.00pm.
- If a game finishes after 12.00pm, then either player (or pair) may specify that the lunch break be taken then.
- Before the start of a turn after 12.30pm the player (or pair) about to play may specify that the lunch break be taken then.
- Otherwise by mutual agreement.

18. Practice during a Test Match

There will be a 5 minute practice period starting at 8.55am each day. During this time players may practice on their court using the 2 balls they will use in their first game. They may not run or attempt to run any hoops and may not shoot at the hoops or peg. Other practice (after play for instance) will be at the discretion of the Tournament Manager.

19. Unfinished matches

The Tournament Manager intends that all matches in the 2006 Series will be finished if reasonably possible. The following steps will be taken as necessary to ensure this:

- Unfinished matches will be continued at any opportunity on subsequent days

(however, unfinished matches will not take precedence over scheduled matches).

- Players with an unfinished match must be prepared to resume the match when directed by the Tournament Manager, including (if necessary for determining the outcome of the Series) the day following the sixth Test Match.
- Matches may be resumed on different lawns (even if pegged down) and at different venues.

20. Weather

The Tournament Manager shall have discretion to halt play on any court at any time due to:

- (1) Lightning or other severe weather that may threaten the safety of players and/or spectators, or;
- (2) Standing water that impedes normal play.

If play is halted, players must remain on site and available to immediately resume play upon notification by the Tournament Manager. All balls and clips will remain in place on the court unless the Tournament Manager directs that the match(es) be pegged down or balls marked in the case of temporary flooding.

21. Impasse Rules

(1) The referee will declare than an impasse exists if, in the opinion of the referee, the tactical situation is not evolving and neither side appears to be willing to attempt to score a point or otherwise to make a tactically significant move.

(2) This decision may be given in response to an appeal by either side that an impasse exists, or it may be given independently of any such appeal if the referee has decided on observation that an impasse exists.

(3) If on appeal, the referee decides that there is no impasse, play will continue normally. The referee will monitor the game until the tactical situation changes significantly, or until the referee decides that an impasse now exists.

(4) Once the referee has declared an impasse, play will continue normally for ten further turns (20 if there are only two balls in the game and both are for the peg). If the impasse still exists at the end of this period, the following remedies will be applied:-

(1) All balls still in play are removed from the lawn and then played back into the game from baulk. Except in 21.4.3 below, the clips are not moved. A coin toss will determine which side may choose to play first or second, unless there are only three balls remaining in the game, in which case the side with two balls will play first.

(2) If there are three or four balls still in the game, the game shall proceed normally.

(3) If only two balls remain in the game and both are for the peg, a tie-break contesting the last four hoops and the peg shall be played (the winning score will be recorded as 26-25). Both players are entitled to lifts under Law 36 of the Laws of Association Croquet.

(4) If only two balls remain in the game and they are not both for the

peg, play shall proceed normally except that no roquet will be allowed until the first strike of: the eleventh turn after the restart, or; the first turn after a turn in which the striker's ball has scored a hoop point for itself.

If, during the prohibition on roquets, the striker's ball hits the opponent ball, the stroke will be treated as though the opponent ball were dead.