

# **AUSTRALIAN CROQUET ASSOCIATION INC**

## **REGULATIONS FOR TOURNAMENTS – ASSOCIATION CROQUET**

These Regulations were formally adopted on 12 April 2011 and replace the Regulations adopted on 30 March 2010, 21 January 2010, 1 January 2009, 21 May 2008 and subsequently on 1 September 2008, which superseded the Regulations printed in the Australian Laws Book issued in October 2000.

### **PREAMBLE**

The Croquet Association, the Australian Croquet Association (A.C.A.), the Croquet Council of New Zealand and the United States Croquet Association have agreed that the Regulations for Tournaments within their respective jurisdictions are a domestic matter for the Association concerned.

### **GENERAL**

#### **1. LAWS AND REGULATIONS**

##### **(a) LAWS**

All fixtures played under the auspices of the A.C.A. shall be governed by the Laws of Association Croquet, and these regulations shall also apply.

##### **(b) ACA TOURNAMENTS**

All events held under the management of the A.C.A. shall be played under the current Laws of Association Croquet and Regulations for Tournaments unless otherwise provided for.

##### **(c) HOOP DIMENSIONS**

In tournaments (see Law 53(b)) the distances between the inner surfaces of the uprights of each hoop are to be set as close to the nominal distance (specified below) as can in practice be achieved. In each case the tolerance allowed is to be plus or minus 1/32 inch. In order for the setting to be lawful, the width of each hoop must be within 1/32 inch of the nominal distance. Either

- (1) 3 3/4 inches, or
- (2) Where advertised, 3 11/16 inches.

##### **(d) OTHER TOURNAMENTS**

State Associations and their affiliated clubs may adopt variations to these Regulations for Tournaments, but any such variations to these Regulations should be published with the tournament announcement if not already published.

#### **2. ELIGIBILITY TO COMPETE**

##### **(a) ELIGIBILITY**

Eligibility to compete in events conducted by the A.C.A., the State Associations and their affiliated clubs is restricted to affiliated players and overseas players affiliated to a Croquet Organisation which is a member of the World Croquet Federation.

### 3. OFFICIALS

#### (a) COMMITTEE OF MANAGEMENT

This Committee, which is referred to in these regulations, is the governing body controlling the tournament. The Executive of the A.C.A. is the Committee of Management for events controlled by the A.C.A.; Executive Committees of the various State Associations control state events, and Executive Committees of clubs who organise tournaments are the Committees of Management for those tournaments. The Committee of Management for an event shall appoint the Tournament Referee who must be an accredited Referee, and the Tournament Manager. These two appointees have equal authority within their areas of responsibility.

#### (b) TOURNAMENT COMMITTEE

The Tournament Committee shall be appointed by the Committee of Management to be responsible for the Tournament. The Tournament Referee and the Tournament Manager are to be included as members of the Tournament Committee. This Committee shall conduct all events in accordance with the current Laws and Regulations unless otherwise varied by the Committee of Management, and shall act as the grievance and/or discipline committee of the event.

#### (c) TOURNAMENT OFFICIALS

Every tournament must have a Tournament Referee, a Tournament Manager and, if the event is a handicap event, a Tournament Handicapper who are together responsible, each so far as his powers and duties are herein defined, for the interpretation and enforcement of the Laws and Regulations and the administration of the tournament. The powers and duties of all three officials may be discharged by one person.

#### (d) DOPING POLICY

Doping is forbidden. The doping policy of the Australian Sports Commission was adopted by the A.C.A. and applies to all players and officials. It is the responsibility of the players to ensure that they are aware of the doping policy which applies to all events.

**4 to 8.** *Regulations 4 to 8 have been replaced by Regulations R1 to R8 inclusive.*

### R1. DEFINITIONS

#### (a) AUTHORISED REFEREE

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

- (1) A **referee on request**, who generally may act only at the invitation of a player. A referee on request is said to be **inactive** when first authorised. He becomes **active** when he responds to a request by a player to exercise a power or duty or, exceptionally, intervenes in a game. He becomes **inactive** again when he quits the court believing that his duties have been discharged.
- (2) A **supervising referee**, who may act on his own initiative and thus is always active for games he is supervising. A supervising referee who looks after only one game is also called a **referee in charge**.

#### (b) QUALIFIED REFEREE

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

### **(c) TOURNAMENT REFEREE**

The official with responsibility for nominating and allocating authorized referees and hearing appeals. The tournament referee is also an authorised referee.

### **R2. POWERS AND DUTIES OF AN ACTIVE REFEREE**

The following powers and duties apply to both supervising referees and referees on request while active, subject to the restrictions in R4 on using certain information.

#### **(a) GENERAL POWERS AND DUTIES**

- (1) An active referee has power to decide all questions of fact and law. However if a referee is asked to rule on a matter for which he is insufficiently qualified, he should seek advice from or refer it to an authorised referee who is able to deal with the matter.
- (2) An active referee must try to ensure that the match is played in accordance with the Laws and conditions for the event.

#### **(b) STATE OF THE GAME**

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

#### **(c) RULING ON A PAST INCIDENT THAT IS IN DISPUTE**

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

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

#### **(d) FORESTALLING**

An active referee who observes or suspects that an error or interference is about to occur must forestall subject to the conditions that apply to the adversary under Law 23. He must not forestall while Law 23(b) applies.

#### **(e) BEFORE WATCHING A STROKE**

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

- (1) Ask the player what stroke he intends to play. The player must provide the referee with this information.
- (2) Choose the position from where to watch the stroke.
- (3) Ask another authorised referee to watch the stroke from a different position and tell him what he observes.

- (4) Tell the striker when he may play the stroke. If the striker plays before the referee is ready, the referee may order the stroke to be re-played.

#### **(f) REFEREE GIVING INFORMATION TO PLAYERS**

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

- (1) If asked about the state of the game at any time, an active referee should do what he can to inform a player, subject to (g) below.
- (2) An active referee must state the law on any matter if asked by a player, and may volunteer it at his discretion.
- (3) A referee may explain the reasons for a ruling at his discretion, and must do his best to explain the reasons if a player asks him.
- (4) A referee may not otherwise give information or advice to a player. In particular, a referee must not state whether a ball has been moved or shaken when a wiring lift may ensue unless asked by a player or unless a fault has occurred.

#### **(g) TESTING FOR A WIRED BALL**

Referees are reminded of the following laws:

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

#### **(h) ADJUSTING COURT SETTINGS**

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

- (1) Consider the effect on any other game on the court.
- (2) Act consistently with Law 2(b)(5) (which forbids some types of adjustments), and Laws 3(a)(3) and 3(b)(3) (which place restrictions on adjusting a hoop or the peg).

#### **(i) ENTERING THE COURT**

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

### **R3 POWERS OF AN INACTIVE REFEREE**

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

- (a)** To ensure that play is lawfully continued after an error or interference is claimed or admitted, but only if the players appear unable to deal with the issue themselves and no referee is active. If one is, and the inactive referee has relevant evidence, he may offer himself as a witness.
- (b)** On hearing a player give erroneous information on the Laws to his adversary.
- (c)** If a ball is pegged out in breach of Law 38.

### **R4 RESTRICTIONS ON USING INFORMATION OBTAINED EARLIER**

**(a)** The following restrictions apply only to an active referee on request and to a supervising referee who is allocated to a game after it has started. They override the powers and duties specified in R2.

- (1) A referee may not use, or draw attention to, knowledge about the state of the game that he acquired while he was inactive.

- (2) The same applies to knowledge acquired while he was active on a previous occasion, but only if at least one stroke has been played since he acquired the information.

**(b)** These restrictions do not apply to knowledge relating to a issue:

- (1) to which a player has drawn attention; or
- (2) for which the referee has intervened under R3; or
- (3) which would be apparent to a referee who had not previously seen the game.

## **R5 THE TOURNAMENT REFEREE AND HIS DUTIES**

### **(a) TOURNAMENT REFEREE**

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

### **(b) APPOINTMENT OF DEPUTY TOURNAMENT REFEREES**

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

### **(c) NOMINATION OF REFEREES**

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

### **(d) ALLOCATION OF REFEREES**

- (1) The organising body responsible for the tournament has power to decide whether authorised referees will be supervising or on request.
- (2) Subject to any such direction, the tournament referee may allocate himself or other authorized referees to supervise or be available to act on request for one or more games or courts.
- (3) Irrespective of any such direction, the tournament referee has the power to allocate himself or another authorised referee as a referee in charge of a game.
- (4) The tournament referee must ensure that the players are told of any referees allocated to their game or court and whether they are supervising or on request.
- (5) If no referee has been allocated to a game, any authorised referee may act on request for it.

### **(e) CHECKING COURTS AND EQUIPMENT**

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

## **R6 APPEALS**

### **(a) GROUNDS FOR APPEALS**

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

- (1) questions of law, regulations or tournament conditions; or
- (2) rulings under Law 55; or
- (3) compromise decisions under R2(c)(3).

## **(b) POWER TO HEAR AN APPEAL**

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

## **(c) APPEALS ARE FINAL**

The decision on an appeal is final for the game.

## **(d) LIMIT OF CLAIMS**

A player cannot appeal if he has played a stroke after the ruling was given or if the opponent has played two strokes. However, in a singles game, if the adversary is absent and performing official duties, the adversary may appeal before the first stroke of his next turn.

## **(e) REPORTING OF APPEALS**

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

## **R7 PLAYERS PERFORMING FUNCTIONS OF REFEREES**

### **(a) PLAYERS WHO ARE QUALIFIED REFEREES**

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

### **(b) OTHER PLAYERS**

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

- (1) watch a stroke to decide:
  - a. Where a ball crosses the boundary.
  - b. Whether a ball hits the peg or another ball.
  - c. Whether a ball is moved or shaken, but only if specifically asked.
- (2) decide whether a ball:
  - a. Is on or off the court.
  - b. Breaks the plane of a hoop.

## **R8 Other Regulations**

- (a)** The presence of a referee does not relieve a player in a game of the duty to draw attention to an irregularity that he thinks the referee may have overlooked.
- (b)** The organising body of a tournament may modify these regulations in accordance with Law 54.
- (c)** Only an authorised referee may intervene in a game. However, any qualified referee may report a problem to the tournament referee or his deputy.

## **9. ABSENCE OF A DOUBLES PARTNER**

- (a) A doubles player absent at the start of a game may join the game later. The absent player may not start a turn until after the opponents have started a turn knowing that the previously absent partner has joined the game.
- (b) If a player starts a turn in contravention of (a) above they will be "PLAYING WHEN NOT ENTITLED (Law 25)".

## **10. HANDICAPS**

### **(a) RESPONSIBILITY**

The A.C.A. shall be responsible for issuing Australian handicaps.

### **(b) HANDICAP LIMITS**

Handicaps range from -3 to 5 in half-bisque increments, from 5 to 12 in whole bisque increments and from 12 to 20 in two bisque increments.

### **(c) OFFICIAL HANDICAPS**

Players will play on their official handicaps in events unless their handicap is changed by the Tournament Handicapper. In a handicap event, a competitor must play at the handicap that has become effective at the start of each game in that event.

### **(d) EVENT RESTRICTION**

Only events in which the current Laws of Croquet are used shall be taken into account for official handicap purposes.

## **11. THE TOURNAMENT HANDICAPPER**

The powers and duties of a Tournament Handicapper are as follows:

- (a) To give provisional handicaps to a competitor who has no official handicap and to alter such handicaps before or during play.
- (b) To alter official handicaps before or, if necessary in the interest of the tournament, during play and to inform the Tournament Manager of such alterations.
- (c) To report any changes made to a player's official handicap to the Secretary of the States concerned at the end of the event.

<b>MANAGEMENT OF TOURNAMENTS</b>
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## **12. THE TOURNAMENT MANAGER**

### **(a) POWERS AND DUTIES**

The powers and duties of a Tournament Manager are as follows.

- (1) To be a member of the Tournament Committee.
- (2) To be responsible for the conduct of all events contained in the tournament program.
- (3) To observe and adhere to all conditions for the tournament as contained in the Australian Tournament Regulations or approved by the Committee of Management for the event.

## **(b) BEFORE TOURNAMENT**

The Tournament Manager before the commencement of the Tournament shall:

- (1) Ensure that all Venue managers are conversant with their duties;
- (2) Familiarise all Venue Managers with the clerical preparation required, the allocation of matches to courts, and the recording and reporting of match results as required by the Tournament Manager;
- (3) Allot courts for practice;
- (4) Prepare all forms, result sheets etc. as required by Venue Managers in the performance of their duties.

## **(c) DURING TOURNAMENT**

The Tournament Manager during the Tournament is responsible for:

- (1) Adhering to all conditions for the tournament as contained in the Australian Tournament Regulations or approved by the Committee of Management for the event;
- (2) Arranging any daily draws to be available by 4:00pm on the preceding day;
- (3) Deciding, and if necessary in consultation with Venue managers, the suitability of weather (including whether it is too hot for play to start or continue) and court conditions for playing matches;
- (4) Forwarding results to persons designated by the Committee of Management;
- (5) Submitting a report including recommendations to the Committee of Management, if required.

## **(d) DELEGATION**

The Tournament Manager during the Tournament has the following powers and duties. If more than one venue is being used then the Tournament Manager will delegate these powers and duties to the Venue Managers.

- (1) To observe all conditions for the tournament as contained in the Tournament Regulations or approved by the Committee of Management for the event.
- (2) To ensure that regulation hoops are set to the required width and approved balls are used and to relocate hoops as necessary.
- (3) To allot courts for the matches to be played at the venue.
- (4) To ensure that courts are ready for play prior to the scheduled commencement of play.
- (5) To allow up to 15 minutes between games, except for a meal break. In that case, players are allowed up to 30 minutes between games.
- (6) To ensure that a clock or suitable electronic timepiece is available for each game and is visible to all players.
- (7) To ensure that matches commence at the designated starting time each day unless decided otherwise by the Tournament Manager.
- (8) To determine whether or not a player not in readiness to play at the appointed time, without a valid reason, be disqualified from that game. Such a player has the right of appeal to the Tournament Committee.
- (9) To report in writing to the Tournament Committee any player guilty of misconduct (N.B. Any deliberate substantial damage to equipment or courts shall be classed as misconduct.).
- (10) To peg-down unfinished games, or nominate a referee to do so, and in doing so avoid, if possible, a situation involving a ball in a critical position (Law 6(d));
- (11) To be responsible for setting out of the court prior to resumption of a pegged-down game.
- (12) Have the discretion to allow a 5 minute practice on the court immediately prior to the game with the actual balls to be used.
- (13) Have the discretion to allow other practice on the tournament courts.

### **13. ASSISTANT TOURNAMENT MANAGER**

The Committee of Management shall appoint an Assistant Tournament Manager who shall carry out all duties as requested by the Tournament Manager and deputise for the Tournament Manager as required.

### **14. VENUE MANAGERS**

The Committee of Management shall appoint Venue Managers who shall carry out duties as requested by the Tournament Manager and be responsible to the Tournament Manager for the conduct of events at their venue.

### **15. TIME LIMITS**

#### **(a) IMPOSING TIME LIMITS**

The Tournament Manager may impose a time limit 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; or on each game in any round of an event before that round commences.

#### **(b) UNLIMITED GAMES**

If no time limit had been imposed under (a) above, the Tournament Manager may impose a time limit of one hour on any game that has been in progress for at least 2 hours.

#### **(c) USING TIME LIMITS**

- (1) When a time limit has been imposed on a game, the players should arrange for an independent person or, failing that, one of themselves to be responsible for announcing audibly that the time limit has been reached.
- (2) Play then continues for an extension period in which the striker completes his turn and his adversary plays one subsequent turn. For the sole purpose of determining whether the striker's turn ends before or after time is called, it is deemed that his turn ends and the next turn begins as soon as he strikes the striker's ball or is deemed to have played it in the last stroke of his turn.
- (3) The side which has scored the greater number of points at the end of the extension period is the winner. If each side has scored the same number of points, play continues and the side for which the next point is scored is the winner.

#### **(d) USE OF BISQUES**

No half-bisque or bisque may be played at the end of either of the two turns which comprise the extension period. If play continues after the end of the extension period, any half-bisque or bisque may be played at the end of any subsequent turn.

#### **(e) STOP ON THE BELL**

Where a "stop on the bell" regulation has been imposed on a tournament, play will cease when the time limit is reached. If a ball has been struck before time is called, then the game ends when all balls come to rest. At the completion of the allotted time period, the winner is the side with the most points. If each side has scored the same number of points, then play continues and the side for which the next point is scored is the winner (see Law 53(g)(1)).

#### **(f) SUBJECT TO LAWS**

This Regulation is subject to Law 53(g)(2)(B) and Law 55(c)(7).

## EVENTS

### **16. IMPASSES**

If a game has reached a situation where, in the judgment of the referee, neither side is making any significant progress, the referee may rule that there is an impasse. The referee should determine which side last scored a point for itself, and at the start of a turn of that side the referee should announce that the following will begin:

- (a) Each side will be permitted to play three more turns, after which, if the referee rules that there still has been no progress, then in the fourth turn the side which last scored a point will be entitled to an "optional lift or contact" as provided under Law 36.
- (b) If further impasses occur in the same game, the side entitled to the optional lift or contact will alternate.
- (c) This procedure can be applied at any stage of the game and irrespective of the clip positions or the number of balls remaining in the game.

Note: It is not necessary for a point to be scored or a roquet made in order for progress to be made. Any substantial change in the on-court situation indicates that the original impasse no longer exists, though it is possible that another impasse could occur later.

### **17. GENERAL**

#### **(a) SEEDING**

Seeding is permitted in an event if it is advertised in advance.

#### **(b) ADJUSTMENT OF DRAW**

The draw may be adjusted only in order to avoid as far as possible an early meeting of: players from the same club/State; or close relatives; or players already drawn to meet in the first round of another event; or players of similar handicaps to avoid imbalance of playing strengths in divisional play events.

#### **(c) CONCEDED A MATCH**

If a match is conceded, the score of the conceding player at the time of conceding is recorded as that player's final score and the opponent's score is recorded as the maximum possible for the match being played.

### **18. KNOCK-OUT EVENTS**

#### **(a) SINGLE - LIFE EVENTS**

The draw is compiled using the Bagnall - Wild method as follows:

- (1) Determine the total number of entries and subtract this number from the next higher power of 2 (i.e. 4, 8, 16, 32, 64, ...). The result is the number of players receiving byes in the first round.
- (2) Subtract the number of byes from the number of entries and the result is the number of competitors in the first round.  
If the number of byes is even, half of the byes go into the top half of the draw and half into the bottom half or if the number of byes is not divisible by 4 (i.e. 2, 6, 10, 14, 18, ...) two more byes may be placed in the bottom half than in the top half; if the number of byes is odd, one more is placed in the bottom half than in the top half; within each half the byes may be distributed between the two quarters according to the same principle; similarly within each quarter between each eighth, etc.
- (3) The names of the players are then drawn at random and entered in the draw in the order they are drawn, starting at the top.

- (4) Should any name not be drawn and entered, the draw must be declared void and a new draw made.

Example 1: 21 entries give 11 byes and 10 players (5 matches) in the first round. 5 byes are placed in the top half of the draw and 6 in the bottom half.

Example 2: 22 entries give 10 byes and 12 players (6 matches) in the first round. 5 byes go in the top half and 5 byes in the bottom half or 4 in the top half and 6 in the bottom half.

### (b) THE TWO - LIFE SYSTEM

- (1) For the first life, called the Draw, is compiled as for a Single-life Event.
- (2) The draw for the second life, known as the Process, which must be the same size as the Draw, is compiled by listing the appropriate series of numbers from the table below. Next to each number is entered the name of the player next to that number in the Draw. Any player who is paired with a blank opponent receives a bye.
- (3) The winner of the Draw plays an extra match against the winner of the Process to decide the event winner. If the same player wins both halves of the event, the defeated finalist in the Draw and Process may play off for second place.

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

### (c) TWO- LIFE VARIATIONS.

The two variations that follow reduce a two-life event to a single-life event.

#### (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 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 to fill positions 3 to 8.

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

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

**4 players:** all players are drawn.

**(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.

**(d) XY AND XYZ EVENTS**

**(1) THE X EVENT.**

The players are drawn using the Bagnall-Wild method.

**(2) THE Y EVENT.**

Players who lose their first match in the X Event enter automatically in the same order as they were drawn in the X Event.

**(3) THE Z EVENT (if played)**

Players who lose their second match in the X Event or their first match in the Y Event enter the Z Event automatically, but in the order the Manager decides.

**(4) BYES**

Byes and, in XY events, walk-overs do not count as a win. Players who scratch from the X Event or the Y Event may not enter the Y Event or the Z Event.

**(e) AUTOMATIC TWO - LIFE EVENT**

- (1) The Automatic Two Life Event is an alternative to the Draw and Process Event in which all competitors initially have two lives.
- (2) The competitors are drawn at random and are listed in the order they are drawn and a horizontal line is drawn below the last name drawn.
- (3) At all stages of the event, players with two lives are always above the line; players with one life below the line. Those who have lost both their lives are eliminated from the competition. The competition continues until all players except one have lost both 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.
- (4) In each round, the matches are determined by pairing the players starting from the bottom. If there are an odd number of players in a round then a bye must be allocated according to (5) below before the pairings are determined.
- (5) If there are an odd number of players in a round, a bye is allocated to the highest player in the list who has not already had a bye. Once all players remaining in the event have had a bye, any subsequent byes are allocated on rotation in the same order as before regardless of where the player now appears in the list.
- (6) In the second round:  
The players with two lives are listed in their order as they occurred in the preceding round, except if a player received a bye, that player is placed at the bottom of the list of players with two lives.

The players with one life are listed below the line in the same order as they occurred in the first round.

- (7) In subsequent rounds:  
The players with two lives are listed above the line again in their order as they occurred in the preceding round.  
The winning players with one life are listed 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. 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 (4) above.
- (8) There is no restriction on players meeting more than once.
- (9) Eventually, the event will reduce to two competitors, one with two lives and the other with one life who will play each other. If the one lifer wins, then the two players must play again to determine the winner.

## **19. AMERICAN EVENTS**

### **(a) FULL BLOCK PLAY**

- (1) The number of blocks is determined by the Committee of Management of the event to fit the schedule of play and the number of entries.
- (2) Seeded players, if any, are allocated to the blocks and the remaining players are drawn. The number and placement of seeds and the method of the draw for the remaining players is done according to the specifications determined by the Committee of Management of the event.
- (3) Each player plays every other player in the block. It is recommended that the draw should be organised so that the higher ranked players shall play against each other in the later rounds.
- (4) If a player withdraws or is disqualified then the player's entire record of wins and losses is deleted.
- (5) The method of determining a block winner is as follows:  
(i) The winner is the player who has won the most matches.  
(ii) If there is a tie on matches, the winner is the player who has won the most net games.  
(iii) If there is a tie on games, the winner is the player who has the largest net points total. The net points total for each player is the number of points scored less the number of points conceded.  
(iv) If there is a tie on games and net points total  
(a) between two players, the winner is the winner of the game between them; or  
(b) between more than two players, the winner is the winner of the most games between the players in the tie; or  
(c) if there is still a tie, a tie-break of such form as the Tournament Manager deems fit may be imposed.
- (6) If the method of determining the winner is changed by the Committee of Management of the event then the method to be used must be clearly spelt out in the regulations for the event.
- (7) Full American blocks may be played as the qualifying stage of an event, to be followed by further stages played according to Regulations 17(a), 17(b), 17(d) or 18. For such competitions the Committee of Management will determine the number of competitors who will qualify for the next stage from each block once the number of entries is known. Competitors shall be advised accordingly at the beginning of the competition.

### **(b) PARTIAL BLOCK PLAY**

Partial block play is similar to full block play except that each side does not play all the other sides. Blocks of varying sizes can be used and each side receives a set number of one or more byes.

## **20. SWISS EVENTS**

Swiss Events provide the players with as many games as possible without having to play every other player. In each round, players are drawn against other players whose record is similar to their own.

### **(a) 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.

### **(b) DETERMINATION OF PAIRINGS**

The following rules are applied in order.

- (1) Positions in the first round are drawn at random.
- (2) No player may play the same opponent more than once except in the final round as a tie-break.
- (3) After each round, players are grouped according to their number of wins. Within these groups, players are listed in the same order as they were initially drawn.
- (4) The pairings for the next round are determined by applying the following pairing rules successively:
  - (i) The top player is drawn against the second highest player. If they have already played each other, the top player is drawn instead against the next highest placed player whom the top player has not already played.
  - (ii) The bottom placed player is drawn against the second lowest placed player. If they have already played each other, the bottom player is drawn against the next lowest placed player whom the bottom player has not already played.
  - (iii) The next highest placed unpaired player is drawn against the next highest unpaired player whom this player has not already played.
  - (iv) The next lowest placed unpaired player is drawn against the next lowest unpaired player whom this player has not already played.
  - (v) These pairing rules are applied alternately until all of the players are paired. If at any stage it becomes impossible to find a match for a player among the remaining unpaired players, one or more of the earlier pairings must be undone and rematched to ensure that every competitor plays someone whom they have not played in an earlier round.

### **(c) BYES AND DEFAULTS**

- (1) If the number of players is odd, or becomes odd by a player withdrawing, then, for pairing purposes, an imaginary player Bye is introduced whose score is permanently zero. If a real player is paired with Bye in any round, he is deemed to win by the maximum margin. Bye is withdrawn if the number of real players later becomes even.
- (2) If a player defaults in any round, the opponent is deemed to win by the maximum margin.
- (3) No player may be paired with Bye more than once.

### **(d) DETERMINATION OF THE WINNER**

- (1) The winner is the player who has won the most games at the end of all rounds.
- (2) If there is a tie between two players who have played each other, the event winner is the winner of the game between them.

- (3) If there is a tie amongst more than two players and each has played all of the others, the winner is the player who won the greatest number of games amongst the players in the tie.
- (4) If there is a tie amongst more than two players and they have not all played each other, the winner is the player who has defeated all of the other players in the tie.
- (5) If a tie still remains unresolved, the winner is the player with the highest number of net points in the games played.

## 21. EGYPTIAN EVENTS

The objective for an Egyptian Event is to provide as many games for the players as can be arranged for them in the time that they have available. Players are entitled to play in as many rounds as possible regardless of their results in earlier rounds.

### (a) GROUPINGS

Players may be divided, on handicap basis, into groups. If players are divided into groups, they may be required to play against players who are not in their group.

### (b) DETERMINATION OF WINNER

The winner of the group is the player in the group whose rating has increased the most. In order to qualify, players must play the set minimum number of games, including at least a set number of games against players in their group.

### (c) FORM OF PLAY

An Egyptian Event may be played using the laws of any form of play. Also players with a wide handicap difference can participate.

### (d) METHOD OF PLAY

- (1) It allows players to play as many or as few games as they wish (subject to a minimum number of games to qualify). Each player has a card on which results are recorded. When players finish a game, and want to play again, they put their card in the Waiting box. As soon as there is a lawn free, the Manager matches the waiting players. If players want time off, they place their card in the Hold box and only return them to the Waiting box when they are ready to play again.
- (2) Where possible, players are not drawn against someone they have already played, or where there is a large handicap difference.
- (3) The scoring is based on a win or loss, the number of hoop points scored is not used.
- (4) All players commence with a given number of points (their rating) which is based on their handicap; the player who wins a game adds points to their rating and the loser deducts the same number of points from their rating. The table below is an example of Initial Ratings based on handicaps for Ordinary or Advanced Play.

Handicap	Rating	Handicap	Rating	Handicap	Rating
-3	250	2	200	9	150
-2.5	245	2.5	195	10	145
-2	240	3	190	11	140
-1.5	235	3.5	185	12	135
-1	230	4	180	14	130
-0.5	225	4.5	175	16	125
0	220	5	170	18	120
0.5	215	6	165	20	115
1	210	7	160	22	110
1.5	205	8	155	24	105

- (5) Players' ratings are adjusted at the end of each game. Their new rating becomes their rating for their next game. The winner's rating is increased by the amount shown in the table below while the loser's rating is decreased by the same amount.

<b>Change in Rating</b>		
<b>Difference In Rating</b>	<b>Higher Rated Player Wins</b>	<b>Lower Rated Player Wins</b>
0-5	+5	+5
6-16	+4	+6
17-27	+3	+7
28-38	+2	+8
39+	+1	+9

#### Example 1

Player A (on 176 points) beats Player B (on 153 points)

The points difference is 23, Player A rating is increased by 3 points to 179 for the win and Player B rating decreases by 3 points to 150.

#### Example 2

Same as above, but Player B wins

B gains 7 points and rating becomes 160 and A loses 7 points and rating becomes 169.

#### **(e) DETERMINATION OF WINNER**

The winner of the event or group is the player, who having played at least the required number of games, whose rating has increased the most over the duration of the event. If two players have increased their points by the same amount during the event, the winner is the player who won the game between the two players.

#### **(f) HANDICAP PLAY**

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. The table above in (d)(5) is used at the end of each game to determine the players' change in ratings.

#### **22. RESERVED**

### **RESPONSIBILITIES OF CLUBS OR OTHER BODIES ORGANISING TOURNAMENTS**

#### **23. TOURNAMENT NOTICE**

##### **(a) TOURNAMENT INFORMATION**

A tournament notice should give the following information:

- (1) The dates and venue of the tournament;
- (2) The nature of each event, any qualifications or restrictions and the entry fee;
- (3) Notice of any seeding (see Regulation 14(a));
- (4) Notice of any authorised variations (see (b) below);
- (5) The dimensions of any modified courts;
- (6) The type of ball to be used;
- (7) The width of hoops if 3 3/4 inch hoops are not to be used;
- (8) The time play will begin on the first day;

- (9) The time when entries close and when the draw will be made;
- (10) The names of the Tournament Manager, Tournament Referee and Tournament Handicapper (if known) and the name and address of the Tournament Secretary for receipt of entries.

## **(b) VARIATIONS IN PLAY**

Authorised variations include full bisque handicap play, alternate stroke handicap doubles play, advanced handicap play, one-ball play and short croquet (see Appendices 3, 4, 5, 6, & 7 respectively of the Laws) and any other variations approved by the Committee of Management responsible for the Tournament.

<b>RESPONSIBILITIES OF PLAYERS</b>
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## **24. RESPONSIBILITIES OF PLAYERS**

- (a) An entry for an event will be accepted providing the entry fee is paid prior to the closing date for entries. Players withdrawing before the closing date are entitled to a refund of the entry fee less an administrative charge. Withdrawals after the closing date may be refunded 50% if for a compelling reason or if a replacement is found.
- (b) Players are to record on their entry forms their current handicap and, if different, their current club handicap. Any subsequent alterations to their handicaps must be reported to the Tournament Manager on arrival or earlier if possible. Every player bears the final responsibility for ensuring that they play at their correct handicap. Players who play in a handicap event at a handicap higher than their handicap or in a class event that their handicap does not entitle them to enter must be disqualified. In knock-out events in which the player has not been defeated, their place is taken by their last opponent. In American or Swiss events their record is deleted from the event.
- (c) Players are to report to the Venue Manager on arrival and before leaving the venue. A player not ready to play at the appointed time may be disqualified at the discretion of the Tournament Manager.
- (d) Players may only practice on courts being used for the event with permission from the Tournament Manager. After the toss, a five minute warm up with the balls to be used in that match and on that court is permitted.
- (e) Players may only take breaks between games and matches as published in the Tournament Conditions.
- (f) Players are to wear predominantly white clothing and appropriate footwear. Club, State or National Uniforms are also permitted. Predominantly white clothing is defined in WCF Sports Regulation 22.5.6 which states: "Predominantly white means any article with more than 75% of its surface area white. Clothing which does not meet this criteria, will be subject to rejection as unacceptable. White means white, not grey/off white. This condition does not apply to wet weather clothing, hats or caps." A player presenting at the venue in unsuitable attire will be given the opportunity to dress appropriately or will not be permitted to participate in the event.

## **25. BEHAVIOUR**

- (a) If a player in an ACA Event behaves in any of the following ways the referee should warn the player not to do so again.
  - (1) Refuses to observe the required standard of dress (eg removes shirt when playing).
  - (2) Leaves the court without good reason. Any absence with good reason should be for not more than five minutes.
  - (3) Consumes alcohol during a match.
  - (4) Bargains with, argues with or is aggressive with an opponent or referee.

- (5) Except in the absence of an independent referee, attempts to perform a test to determine whether a point has been scored or a ball is wired.
- (6) Refuses to accept a decision of a referee on a matter of fact or shows lack of respect for a referee.
- (7) Offers coaching or advice to a player (other than his doubles partner) who is engaged in a match. A match in Association Croquet is intended to be a contest between the skills and intellect of the players alone. To avoid misunderstandings they should not position themselves near a player or remain nearby if they could be thought to be offering advice.

(b) If the behaviour is repeated then the player may be penalised by the ending of that turn or the loss of the next turn. If the behaviour is repeated a second time the player may be disqualified from the match. In this case the opponent is declared the winner with the maximum points (usually 26) and the disqualified player is recorded with the points when the match is stopped.

(c) Association Croquet Laws 50 and 51 also address players' behaviour and the receipt of advice.