

2015 LEAGUE RULES (as agreed 8 November 2014)

(Amendments from 2014 are in italics – see rule 5.)

The first section describes General Rules, followed by sections on Advanced, Handicap, Short and Golf Croquet leagues.

General

1. All games shall be played in accordance with the Laws of Association Croquet, the Rules of Golf Croquet and current Tournament Regulations, as published by the Croquet Association at the start of the season, unless superseded by the current NWFCC League Rules.
2. (a) The league manager shall publish a Provisional Fixture List at least 8 weeks before the start of the League season. Clubs may re-negotiate the fixture dates with opponents and inform the League Manager within four weeks. The League Manager will then publish the confirmed fixture list and announce the final date by which all matches must be played.

(b) If any team cannot fulfil a fixture, they must agree a new date with the opposing club and inform the League Manager prior to the date of the postponed match, otherwise the match is forfeited and a walkover awarded to the opposing team (see rule 8). The exceptions being an agreed emergency or lawns being unfit for play, in which case the League Manager will declare the match void unless informed within three weeks of a re-arranged date.
3. Matches shall be played between teams of three in the Advanced Croquet and Level Play Golf Croquet leagues, whilst teams of four will apply in other leagues. Whilst the normal start times for league matches is 10:00 am, however, opposing captains may agree other times as appropriate, e.g. 9:30 am for Advanced matches.
4. (a) Modified games as defined in CA Law 44 shall not be played.

(b) Local Laws as defined in CA Law 54 may be used.

(c) Smaller lawns as defined in CA Law 2(b)(6) may be used subject to the approval of the League Manager. Lawns which have been approved in previous years do not need to be re-approved unless they have been further reduced in size.
5. (a) A club may be represented only by members of that club. No player may play for more than one team in a League in any one season unless authorised by the League Manager.

(b) Clubs should ensure that players are aware of their responsibility to keep a current handicap card which should be presented at all league matches.

(c) If a player cannot produce a current Handicap Card, their captain is responsible for verifying the Handicap claimed by the player. If the opposing captain wishes to contest this claimed Handicap, they should write to the League Manager, after the match, who will contact the players club for confirmation. If any games have been played off the wrong handicap, they will be retrospectively conceded and the match result amended accordingly.
6. (a) If a member of a team fails to play a game or fails to play to the agreed time limit the game shall be conceded.

(b) One player shall not play both balls for a side in a doubles game. If one member of a side fails to arrive by the start of the game his/her ball shall be placed on the first or third corner and deemed to have been played by the absent player. If the defaulter arrives late he/she shall be allowed to join his/her partner and play his/her ball from the position in which he/she finds it.
7. (a) If weather conditions render the host's ground unfit for play the venue for the match may be changed by mutual agreement in order to meet the agreed date but a record of the original venue shall be kept for the purpose of deciding venues in future years.

(b) If bad weather affects playing conditions during the course of a match team captains may agree whether individual games or the match should be abandoned after considering opportunities for transferring play to other lawns. As far as is reasonable the 'in-player' wishing to persevere in poor conditions should be allowed to do so.

(c) If captains fail to reach agreement the following test shall apply: - A lawn is deemed unplayable if it is impossible to hit a ball the full length of the lawn along a North-South line which is not obstructed by a hoop or the peg. The captain who believes that the lawn is playable shall nominate a member of his/her team to demonstrate this by hitting a ball along a line chosen by the opposing captain.

(d) If a game within a match is abandoned it is declared void unless both team captains and players involved can unanimously agree the result.

(e) The match result shall be the score of the games completed plus those decided according to rule 7e provided the number of games thus counted equals at least half the number that should have been played. Otherwise, the match is declared void. The match will remain void unless the league manager is informed within three weeks of a re-arranged date. The re-arranged match may consist of just the games not completed in the abandoned fixture subject to the agreement of both captains and the same players fulfilling the unplayed games, otherwise the whole match must be replayed.
8. (a) Two league points shall be awarded for a match win on games played and one point for a draw. In addition, for the Advanced League and B Level Advanced League, bonus points will be awarded depending on Index increases (see Rule 15 below)

(b) In the event of a walkover the match shall be scored 4-0 for a Handicap match, 9-0 for a Short League match, 10-0 for a Golf format matches, 5-0 for an Advanced match and 3-0 for a B Level match. The winning side earning 2 points.

(c) The results of matches shall be reported immediately to the League Manager by the host captain.

(d) At the end of the season the total number of points gained by each team shall be calculated and the team with the highest number of points in each League shall be declared the winner. In the event of a tie on match points, the team with the higher or highest number of net game points shall be declared

the winner. In the event of a tie on match points and net game points the winning team will be the winner of the match between the teams. If this was drawn the League Manager will arrange a tiebreaker to be played in whatever form he decides.

9. In the event that the captains involved are unable to resolve an issue concerning the interpretation of these rules the following procedure will apply: -The host captain shall provide the opposing captain with a written statement of the facts within seven days. If this captain agrees with this statement he/she shall forward it to the League Manager with a statement to this effect but add no further comment. If he/she disagrees with the statement of the facts he/she should forward it to the League Manager together with his/her statement with a copy to the host captain. The League Manager shall decide the issue and send copies of his decision to both captains and the Federation Chairman.

Advanced and Handicap Leagues

- 10 (a) In the Advanced league, matches will be played between teams of three, comprising nine singles games, i.e. all play all.
 (b) In the B Level league, matches will be played between teams of three, comprising one doubles and four singles games, each player must have a minimum handicap of one.
 (c) In the Handicap leagues, matches will be played between teams of four, comprising one doubles and six singles games.
 (d) Exceptionally where the home team has only one lawn the match may be played between teams of three as two doubles and two singles.
- 11 There shall be no restriction on pairings in doubles. The singles shall be arranged as far as possible in descending handicap order subject only to no person playing the same singles opponent twice.
- 12 (a) Time limits for games shall be 2.5 hours in the Advanced League, 3 hours in the B Level, 3 hours in the Midweek Handicap and 3 hours 15 minutes in the Weekend Handicap. Shorter time limits are permissible providing both Captains agree.
 (b) Time lost for stoppages shall be added to extend the time limit as agreed by the captains.
- 13 (a) In handicap games players must play off their current CA handicap, or if none, their club handicap, subject to a maximum of 24 in singles and 20 in doubles.
 (b) Handicap games shall be played full bisque to base 8.
- 14 Paragraph 3(b) of Appendix 3 to the Croquet Association Rules regarding the taking of bisques in handicap doubles games played to a base shall not apply.
- 15 In Advanced League matches, two league points will be awarded for a Win and one league point for a Draw. In addition, Bonus League Points will be awarded to each team based on the total increase in Index changes for the team as follows:

<u>Total Increase in Team Index:</u>	<u>Bonus Points:</u>
0 – 19	0
20 – 39	1
40 – 59	2
60 plus	3

Advanced Croquet League Match – Order of Play (assuming two lawns):

<u>1st Session:</u>	<u>2nd Session:</u>	<u>3rd Session:</u>
A v c (double banked)	A v b (single banked)	A v a (double banked)
B v a (single banked)	B v c (double banked)	B v b (double banked)
C v b (double banked)	C v a (double banked)	C v a (single banked)

Short Croquet

- 16 Lawn settings shall be in the same proportion as for a full lawn i.e. a NS length unit of 1/5 th of the lawn's length and an EW width unit of 1/4 of the lawn's width.
- 17 Time limits shall be 1 hour 15 minutes plus 15 minutes for double-banked games.
- 18 Games shall be full bisque handicap games to base 4.
- 19 Players shall play to their Short handicap subject to a maximum of 10.
- 20 A player with a Full Lawn handicap shall play off either his/her Short Croquet handicap or the Short Croquet handicap equivalent of his/her Full Lawn handicap whichever has changed most recently. A player's Short Croquet handicap shall be adjusted whenever his/her Full Lawn handicap reduces and thereafter be subject to the Automatic Handicapping System.

Short Croquet League Match – Order of Play:

	<u>1st Session:</u>	<u>2nd Session:</u>	<u>3rd Session:</u>	<u>4th Session:</u>
Lawn 1	D v b	B v c	C v d	A v a
Lawn 2	C v a	A v d	D v c	B v b
Lawn 3	B v d	D v a	A v b	C v c
Lawn 4	A v c	C v b	B v a	D v d

In the absence of a Short Croquet Record Card, handicaps are determined as follows:

Assoc. Hcp	24	23 to 22	21 to 20	19 to 18	17 to 16	15 to 14	13 to 12	11 to 10	9 to 8
Short Hcp	10	9	8	7	6	5	4	3.5	3
Assoc Hcp	7	6	5	4.5 to 4	3.5 to 3	2.5 to 2	1.5 to 1	0.5 to -0.5	-1 to -3
Short Hcp	2.5	3	1.5	1	0.5	0	1 peel	2 peels	3 peels

*If Assoc. Handicap decreases, the Short Handicap should be reduced accordingly.
If games cause Short Handicap to change, there is no consequent effect on Assoc. Handicap.*

Golf Croquet

- 21 (a) All matches shall be played in accordance with the WCF Rules of Golf Croquet 4th Edition with Rulings, Variations and Commentary by the Croquet Association March 2014. These Rules will be available in printed form by 1st April 2014 and can be purchased from the CA shop. A copy can also be viewed on the CA Website from early March.
(b) Handicaps should take into account the “Changes in the Golf Handicap System for 2014” as published by the CA and also set out on the CA website.
- 22 The time limit shall be 45 minutes with 5 minutes added for games that are double banked. If one of the matches is held up by a second match taking place on the same court, the clock must be stopped until play is restarted. When the time allowed expires, play shall continue for a further eight strokes in total. Extra turns shall not be used during these extra 8 strokes. After these strokes the winner shall be the side that has scored the most points. If the points scored are equal then a draw shall be declared. In the event of a drawn game 0 shall be entered in the +/- column of the handicap card.
- 23 (a) Matches shall comprise one round of doubles (with no restrictions on pairings but play teams in order of their combined handicaps) and four rounds of singles, all play all. However matches may be restricted to 4 rounds of singles, if agreed by the captains before the start of play of the match.
(b) The scores of 16-game matches shall be scaled up to equivalent 18-game matches when entered in the League Table using the following table:

16 Game Score:	15-1	14-2	13-3	12-4	11-5	10-6	9-7	8-8
Equivalent 18 Game Score:	17-1	15-3	14-4	13-5	12-6	11-7	10-8	9-9

- (c) Where a club only has one lawn available play shall consist of singles only, all play all, with players taking turns to sit out. The relevant club shall inform the League Manager of such change in format before the beginning of the season.
- 24 Handicaps cards are to be maintained according to the Rules of Golf Croquet. The following points shall also apply:
- All Qualifying Games shall be entered on the handicap card. Qualifying games are all singles games, played in accordance with the rules of the game, in CA Calendar Fixtures, Federation Leagues, inter-club contests (including friendlies) and internal club competitions.
 - All internal singles competitions where the range of handicaps is outside the -3 to 12 range shall also be entered with the following proviso that a game shall **not** be entered if either of the players is outside the -3 to 12 range. Where both players are within the range -3 to 12 that game shall be entered.
 - Handicap cards shall normally be completely filled before a new one is started and the initial entry on any new card signed off as correct by a CA or Club Handicapper

Level Play Golf Croquet

- 25 All matches shall be played according to the WCF Rules of Golf Croquet 4th Edition with Rulings, Variations and Commentary by the Croquet Association March 2014. These Rules can be purchased from the CA shop. A copy can also be viewed on the CA Website.
- 26 Each team shall consist of three players, with each match consisting of 18 Singles games - all play all – twice
- 27 There are no time limits for games
- 28 Each game will be level play and changes in individual handicap will be calculated as per the 'Level Play' index shown below which now replaces the version on the official CA handicap card:

The Extended Points Exchange Matrix for Level Play:

		Loser's Handicap															
		-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12
Winner's Handicap	-3	10	7	4	1	1	1	0	0	0	0	0	0	0	0	0	0
	-2	14	10	6	2	1	1	1	1	1	0	0	0	0	0	0	0
	-1	18	14	10	6	2	1	1	1	1	1	0	0	0	0	0	0
	0	19	18	14	10	6	4	2	1	1	1	1	1	1	1	1	1
	1	19	19	18	14	10	7	4	3	3	2	2	1	1	1	1	1
	2	19	19	19	16	13	10	7	5	4	4	3	3	2	2	1	1
	3	20	19	19	18	15	13	10	8	7	6	5	4	4	3	3	2
	4	20	19	19	19	17	15	12	10	9	8	7	6	5	4	4	3
	5	20	19	19	19	17	16	13	11	10	9	8	7	6	5	4	4
	6	20	20	19	19	18	16	14	12	11	10	9	8	7	6	5	4
	7	20	20	19	19	18	17	15	13	12	11	10	9	8	7	6	5
	8	20	20	20	19	19	17	16	14	13	12	11	10	9	8	7	6
	9	20	20	20	19	19	18	16	15	14	13	12	11	10	9	8	7
10	20	20	20	19	19	18	17	16	15	14	13	12	11	10	9	8	
11	20	20	20	19	19	19	17	16	16	15	14	13	12	11	10	9	
12	20	20	20	19	19	19	18	17	16	16	15	14	13	12	11	10	

Revision of NWFCC League Rules:

These rules were revised in: March 2002; March 2003; March 2004; March 2005; March 2006; November 2007; November 2008; November 2009; November 2010; November 2011; November 2012; November 2013; March 2013; March 2014; November 2014;

Additional Information:

The Laws of Association Croquet and the Rules of Golf Croquet are available on the CA website: <http://www.croquet.org> .
Booklets of The Laws of Association Croquet and The Rules of Golf Croquet are available from the Croquet Association Shop.

Calculation of a Combined Handicap for a Doubles Pair in AC:

The combined handicap of a doubles pair will be calculated by (i) taking the mean of the indexes associated with their trigger points (ii) finding the nearest trigger point with an index equal to or lower than that and (iii) taking the handicap associated with it.

Example Calculation of Combined Doubles Handicap:				
Doubles Pairs:	Handicaps:	Mean Index assoc with Trig Pt	Nearest Trig Pt	Combined Hcp:
Pair X	-1 and 18	$(2250 + 1000) / 2 = 1625$	1600	4
Pair Y	4 and 9	$(1600 + 1300) / 2 = 1450$	1450	6

Handicap Trigger Points:															
Hcp:	-3	-2.5	-2	-1.5	-1	-0.5	0	0.5	1	1.5	2	2.5	3	3.5	4
Trig:	3050	2800	2600	2400	2250	2100	2000	1950	1900	1850	1800	1750	1700	1650	1600
Hcp:	4.5	5	6	7	8	9	10	11	12	14	16	18	20	22	24
Trig:	1550	1500	1450	1400	1350	1300	1250	1200	1150	1100	1050	1000	950	900	850

Allocation of Bisques in Golf Handicap play when Low Handicap Players involved:

From 2014, the concept of "Effective Handicap" will be applied. This is very simple to apply and only changes the number of additional turns that a low handicapper gives to a higher handicapper in GC handicap play, this number being equal to the difference between the two player's effective handicaps. Players with handicaps of 4 and above will have an Effective Handicap equal to their actual Handicap, whilst players with handicaps below 4 will have an Effective Handicap as given in the following table:

Handicap:	3	2	1	0	-1	-2
Effective Handicap:	2	0	-2	-4	-5	-6