

North West Federation of Croquet Clubs

Draft 2021 LEAGUE RULES

Amendments from 2020 are in italics and underlined or struck through as appropriate and are summarised on page 3

The first section describes General Rules, followed by sections on Advanced, Handicap AC, Short and Handicap and Level Play GC leagues.

General

1. All games shall be played in accordance with the Laws of Association Croquet (*7th Edition*), the Rules of Golf Croquet (5th Edition, March 2019), The Official Rulings of Association and Golf Croquet as published from time to time by the CA and current Tournament Regulations, as published by the Croquet Association at the start of the season and where referenced, unless superseded by the current NWFCC League Rules.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(b)). 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. (a) 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, opposing captains may agree other times as appropriate. e.g. 9:30 am for Advanced matches.
(b) All time limited games will be subject to the procedures set out in Tournament Regulations T2 for AC and T4 (b) for GC in the event of the expiry of the Time Limit.
4. (a) AC games, both advanced and handicap will be played to 26 hoop points (modified games as defined in AC Law 44 shall not be played), GC games will be played to the best of 13 points (GC Rules 1.4.1) and short lawn AC to 14 points (AC Laws, Appendix 7).
(b) Local Laws as defined in AC Law 54 may be used.
(c) Smaller lawns as defined in AC Law 2(b)(6) and GC Rule 2(b)(4) may be used subject to the approval of the League Manager. Lawns approved in previous years do not need to be re-approved unless they have been further reduced in size.
(d) The use of corner pegs (Law 3(g)) is mandatory for all association and short lawn matches.
5. (a) A club may be represented only by members of that club other than in the AdvB league where clubs have made an agreement at the beginning of the season to enter a joint team in the league and have informed the League Manager in writing to confirm their intention. 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 players are aware of their responsibility to keep a current handicap card which should be presented at all league matches prior to the commencement of play. GC players with a handicap below zero and who do not maintain a handicap card should play off the handicap allocated to their grade.
(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) In a singles game, if a member of a team fails to play a game or fails to play to the agreed time limit, for whatever reason, the game shall be conceded.
(b) In a doubles game one player shall not play both balls for a side. 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. If, for whatever reason, a member of a side leaves before a game is completed the other member of the team may continue to play their own ball subject to AC Laws 43(c) otherwise the game is conceded.
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 7(d) 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 winning a match and one point for a draw. In the B Level Advanced League, up to 2 bonus points may be awarded to a losing team, depending on the increase in total Team Index as follows:

Total Increase in Team Index	Bonus Points
0 - 9	0
10 to 19	1
20 or more	2

(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 and 3-0 for a B Level match with the winning side earning 2 points.

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

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(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.
10. In the event of a dispute between opponents relating to the conduct of one or more of the players which affects the outcome of the game and which cannot be resolved to the satisfaction of all parties at the time, the matter shall be referred to the League Manager or other member of the NWFFC Committee in accordance with the Disciplinary Procedure adopted on 07 November 2009.

Advanced and Handicap Association Croquet

11. (a) In the B Level league, matches will be played between teams of three, comprising one doubles and four singles games. Players 1 and 2 must have a minimum handicap of 1 and player 3 a minimum handicap of 3. The total team handicap must have a value of at least 6. The players in the doubles game, played by default as a conventional doubles game or using the alternate stroke format if both teams agree (subject to Tournament Regulations L4, Alternate Stroke Doubles Play Variation (Association Croquet)), should be player 3 and either player 1 or player 2 from each side and the singles games in session two should be played in matched handicap order i.e. player 1 v player 1 etc. providing no two players play each other in singles games in both the first and second sessions.
 (b) In the Handicap leagues, matches will be played between teams of four, comprising one doubles and six singles games.
12. 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.
13. (a) Time limits for games shall be 3 hours in the Adv. B Level, 3 hours in the Midweek Handicap and 3 hours 15 minutes in the Weekend Handicap leagues. 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.
14. (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) Handicaps for doubles pairs are the average of the individual player's handicaps in each pair.
 (c) Handicap games shall be played full bisque to base 8.
15. 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.

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 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 30 minutes.
18. Games shall be full bisque handicap games.
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.

Session	1	2	3	4
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

Short Croquet League Match – Order of Play

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

AC and short lawn equivalent handicaps

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Handicap Golf Croquet

~~21~~ All games shall be 13 point games and shall be played in accordance with the 5th Edition of the Rules of Golf Croquet together with subsequent official rulings, variations and commentaries as published by the Croquet Association. Details may be viewed on the CA Website.

~~22~~ 21 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~~ 22 (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~~ 23 (a) Handicaps cards are to be maintained according to the current CA guidelines.

(b) The maximum allowable handicap in a Handicap Golf Croquet game is 12

Level Play Golf Croquet

~~25~~ All games shall be 13 point games and shall be played in accordance with the 5th Edition of the Rules of Golf Croquet together with subsequent official rulings, variations and commentaries as published by the Croquet Association. Details may be viewed on the CA Website.

~~26~~ 24 (a) Each team shall consist of three players, with each match consisting of 18 singles games - all play all – twice.

(b) To comply with the requirements of the CA GC ranking system the match result sheet for a level play GC match must reflect the order in which the games were played and unless agreed otherwise by both team captains should follow the sequence set out on the NWFCC Level Play GC League Match Score Sheet.

~~27~~ 25 There are no time limits for games.

~~28~~ 26 Each game will be level play and changes in individual handicaps will be calculated as per the current 'Level Play Exchange Matrix' as shown on the CA website and included as an Appendix to these League Rules.

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; March 2013; November 2013; March 2014; November 2014; November 2015; March 2017; March 2018; March 2019; March 2020.

Summary of proposed League Rule changes for 2021 season

- League Rules 21 and 25 deleted (duplication of Rule 1);
- Rule 1 – 'where referenced' added with regard to the applicability of CA Tournament Regulations;
- New sub clause 3(b) added to define procedures to be followed on expiry of the Time Limit;
- Rule 3 - example of alternative start time of matches deleted
- Old clauses 22 to 28 renumbered
- New clause 24 (old clause 26) – new sub clause 24(b) added requiring the match score sheet to reflect the order of play of games
- Rule 4(a) amended to include format of all variants.
- Rule 1 – Applicable Laws of AC amended to reflect approval of 7th Edition, from March 2021

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Additional Information

The Laws of Association Croquet (6th Edition, amended 2008), the Official Rulings on the Laws of Croquet and the Rules of Golf Croquet (5th Edition, March 2019) and WCF Official Rulings on the Rules of Golf Croquet are available on the CA website at <http://www.croquet.org> and printed booklets are available from the Croquet Association Shop.

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

Table 1 - Points exchanged in level play Golf Croquet

Handicap	Trigger point	Handicap	Trigger point	Handicap	Trigger point
-6	2800	2	1800	10	1200
-5	2650	3	1700	11	1150
-4	2500	4	1600	12	1100
-3	2350	5	1500	14	1050
-2	2200	6	1400	16	1000
-1	2100	7	1350	18	950
0	2000	8	1300	20	900
1	1900	9	1250		

Table 2 - Golf Croquet Handicap Trigger Points (2016)

Handicap steps difference	Index change	
	High h'cap wins	Lower h'cap wins
0	10	10
1	11	9
2	12	8
3	13	7
4	14	6
5	15	5
6	16	4
7 or 8	17	3
9 or 10	18	2
11 or more	19	1

Table 3 - Association Croquet Level Play Index Change v Handicap

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

Table 4 - Association Croquet Handicap Trigger Points