



NWFCC One Ball League

Match Scoresheet (v 2026)

Games are Singles, Each team shall consist of three players, with each match consisting of 18 singles games - all play all - twice. Games to be played with a time limit of 45 minutes. Bisque allocation will be $\frac{1}{3}$ of the One Ball handicap differences, rounded up or down to the nearest half or full bisque.

Date:	Home Team:	Away Team:
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Home Side Player: (Highest Index/Lowest Handicap first)	Golf/ AC Hcp	One Ball Hcp	Away Side Player (Highest Index/Lowest Handicap first)	Golf/ AC Hcp	One Ball Hcp
Full Players Name:			Full Players Name:		
A			a		
B			b		
C			c		

Game: Home Team: Away Team: Score:
Players Name: Bisques: Players Name: Bisques:

Game 1 (Ac)			vs		
Game 2 (Ba)			vs		
Game 3 (Cb)			vs		
Game 4 (Ab)			vs		
Game 5 (Bc)			vs		
Game 6 (Ca)			vs		
Game 7 (Aa)			vs		
Game 8 (Bb)			vs		
Game 9 (Cc)			vs		
Game 10 (Ac)			vs		
Game 11 (Ba)			vs		
Game 12 (Cb)			vs		
Game 13 (Ab)			vs		
Game 14 (Bc)			vs		
Game 15 (Ca)			vs		
Game 16 (Aa)			vs		
Game 17 (Bb)			vs		
Game 18 (Cc)			vs		

Match Result:

Host Captain: You can either transpose this data onto the Excel Spreadsheet (preferred by CA) or copy and attach this scoresheet to an email directed to the League Manager (results@croquetnw.co.uk). The League Manager will update the website and send data to CA Rankings Officer. For further information or any questions please email or phone/text to Phil Snowden (phil_snowden@zoho.com) or 07544 308 797.

Each player's One-Ball Handicap shall be the lowest of:

- a. The player's AC handicap, if the players AC handicap is below 2, the table below should be used; or

AC Handicap	1.5	1	0.5	0	-0.5	-1	-1.5	-2	-2.5	-3
One Ball	1	0	-1	-2	-3	-4	-5	-6	-7	-8

- b. 2.5x the player's GC handicap (for positive-handicap players), or the player's GC handicap, for handicaps zero or below; or

- c. 20, this should be the highest handicap a player could be using.

b) The number of bisques to be given is one third of the difference between the handicaps of the players, rounded (this can be up or down) to the nearest half or full bisque.

A Quick Guide for New Players of One-Ball

One-Ball is a variant of AC but instead of each player having two balls each has just one. The impact of this simple change is to make lengthy breaks quite rare, except by very good players. Indeed, One-Ball is not dissimilar to GC, in that most turns comprise a single shot, which is used to take position or to aim at another ball. However, the tactical decisions in One-Ball are interesting and most games last less than 30 minutes, so a whole mini-tournament can be played in three to four hours.

AC rules are used throughout, but of course there are only a few which players need to know well.

Foremost of these are:

1. The winner of the toss can elect either to start first or go second (and usually chooses second).
2. Balls are played onto the lawn from the 'south baulk-line', which is half of the boundary, from corner one to mid-way towards corner two.
3. At any time in the game, when you hit, or 'roquet', opponent's ball you pick up yours and place it next to the other, then you 'take croquet', which is striking your ball and simultaneously moving the other.
- Finally, you get a further, 'continuation' shot, with which you can do anything except roquet again.
4. When you run a hoop you also get one extra shot, which can be used for a roquet.
5. When in a croquet stroke either ball goes off the lawn then it is end of turn. Balls that go off the lawn are replaced on the yard line.
6. Unlike GC, both players have to get their balls through every hoop; and the first to run twelve hoops and the peg-out is the winner.
7. A more complicated rule that you need to be aware of is called 'wiring'. After croqueting opponent's ball you must not hide behind a hoop or the peg; you must leave your opponent a full ball to aim at. If you don't then he is entitled to lift his ball to either baulk (north or south).

There are, of course, many other laws, including those dealing with errors and faults. If in any doubt ask.

Most One-Ball is handicapped, with one player being provided a number of 'bisques'. Each whole bisque can be used for a free turn at any time. A half bisque is used for a free turn with the proviso that you cannot then run a hoop.