

North West Federation of Croquet Clubs
2026 LEAGUE RULES (Spring 2026)

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

General

1. All games shall be played in accordance with the Laws of Association Croquet (7th Edition, March 2021), the Rules of Golf Croquet (6th Edition, March 2022) and the Official Rulings of Association and Golf Croquet as published from time to time by the CA unless superseded by the current NWFCC League Rules.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. Matches in the Advanced Croquet and Level Play Golf Croquet leagues shall be played between teams of three (3) players. All other leagues shall be played between teams of four (4) players. Whilst the normal start times for league matches is 10:00 am, opposing captains may agree other times as appropriate.
4. Match format for each league discipline.
 - (a) Advanced AC and 26 point AC Handicap games, will be played to 26 hoop points
 - (b) 14 Point AC Handicap will be played to 14 points. Bisesques will be allocated in line with schedule 1: Schedule of bisesques within the Laws of Association Croquet
 - (c) Short AC Handicap games will be played to 14 hoop points
 - (d) GC games, both handicap and level play, will be played to the best of 13 hoop points
 - (e) Local Laws as defined in AC Law 62 may be used
 - (f) Smaller lawns as defined in AC Law 4.2 and GC Rule 2.4 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.
 - (g) The use of corner pegs (Law 6.3) 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 within a specific League format 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 47.3 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.

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(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 26 Point and 14 Point AC Handicap match, 9-0 for a Short League match, 10-0 for a Golf format and One Ball 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.

(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 the League Manager 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 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 NWFCC Committee in accordance with the Disciplinary Procedure adopted on 07 November 2009.

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Advanced B-Level Association Croquet

11. 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 zero (0) and player 3 a minimum handicap of three (3). The total team handicap must have be at least 6.
Player 3 must play in the doubles, but each side may choose either player 1 or player 2 to partner with them. Each side may also unilaterally elect to play either conventional doubles or alternate stroke doubles.
The singles games in session two should be played in matched handicap order, (i.e. player 1 v player 1 etc.) adjusting the order as necessary (i.e. 1v2, 2v1) so that no two players play each other in singles games in both the first and second sessions.
12. Time limits for games shall be 3 hours, time lost for stoppages may be added to extend the time limit if agreed by both team captains.

26 Point Handicap Association Croquet

13. In the Handicap leagues, matches will be played between teams of four, comprising one doubles and six singles games. Each side may also unilaterally elect to play either conventional doubles or alternate stroke doubles.
14. Time limits for games shall be 3 hours, time lost for stoppages may be added to extend the time limit if agreed by both team captains.
15. 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.
16. (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.
17. Paragraph A3.3.2 of Appendix 3 to the Croquet Association Rules regarding the taking of bisques in handicap doubles games played to a base shall not apply.

14 Point Handicap Association Croquet

18. In the 14 Point Handicap league matches, matches will be played between teams of four (4), comprising of 2 doubles and 8 singles matches
19. Players will be ordered based on handicap. The first round of matches will be 2 doubles matches with pairings of players 1 and 4, 2 and 3 playing their equivalent pairings. Each side may also unilaterally elect to play either conventional doubles or alternate stroke doubles.
20. The doubles will be followed by 2 rounds of singles with the following match pairings, first round of singles 1v2, 2v1, 3v4, 4v3. Second round of singles 1v1, 2v2, 3v3, 4v4.
21. Time limits for games shall be 1 hour 50 mins (110 minutes), time lost for stoppages may be added to extend the time limit if agreed by both team captains.
22. Games shall be full bisque handicap games, players must play off their current CA handicap, or if none, their club handicap, subject to a maximum of 24 in singles handicaps and 20 for doubles. Bisque allocation is to be in line with Schedule 1: Schedule of bisques within the Laws of Association Croquet, adjustment from 26 point to 14 point games (table 5 below).

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Short Association Croquet

23. 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.
24. Time limits shall be 1 hour 30 minutes.
25. Games shall be full bisque handicap games.
26. Players shall play to their Short handicap subject to a maximum of 10.
27. 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 Hep	Short Hep	AC Hep	Short Hep	AC Hep	Short Hep	AC Hep	Short Hep
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

One Ball - Handicap

28. **OBJECTIVE OF THE GAME** Each side consists of a single player who plays one ball, of any distinct colour, throughout. The object of the game is for each side to make its ball score 12 hoop points and a peg point, a total of 13 points, before the other side.
29. Each team shall consist of three players, with each match consisting of 18 singles games - all play all – twice.
30. Format is Handicap, with handicaps decided in line with Croquet England instructions as captured below:

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

i. 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

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

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

b) The number of bisesques 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.

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31. Toss of Coin - In Rounds 1 to 3 (games 1 to 9) the player to play first is decided by a toss of a coin. In Rounds 4-6 the player blue and black is determined by reversing the toss from the earlier rounds.

32. A time limit of 45 mins, normal AC end of time play rules will apply, if scores are level at the end of time, play continues until golden point (Hoop or peg, if applicable) is scored.

Handicap Golf Croquet

33. The advantage scoring system will be used. There are no time limits in accordance with rule 21 of the 6th edition GC rules. A draw is not an acceptable result as all games must be played to a finish. Simplified scoring can be used relating to players holding the number of clips / pegs required.

ADVANTAGE GOLF - 2024

Player start score	The number of clips / pegs player needs to carry is
2	5
1	6
0	7
-1	8
-2	9
-3	10
-4	11

Please keep pegs visible on your outer clothing at all times.

If you win a hoop place your clip on the top (primary colours) or upright (secondary)

When you run out of clips / pegs you have scored 7 hoops and won the game

34. Toss of Coin - to help prepare the number of clips needed in advance of each game there will be no toss of coin.
a) If the 2 doubles games are played, then Blue and Black are played by the home team in Game 1 and by the away team in Game 2.
b) Thereafter the first 2 rounds of singles (normally games 3-10) Blue and Black will be played by the away team. The final 2 rounds (normally Games 11-18) Blue and Black will be played by the home Team.

35. (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:

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

28. (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

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Level Play Golf Croquet

29. (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.
36. Toss of Coin - In Rounds 1 to 3 (games 1 to 9) the player to play first is decided by a toss of a coin. In Rounds 4-6 the player blue and black is determined by reversing the toss from the earlier rounds.
37. There are no time limits for games.
38. 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. March 2021. March 2022. MARCH 2023. March 2024. November 2024, February 2026

Summary of League Rule changes for 2025 season

- Inclusion of One Ball rules and Handicap details

Additional Information

The Laws of Association Croquet (7th Edition, amended 2021), the Official Rulings on the Laws of Croquet and the Rules of Golf Croquet (6th Edition, March 2022) 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
	7											18	17	15	13	11	10	9	8	7	6	5	4	3
	8												18	17	16	14	12	11	10	9	8	7	6	5
	9													18	17	15	13	12	11	10	9	8	7	6
	10														18	17	16	14	13	12	11	10	9	8
	11															18	17	15	14	13	12	11	10	9
	12																18	17	16	15	14	13	12	11
	14																	18	17	16	15	14	13	12
	16																		18	17	17	16	15	14
	18																			18	17	17	16	15
	20																				18	18	17	17

Table 1 - Points exchanged in level play Golf Croquet

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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

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SCHEDULE 1: SCHEDULE OF BISQUES

26-pt	22-pt	18-pt	14-pt	26-pt	22-pt	18-pt	14-pt	26-pt	22-pt	18-pt	14-pt
¼	0	0	0	10¼	8½	7	5½	20¼	17	14	11
½	½	½	½	10½	9	7½	5½	20½	17½	14	11
¾	½	½	½	10¾	9	7½	6	20¾	17½	14½	11
1	1	½	½	11	9½	7½	6	21	18	14½	11½
1¼	1	1	½	11¼	9½	8	6	21¼	18	14½	11½
1½	1½	1	1	11½	9½	8	6	21½	18	15	11½
1¾	1½	1	1	11¾	10	8	6½	21¾	18½	15	11½
2	1½	1½	1	12	10	8½	6½	22	18½	15	12
2¼	2	1½	1	12¼	10½	8½	6½	22¼	19	15½	12
2½	2	1½	1½	12½	10½	8½	6½	22½	19	15½	12
2¾	2½	2	1½	12¾	11	9	7	22¾	19½	16	12½
3	2½	2	1½	13	11	9	7	23	19½	16	12½
3¼	3	2½	2	13¼	11	9	7	23¼	19½	16	12½
3½	3	2½	2	13½	11½	9½	7½	23½	20	16½	12½
3¾	3	2½	2	13¾	11½	9½	7½	23¾	20	16½	13
4	3½	3	2	14	12	9½	7½	24	20½	16½	13
4¼	3½	3	2½	14¼	12	10	7½	24¼	20½	17	13
4½	4	3	2½	14½	12½	10	8	24½	20½	17	13
4¾	4	3½	2½	14¾	12½	10	8	24¾	21	17	13½
5	4	3½	2½	15	12½	10½	8	25	21	17½	13½
5¼	4½	3½	3	15¼	13	10½	8	25¼	21½	17½	13½
5½	4½	4	3	15½	13	10½	8½	25½	21½	17½	13½
5¾	5	4	3	15¾	13½	11	8½	25¾	22	18	14
6	5	4	3	16	13½	11	8½	26	22	18	14
6¼	5½	4½	3½	16¼	14	11½	9	26¼	22	18	14
6½	5½	4½	3½	16½	14	11½	9	26½	22½	18½	14½
6¾	5½	4½	3½	16¾	14	11½	9	26¾	22½	18½	14½
7	6	5	4	17	14½	12	9	27	23	18½	14½
7¼	6	5	4	17¼	14½	12	9½	27¼	23	19	14½
7½	6½	5	4	17½	15	12	9½	27½	23½	19	15
7¾	6½	5½	4	17¾	15	12½	9½	27¾	23½	19	15
8	7	5½	4½	18	15	12½	9½	28	23½	19½	15
8¼	7	5½	4½	18¼	15½	12½	10				
8½	7	6	4½	18½	15½	13	10				
8¾	7½	6	4½	18¾	16	13	10				
9	7½	6	5	19	16	13	10				
9¼	8	6½	5	19¼	16½	13½	10½				
9½	8	6½	5	19½	16½	13½	10½				
9¾	8½	7	5½	19¾	16½	13½	10½				
10	8½	7	5½	20	17	14	11				

Table 5 - Association Croquet Schedule of Bisques for conversion from 26 point to 14 point games