

Yorkshire Croquet Federation
Golf Croquet League Rules
2022
As approved at the AGM 21 November 2021

1.0 Introduction and Eligibility

1.1 The object of the Leagues is to encourage friendly but keen competition between all the Clubs in the Federation. Golf Croquet Leagues are for players of all standards.

1.2 The League Manager will be elected at each A.G.M. and will be responsible for running the Leagues during the season. The League Manager will have the power to resolve any disputes over these Rules or any matter not covered by them.

1.3 The Leagues are open to all clubs who are members of the Yorkshire Croquet Federation.

1.4 All competitors must hold a current CA handicap. At the end of a match players will be expected to update their handicap card accordingly. Cards should be made available for inspection on demand by the opposition team captain.

2.0 The Leagues

2.1 Both Handicap and Level Play leagues are available and Clubs may choose to play in either or both.

2.2 Depending on the number of teams wishing to play in a league, the League Manager will decide if a second division is required and will decide which division each team plays in, according to perceived strengths of the teams.

2.3 In the event of a league consisting of more than one division, at the end of the season the bottom team in a division will be relegated to the division below and the top team in the lower division will be promoted to the higher division.

2.4 The League Manager will decide whether teams play each other home **and** away or home **or** away. In the event of teams playing each other home **or** away in any year then the following year the reverse will apply where possible.

2.5 The winning team in each match will be awarded two points. If the match is a draw then one point will be awarded to each team.

2.6 From time to time League tables will be published on the Federation web site. Teams will be in descending order, with the team with the highest number of points at the top. The criteria for deciding the league positions will be:

- a) League points – if two or more teams are tied then:
- b) Net games won, i.e. total games won minus total games lost – if still a tie then:
- c) Net hoops for, i.e. total hoops scored minus total hoops conceded – if still a tie then:
- d) The results of the matches between the tied teams. If teams have met each other twice on a home and away basis then the result will be based on the total net hoops scored by each team i.e. the total hoops scored by each team in both matches minus the total hoops conceded.

2.7 By mid-October each year the League Manager will send final results and League positions to each Club's match secretary. Match secretaries must notify the League Manager of any errors and/or omissions by 1st November, after which no changes will be accepted.

3.0 Teams

3.1 Each team will consist of three players.

3.2 Members of a team should be ranked in order of strength, i.e. the lowest handicapped player as number 1, etc.

3.3 Clubs may enter more than one team in a League, but no player may play for more than one team in each League in any season.

3.4 To avoid cancelling a match, a team may, with the consent of the opposing team, include 1 player who is not a member of that Club, provided he/she represents no other Club in that League in that season. A Club may play a single substitute during a match for whatever reason provided the substitute's handicap is the same or higher or one point lower than the player they are replacing.

3.5 Clubs with more than 1 team in a league must register the players per team at the start of a season with the League Manager.

4.0 Matches and Play

4.1 Matches must be played between the beginning of May and the end of September.

4.2 The League Manager will coordinate arrangements for the season's fixtures publishing a list of provisional dates for matches prior to the start of the season. Team match secretaries will then arrange firm dates with their opposite numbers and notify the league Manager accordingly. Match dates should ideally be agreed at least four weeks before the match is to be played.

4.3 Match dates may be rearranged by mutual agreement. If Clubs are unable to agree a date, the home team will have priority. The commencement time for matches shall be 10.00am unless otherwise agreed between match secretaries/team captains.

4.4 Matches will be played in accordance with these Rules and the edition of the WCF Rules of Golf Croquet current at the time with relevant rulings, variation and commentary by the Croquet Association.

4.5 Matches may be played on half to full size lawns.

4.6 All matches will consist of 12 games comprising 3 doubles and 9 singles in the order of play laid out on the score sheet. The order of play will be laid down by the League Manager from time to time or as agreed at the AGM.

4.7 Individual games will be best of 13 (first to 7) points or as determined in accordance with Rule 4.9.

4.8 The time limit for individual games is 45 minutes. In double banked games, waiting time may be added as agreed in advance by the team captains.

4.9 On the expiry of time, play shall continue for a further eight strokes (two additional strokes per ball). If the scores are then level the next hoop will be contested to decide the outcome of the game. Any ball struck before time is called will be deemed to complete its run inside the time limit. All games must conclude with a winning side.

4.10 The results of matches shall be recorded on the score sheet as games won by each team. The total number of hoops scored by each team shall also be recorded. The winning team will be the team winning the most games. Should the number of games won by each team be equal then a draw shall be recorded.

4.11 Players' handicaps and index numbers at the start and end of a match must be completed on the score sheets. Players' names should be clearly shown on the score sheet. Full first name is required e.g. Peter not Pete, Christine or Christopher not Chris.

4.12 Score sheets must be signed by both team captains and submitted to the League Manager, either manually, by post or electronically within one week of play. It is the home team captain's responsibility to submit the score sheet to the League Manager.

4.13 At the end of a match the home team captain shall initial any index changes for each player on his/her handicap card.

5.0 Handicap play

5.1 Players not in possession of their handicap cards at the start of a match will be allowed to play off their stated handicap but must send a photocopy or scan of their handicap card to the League Manager within 7 days. Provided the stated handicap is verified all results shall stand. Failure to comply with the foregoing or the discovery of a discrepancy where a higher handicap was claimed – THE HOOP SCORES OF ALL SINGLES GAMES WON BY THAT PLAYER WILL BE REVERSED AND THE GAMES AWARDED TO THE OPPOSING SIDE (e.g. a game won by the player in question 7 – 4 will be awarded to the opposing team player 7 – 4)

5.2 The maximum allowable handicap in a match will be 12.

5.3 The number of extra strokes received by a player in a game will be in accordance with the edition of the WCF Rules of Golf Croquet current at the time.

5.4 Extra strokes are not permitted when playing the eight additional strokes at the end of time in a game. However, any remaining extra strokes may be used in the event of a draw after the eight additional strokes have been played when playing the deciding hoop.

6.0 Level Play

6.1 Level Play individual scores will be submitted by the League Manager to the Croquet Association for inclusion in the UK player rankings.

6.2 As Rule 5.1 above except that the results of all singles games involving the player will stand but any discrepancy in the claimed handicap shall be reported to the opposing team captain so that corrections can be made to any affected handicap cards.

7.0 General

7.1 If weather conditions render one Club's ground unfit for play, the venue for the match may be changed by mutual agreement in order to meet the agreed date.

7.2 If a Club fails to keep a match date in accordance with rule 4.2 or 4.3, a walk-over win will be awarded against the defaulting side.

7.3 A walk-over will be regarded as a win, scoring 9 – 3.

7.4 If a member of a team fails to arrive to play at the agreed time or fails to play for the full time for any game, the game(s) affected will be conceded as lost by the defaulting side by a notional hoop score of 7 – 3.

7.5 If a match is not played and the team captains or match secretaries agree that neither Club is at fault, the match will be recorded as 'no result'. All 'no results' will be recorded as 0 - 0 and neither team will get any points.

7.6 Matches, once started, must be completed on the day without significantly overrunning the normal finish time. If a match cannot be finished owing to weather, ground conditions or other external factors (not including player availability problems) team captains should try to agree shortened formats, to permit all games to be completed, whilst allowing a reasonably normal game of croquet to be played. Where they cannot agree, mutually agree to stop all play, or circumstances prevent completion of games, the match result will be determined on the basis of completed games only. No uncompleted game may be conceded to an opponent, but either team captain may concede the match to the other, thus awarding 2 points to the winning team (the games won/lost remaining as they are, for completed games only).

7.7 These rules may be amended at any General Meeting of the Federation by a simple majority of delegates present.

7.8 NOTE: The Yorkshire Croquet Federation Association Croquet League Rules are contained in a separate document.

Prepared by: Peter Reed, League Manager. November 2021.

Approved by: Yorkshire Croquet Federation AGM 21 November 2021.