



08/05/2025

CROQUET AUCKLAND GOLF CROQUET INTERCLUB RULES FOR 2025/2026

1 COMPETITIONS

- 1.1 All teams may consist of four or five players.
- 1.2 AHS cards are to be presented on arrival.
- 1.3 Hammer shots and jump shots are to be allowed. If a venue does not allow this to occur, the venue is to be changed. *NOTE:* CNZ does not allow the use of AHS cards where hammer shots and jump shots are not allowed.
- 1.4 Players must be a member of a club affiliated to Croquet Auckland.
- 1.5 Matches will be played under the Laws of Golf Croquet.
- 1.6 The draw is prepared by the CA GC Interclub Co-ordinator (the Tournament Manager).

2 DIVISIONS OF PLAY

Entries are invited for the following Golf Croquet competitions:

NOTE: CA encourages participation. A club may enter up to two teams in each division.

The tournament is finished by 31 December, and may need to start in September.

2.1 DIVISION 1 LEVELS

OPEN

2.2 DIVISION 2 LEVELS

Handicaps 5 to 9

2.3 DIVISION 3 LEVELS

Handicaps 8 to 12

- 2.4 Where there is more than one team from a club in a division, the teams must be constructed using the seeding method based on index points recorded on players' AHS cards. Both teams are to have the same or similar playing capability as each other. Such teams cannot swop players during the season.
- 2.5 If a player's handicap becomes 'out of range' after playing any game, the player can still play for that team for the remainder of the season. AHS cards will comply with tournament rules.

3 ARRANGEMENT OF MATCHES

- 3.1 For each division, there are 4 doubles games and 8 singles games.
- 3.2 In the doubles each player partners another player in their team to play the corresponding pair on the opposing team.
 - 3.2.1 **Game 1.**
A and B play opposing A and B, C and D play opposing C and D.
 - 3.2.2 **Game 2.**
A and D play opposing A and D, B and C play opposing B and C.
- 3.3 In the singles games each player plays their opposite number followed by a

“reverse” singles.

3.3.1 Game 3.

A plays A, B plays B, C plays C, D plays D

3.3.2 Game 4.

A plays B, B plays A, C plays D, D plays C

4 TEAMS

4.1 Any team entered by a club must have at least three “full membership” players belonging to that club and affiliated to both CNZ and CA.

4.2 The fourth member of a team may include a “full membership” member of another club where the club is not fielding a team in that division. If a player does intend to play for another club as a courtesy, the player should first discuss the matter with their home club.

4.3 A club may enter up to two teams in each division (Refer to 2.4); a player may play for more than one division for the same club; and a player may play up a grade.

4.4 Once a player has played once for any one team, the player is considered to be a member of that team and cannot then play for any other team in the same division.

4.5 4.5.1 In all divisions, a team with a member who is unable to play all day for health reasons in any particular match, may have 5 members. Two of the members play two games each.

4.5.2 A team intending to play with 5 members should advise their opponents of this at least the day before the match and advise whether their fifth member will be playing in the singles or doubles section.

4.5.3 If the travelling team has advised that they will have 5 members, the host club should advise whether singles or doubles are going to be played first.

4.6 4.6.1 Tournament and Match Management: The CA-nominated GC Interclub co-ordinator is the Tournament Manager. The host club’s team captain is the Match Manager and is encouraged to treat this event as they would for other tournaments.

4.6.2 Before the start of play the players will be listed in handicap order, starting with the lowest handicap.

4.6.3 If 2 or more players have the same handicap then the team captain may list those players in any order.

4.6.4 The players are labelled A, B, C, D (and E) with A having the lowest handicap and E the highest handicap.

5 REFEREES

5.1 The host club should provide a referee or umpire where one is available.

5.2 If an independent umpire or referee is not available or is not on site, players should ask an independent suitable observer to watch a difficult shot, (eg for a double tap, crush or mallet edge).

5.3 In the event of any dispute, rule 15.2.2 in the Rules of Golf Croquet prevails.

5.4 In any game where the players are in the junior handicap range, the referee is deemed to be a ‘referee in charge’.

6 TIME LIMIT

6.1 All games will be 13-point games with no time limit.

6.2 Any time limit imposed during a game shall provide at least 20 more minutes of play.

6.3 Games should start at 10am unless team captains agree to a different start time. Preference should be given to the wishes of the travelling team.

7 PENALTIES

If players are not available in any game within 15 minutes of the designated start time, their games may be forfeited.

8 DAY OF PLAY

- 8.1 Tuesday is listed as the “traditional” day of play in the draw, but either club may request a change.
- 8.2 Deferred matches need to be rescheduled to play within 2 weeks of the original date.
- 8.3 The club requesting a change of date, holds responsibility for the match to be held, otherwise it is treated as their default.

9 ORDER OF PLAY

The home team captain has complete discretion over the order of play, and may decide to play the doubles and singles in any order.

10 LAWN ALLOCATION

- 10.1 At least two lawns will be required for the competition.
- 10.2 Where possible, doubles games should be played single banked.
- 10.3 The visiting team captain has complete discretion over which game takes place on which lawn, (eg, a player is allowed to play on the same lawn for all games).

11 UNCOMPLETED GAMES

- 11.1 If players forfeit a game, it is recorded 7-0 to the opponents.
- 11.2 If a team forfeits a match, it is recorded 12-0 to the opponents.
- 11.3 If a match is postponed because of weather conditions, the teams should endeavour to complete the match before the next round is scheduled.
- 11.4 If a match is postponed on the instigation of one team (for other reasons), the club that instigates the postponement is considered to be at risk of forfeiting the match until the match has been played.
- 11.5 If there are extenuating circumstances whereby two teams are unable to play a match before December 31, the Match Committee may agree to record it as a “drawn result” (6-6).
- 11.6
 - 11.6.1 If a team withdraws from interclub then all previous results are scratched.
 - 11.6.2 Game scores and index changes recorded on AHS Cards remain.

12 RESULTS

- 12.1 Each Match will provide results for matches won, lost, and drawn plus hoops scored for each game. The sheet should be scanned and forwarded to the Interclub Co-ordinator within 24 hours. (Download free app ‘Genius Scan’ with an orange logo, onto your phone if necessary.)
- 12.2 When the round is complete the Interclub Co-ordinator will post the results onto:
croquetscores.com
- 12.3 croquetscores.com will act as Croquet Auckland’s official Interclub record of results, for all to access.

13 INSTRUCTIONS FOR THE INTERCLUB CO-ORDINATOR to SET-UP FOR ***croquetscores.com***:

- 13.4 Set up a separate event for each interclub division and enter start and finish dates of competition.
- 13.5 Select ‘Teams’ for Tournament Type.
- 13.6 **Tick the box** for ‘Drawn matches are not decided by net hoops’. This option must be ticked when a test is a draw and matches won are equal so the match can be recorded as a draw rather than a win on net hoops at this stage of constructing the results - refer to Item 13 ‘Tournament Winner’.
- 13.7 Enter 12 for ‘Expected Matches’, and Enter 1 for ‘Best Of’

14

TOURNAMENT WINNER: following WCF practice, the winner will be based on

14.1 Tests (matches) won

14.2 If teams are equal on tests, then games won

14.3 If still equal on games won, then 'who beat whom' is the winner.

14.4 However, if the 'who beat whom' was also a drawn game then the winner will be that team with the best net hoop score *throughout the entire competition*. If still equal then it's a draw.