



ASSOCIATION CROQUET INTERCLUB RULES 2023/2024

1 THE COMPETITION

- 1.1 Every Interclub team member must be a member of a club affiliated to Croquet Auckland.
 - 1.2 The draw will be made by the Match Committee or Match Committee Convenor.
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2 THE TEAMS

- 2.1 Teams will consist of three players, all of whom (subject to 2.8 below) may be substituted on completion of his/her first round game of a match by a substitute team member who then plays the whole of one second round singles or doubles game of the same match.
 - 2.2 A club may enter more than one team in the Auckland AC Interclub Competition.
 - 2.3 Any player, having played for any team as a full or substitute player in the Auckland AC Interclub Competition is a member of that team for the entire season, and cannot thereafter be a member of any other team in that season.
 - 2.4 Players are responsible for the accuracy of their AHS cards. AHS cards are to be presented to the opposing captain/manager before play starts in any match. (See regulation 16.1 Tournament Regulations)
 - 2.5 Both captains/managers must check all AHS cards. (handicaps and bisques).
 - 2.6 Generally, team members are to be ranked in ascending order of handicap A, B and C (A is the best player), but the physical or medical condition of a player **may** be used to determine the playing order of a team. In the absence of a physical or medical condition, A will play one of the singles games and B will play the other. No player may play more than one singles game in any match. At least one of partners of each team's doubles combination must be changed for the second round doubles game.
 - 2.7 If two (or more) players of one team have the same handicap, their ranking order is at the discretion of their team captain.
 - 2.8 If one or more players from any team are physically or medically unable to play more than one game in a day, captains may allocate a substitute to play the second game in accordance with rule 2.1.
 - 2.9 Both captains (or managers) are to write down their team playing order and present their selection to the opposing team captain, on the day of the match, as soon as possible and before play commences, to avoid jiggery pokery.
 - 2.9 The captain of the opposing team must be informed of any substitutions.
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3 THE MATCH

- 3.1 A match is played in 2 rounds with one game of singles and one game of doubles in each round.

3.2 Example

Round 1	Host team A	v	Visiting team A
	Host team B and C	v	Visiting team B and C

Round 2 Host team B v Visiting team B
 Host team A and C v Visiting team A and C

(Round 2 may be played before round 1 at the option of the home team captain.

- 3.3 All games must be played under the Laws of Association Croquet Seventh Edition 2021.
- 3.4 All games will be played as handicap games.
- 3.5 AHS cards shall be used for all completed singles games.
- 3.6 The time limit for all games is 2½ hours [two and a half hours] plus Law 61, but see rule 3.7 below.
- 3.7 It is desirable that all lawns are single banked, but double banking is permitted if two lawns are not available. An extra 15 minutes should be added to the time limit for all double banked games.

4 ELIGIBILITY TO COMPETE FOR ANOTHER CLUB

- 4.1 A member of any Croquet Auckland Affiliated Club shall be eligible to play Interclub for another club. Permission from the player's own club must be obtained.
- 4.2 The player must have paid both the Croquet New Zealand and the Croquet Auckland levies.

5 HOST TEAM RESPONSIBILITIES

- 5.1 The host club is to provide umpires if possible.
- 5.2 The host club (shown on the draw) of a game played at a neutral venue is responsible for refreshments, and for clearing-up at the conclusion of play.

6 MATCH WINNER

- 6.1 The team winning the most games wins the match.
- 6.2 If there is a tie, the match is drawn.
- 6.3 Teams will be awarded 2 match points for a win and one match point each for a drawn match.

7 RESULTS

- 7.1 Home team captain or manager must record the results on the Croquet Auckland Scoresheet and email a signed copy to the AC match convenor within 24 hours of the end of the match.
(pukekojim@gmail.com)

8 TOURNAMENT WINNER

- 8.1 The team with the most match points wins the tournament.
- 8.2 If there is a tie on match points, the winner will be decided on net games.
- 8.3 If there is a tie on match points and net games, the winner will be decided on net hoops.
- 8.4 If there is a tie on match points and net games and net hoops, the winner will be the winner of the match between the two teams.
- 8.5 If there is still a tie, the two tied teams are joint winners.

9 PLAY DATE & START TIME

- 9.1 The match committee will draw up a schedule of dates and venues of matches.
Example **Orewa C v Epsom/Rem November** (to be played at Orewa in November).
The two captains are to confer and agree upon a suitable date in November or any other mutually agreeable date. on which to play the match.
(The third Tuesday in each month has been set aside for AC Interclub matches to be played, but this may not suit some teams)
The host team is the first named team. The match may be played at an alternative club with the acceptance of all three clubs involved.
- 9.2 Play shall start at 9.45 am, but may start earlier or later by mutual agreement to accommodate the wishes of the travelling team.

10 CONTINGENCIES

- 10.1 In the event of wet weather, the team captains must decide whether or not to play the match.
- 10.2 If the decision is not to play, the team captains are to arrange an alternative day.
- 10.3 When any game cannot be completed because of rain and there has been at least 2 hours of play, the points scored during that time shall count, causing games to be won or lost or drawn. Such games will be recorded and scored. AHS cards will not be used for rain shortened games.
- 10.4 When any match cannot be completed because of rain and there has been 2 recorded games (see Rule 10.3), the match shall be considered as completed and scored. (2 match points for a win and 1 match point each for a draw. With only two games completed, net games and net hoops will be doubled and recorded on the tournament score sheet if the Match Committee considers this to be reasonable in the circumstances.
- 10.5 If any player is forced through illness or any other contingency, to withdraw during a game, he/she loses the game with his/her points remaining, and the opponent scoring 26 points and winning the game. (If the game is a singles game, AHS cards are to be used for that game.)
- 10.6 The AC Match Committee must be promptly advised of all postponements by the host club concerned.

11 UNCOMPLETED GAMES

- 11.1 If a player(s) forfeits a game, it is recorded 26-0 to his/her opponent(s).
- 11.2 If a team forfeits a match, Tournament Regulations 15.3, 20.7.7 and 20.7.9 will apply. (All its matches are scratched from the competition.)

<p>Note Scratching a team from the competition will be the last resort of the match committee. If any team cannot play a match on the scheduled day, the captains/managers of the two teams shall endeavour to find a mutually acceptable day for rescheduling the match. If the two teams cannot agree on an acceptable date, they must refer the matter to the match committee at the earliest opportunity, who may</p> <p>(1) nominate a rescheduled day or</p> <p>(2) declare one team to be at fault for not playing the match and scratch that team and all their games from the competition after discussing the matter with both teams and taking all circumstances into account. Any decision of the match committee regarding this matter is final and cannot be appealed against.</p>
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- 11.3 If a match is postponed on the instigation of one team, and thereafter the match is not subsequently played, the postponing club is considered to have forfeited the match subject to a match committee review and may be scratched from the competition as in Rule 11.2 above.
- 11.4 If there are extenuating circumstances whereby two teams are unable to play a match before April 30, the Match Committee may agree to record it as a "drawn result"
(Match score 2-2). (Net games Nil) (Net hoops Nil)

- 11.5 If a team withdraws or is scratched from interclub competition, all its previous matches are scratched. Game scores and index changes recorded on AHS cards remain.
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12 OTHER CONTINGENCIES

- 12.1 Should any circumstance arise, not covered by the rules outlined above, it shall be dealt with by the Match Committee as best meets the justice of the case.