



CROQUET AUCKLAND

GOLF CROQUET INTERCLUB 2023/2024

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: NZ Croquet 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 completed by the Match Committee.

2 DIVISIONS OF PLAY

Entries are invited for the following Golf Croquet competitions:

NOTE: A club may only enter one team in each division.

- 2.1 **DIVISION 1**
ADVANTAGE **Handicaps -6 to 8**
At the start of the match, a team may have a maximum of two players on handicap 2 and below.
- 2.2 **DIVISION 2**
ADVANTAGE **Handicaps 6 to 14**
- 2.3 **DIVISION 3**
HANDICAP **Handicaps 8 to 14**
- 2.4 If a player's handicap becomes 'out of range' after playing any game, the player can still play for that team for that day and any subsequent Interclub matches and must play on the new handicap.

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 players belonging to that club
- 4.2 The fourth member of a team may include a member of a club where the member is not required by their principal club or where the principal club is not fielding a team in that division
- 4.3 A club may not enter more than one team in each division.
- 4.5 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.
- 4.6 If a player does intend to play for another club (because their home club does not have a team in that division or because the player is not required for a team in the same division by the main club), as a courtesy, the player should first discuss the matter with their home club.
- 4.7
 - 4.7.1 In divisions 2 and 3, 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.
 - 4.7.2 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.
 - 4.7.3 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.
- 4.8
 - 4.8.1 Before the start of play the players will be listed in handicap order, starting with the lowest handicap.
 - 4.8.2 If 2 or more players have the same handicap then the team captain may list those players in any order.
 - 4.8.3 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 AC umpires may assist in deciding matters of fact (such as shots around the hoop).
- 5.3 AC umpires are not expected to rule on matters of law (eg when wrong ball played).
- 5.4 If an independent umpire or referee is not available or is not on site, players should ask an experienced player who is not the opponent to watch a difficult shot, (eg where a double tap or a 'crush' may occur).
- 5.5 In the event of any dispute, rule 15.2.2 in the Rules of Golf Croquet prevails.
- 5.6 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 Advantage games end with the first to have no hoop pegs left (7 or more hoops scored).
- 6.3 Any time limit imposed during a game shall provide at least 20 more minutes of play.
- 6.4 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.
- 8.2 However a team can seek agreement from the opponent’s team captain to play on another day of the week or to otherwise postpone play from the scheduled date.
- 8.3 Teams initiating such first change of a match are at risk of forfeiting the match should the game not be played by the end of the season.

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.
The visiting team captain may choose to give some members of the team a better chance by allowing them to play on the same lawn as much as possible, (for instance, one member of the team could play all their games on the same lawn).

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 April 30, 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 MATCH WINNER

- 12.1 Teams will be awarded 2 points for a match win and one point each for a

drawn match.

12.2 The team winning the most games wins the match.

13 RESULTS

It is the responsibility of the home team to record the results on the Croquet Auckland scoresheet and email a copy to the person nominated on the scoresheet within 24 hours of the match.

14 TOURNAMENT WINNER

14.1 The winner is the team with the most points.

14.2 If tied on points, then the team winning the most matches

14.3 If also tied on matches, the team with the best net games.

14.4 If also tied on games, the team with the best net hoops.

14.5 If also tied on hoops, then the winner of the match between those two teams.

14.6 If that result is also a draw, the tournament is a draw.