



TOURNAMENT REGULATIONS

FOR THE

2011 BESTINVEST WCF GOLF CROQUET

WORLD CHAMPIONSHIP

Version 1.0

2011-07-14

Issued jointly by the WCF and Croquet Association

Contents

1. INTRODUCTION	3
2. OFFICIALS.....	3
3. ENTRIES.....	3
4. CONDUCT	3
(a) <i>Gambling.....</i>	<i>3</i>
(b) <i>Misconduct.....</i>	<i>3</i>
5. RULES OF PLAY.....	3
6. CONDITIONS OF PLAY	4
(a) <i>Hours of Play.....</i>	<i>4</i>
(b) <i>Scheduling of Play.....</i>	<i>4</i>
(b) <i>Incomplete Matches.....</i>	<i>4</i>
(c) <i>Warming Up.....</i>	<i>5</i>
(d) <i>Between Games.....</i>	<i>5</i>
(e) <i>Lateness Policy.....</i>	<i>5</i>
(f) <i>Refereeing Policy.....</i>	<i>5</i>
(g) <i>Scorers.....</i>	<i>6</i>
(h) <i>Hoop Setting.....</i>	<i>6</i>
(i) <i>Mobile Phones.....</i>	<i>6</i>
7. DRESS STANDARDS	6
8. FORMAT OF PLAY AND SEEDING	7
(a) <i>General Format.....</i>	<i>7</i>
(b) <i>Determination of Block Positions.....</i>	<i>7</i>
(c) <i>Seeding of the Knockout Draw.....</i>	<i>7</i>
9. TIME LIMITS	7
10. SAFETY	8

1. INTRODUCTION

These Regulations are specifically written for the 2011 Bestinvest WCF Golf Croquet World Championship to be held in England during July 2011. They will apply to the main event being held at both the Hurlingham Club and Surbiton Croquet Club and also to the qualifying event held at the Roehampton Club. These Regulations are a combination of existing World Croquet Federation (WCF) and Croquet Association (CA) Regulations plus others specifically formulated for this event and have been approved in total by the WCF and the CA for use at the Championship. Where reference is made to the host country in these Regulations, it shall be understood to mean the Croquet Association's Championship Organising Committee.

2. OFFICIALS

The Tournament Manager (Tim King) together with the WCF Event Lead (Stephen Mulliner) and the Tournament Referee (Bill Arliss) shall be regarded as the senior officials for this tournament and shall collectively make any major emergency decisions which may affect the overall running of the event. This trio shall be deemed to be **The Tournament Committee** for the purpose of these Regulations. This should not be confused with the **Championship Organising Committee**, which has been set up by the Croquet Association to organise this event.

3. ENTRIES

The Tournament Committee reserve the right to substitute a player of a suitable standard should a last minute withdrawal have a serious effect on the playing schedule of the Championship.

4. CONDUCT

(a) Gambling

- (1) A player may not accept bets on himself nor place them on his immediate opponent.
- (2) A player or official may not bet nor take bets or positions of a significant amount on an event whose outcome he could influence.
- (3) A player or member of the CA, whether or not he is competing in an event, may not offer any inducement to another player or official to influence it, nor may such an inducement be accepted.

(b) Misconduct

A player who contravenes these Regulations or the behavioural requirements as defined in the Rules of Golf Croquet, as specified later in these Regulations, is liable to disciplinary action by the Tournament Committee. This may include disqualification from a single match or disqualification from the remainder of the tournament dependent on the severity of the offence. Any such disqualification will be reported to the WCF and could affect the player's right to enter future WCF events

5. RULES OF PLAY

All play at this tournament shall be governed by the Rules of Golf Croquet as issued in 2007 by the WCF GC Rules Committee together with all Official Rulings issued prior to the start of the tournament. and published on the WCF website. **As the Croquet Association has adopted the exact wording of the WCF Rules and the Official rulings as the Laws of Golf Croquet, copies of the latest reprint of the CA Golf Croquet Laws handbook, which includes the latest rulings printed adjacent to the rules to which they refer, will be used for reference purposes by all authorised referees. The reprinted version is identified on its front cover as a 2011 reprint.**

At the Player Briefing on Sunday 18 July, all procedures to be used during the tournament will be explained and any necessary interpretation of the rules will be covered by the Tournament Referee. **All players are**

expected to attend this meeting. If there are good reasons why a player cannot attend, he/she should arrange for a friend or colleague to gather all essential information for them.

6. CONDITIONS OF PLAY

(a) Hours of Play

Play will normally commence at 9.30am at Surbiton and 10.00am at Hurlingham but the Tournament Manager may bring this forward if time is lost due to inclement weather or the schedule falls behind. Players may be required to play until dusk if this is required to maintain the playing schedule.

(b) Scheduling of Play

The Order of Play and Venue for the block stages will be published on the Championship website prior to the commencement of the event. During the Knockout stage the Order of Play for the next day will be published within 30 minutes of the end of play.

Courts will be pre-allocated for the first eight matches at Hurlingham and first seven at Surbiton. Thereafter, the order of play will be followed strictly with each match being allocated to the first court that becomes available.

A maximum period of 15 minutes is allowed from the end of one match to the commencement of the next (including warm up time). **It is therefore imperative that all players are well prepared in advance of a court becoming available.**

At each venue (Front Lawn Hurlingham, Cricket Ground Hurlingham and Surbiton), a Game Scheduler will maintain a board indicating at what time players must report back to check whether they are required to be ready to play.

The Tournament Manager may give priority to play in blocks where progress in a specific block is falling considerably behind the other blocks

Lunch will be served over a two-hour period and players are required to take lunch at a time which suits the playing schedule. No delay in starting a match will be accepted if a player is taking lunch at the starting time. The lateness policy as described below will then apply.

Game Schedulers will ensure that all players have a minimum rest period of thirty minutes between matches, ensuring that if players are involved in an extremely long match, they will not have to return immediately to play their next match.

No leave will be granted.

(b) Incomplete Matches

If bad weather forces the suspension of play in an individual match, the Tournament Manager may:

- instruct the players to resume the match on the same court any time before dusk falls
- instruct the players to resume the match on the same court the following morning
- ask the players to reconvene later during the block phase of the Championship and finish the match on any available court (preferably the same or similar, depending on availability). The latest point at which the match can re-convene is early afternoon on Thursday 21 July. A referee will be responsible for recording the position of the balls and state of play at the point at which the match was suspended
- cancel the match only if the result has no impact on the outcome as to which players qualify for the Knockout phase of the Championship

(c) Warming Up

A five-minute warming-up period will normally be allowed after the scorer has arrived at the court and carried out the toss. Players who arrive late may forfeit all or part of this warming up period. Players may not use other than designated courts for practice or warming up without the express permission of the Tournament Manager or a Game Scheduler.

(d) Between Games

Players are expected to play all matches of a best of three on an almost continuous basis. They may not leave the court at any time during a match except for reasons of personal comfort and under such circumstances must inform their opponent and the scorer. Unless there are very special circumstances, the second and subsequent games of a best-of-three match will start within five minutes of the previous game finishing. Use of breaks from the court to obtain coaching advice will be considered a disciplinary matter. For the purpose of this regulation, the surrounds of the court are considered as part of the court.

(e) Lateness Policy

A player is late if and only if both the following conditions have occurred:

- (i) the time at which the player was instructed to report back to the Game Scheduler has passed and
- (ii) the player arrives at the allocated court for a match more than 15 minutes after the time at which the Game Scheduler issues the scorecard, indicating that the court is free for the next match to begin.

If a player is late, the Tournament Referee is empowered to award the first game of a best of three to the player who is present. If a player does not arrive within the subsequent 45 minutes, the referee will award the match to the player who is present.

A player is exempt from the lateness penalties if the player was travelling on the official Championship shuttle minibus and an unexpected delay has occurred to that journey.

(f) Refereeing Policy

In all matches except the Quarter-Finals, Semi-Finals and Final it is intended that the players will **usually** act as their own referees and it is their duty to declare all their own faults should they occur.

The Tournament Referee will appoint and arrange for **Allocated Referees** to always be available during play on both the front and rear lawns at Hurlingham and at Surbiton and they will act as **Referees on Call** when requested by either player with a vertically raised mallet. The Allocated Referees will be clearly identified by name badge and a yellow vest.

Prior to the Quarter-Finals of the knockout, the Allocated Referees will not normally intervene in a game unless requested by either player unless the referee considers that:

- the circumstances of Rule 15(4) apply
- relations between players is becoming strained and direct control would be beneficial to the match
- games are not being started in accordance with the designated procedures or by the designated times
- players are regularly disregarding faults
- play is extremely slow.

Under the previous four causes, the Tournament Referee empowers the Allocated Referees to take full charge of a match and remain in charge for as long as the referee feels necessary. The referee will be required to inform the players why he has taken charge of the game and there will be no appeal against such a decision. The referee may not act on matters he has observed before taking charge.

The **Allocated Referees** will **not** be players in the event. However, players who are qualified referees and are willing to assist when not playing will be welcomed by the Tournament Referee. Before they act in an official capacity they must be accredited by the Tournament Referee or his deputy and will receive a suitable badge as an accredited referee. It is asked that they do not take referee request calls when there is an Allocated Referee available. Accredited Referees do not have the power to intervene in a match unless they are specifically relieving an Allocated Referee at the request of the Tournament Referee.

The normal playing and refereeing practices that will be adopted for this event will be discussed at the players meeting on Sunday 18 July and each player will receive printed guidance on these items.

(g) Scorers

It is the intention that a scorer will be appointed for each match. The duty of the scorer will be to ensure that the player name boards are located on the scoreboards against the appropriate colour and the scores are updated as hoops are made. With no Referee in Charge, the players have a duty to see the scorer is correctly informed on the scoring of each hoop. Under these circumstances the scorer will have responsibility for completing the overall game results on the match card which should be signed by each player before they leave the court. Without a referee in charge, the scorer will undertake the toss once both players are at the court. The scorer will, in the absence of a referee, inform the players when warm-up time is completed and the game must start immediately. Failure to do so may result in a referee taking charge of the game.

In the event of a scorer not being available, the players will be required to keep their own score by the use of clips which will be made available for such emergencies. The use of clips in a non-scorer situation is mandatory to prevent any misunderstandings on the scoring. Under these circumstances the winning player is tasked with returning the completed score card to the Game Scheduler immediately on completion of the match.

(h) Hoop Setting

The host club will provide a team of hoop setters to ensure hoops are correctly set at the start of play each morning and will be on call throughout the day to reset any hoop that needs such correction, on request from an Allocated Referee. Normally, an Allocated Referee will check and tighten all hoops before the start of each match. However, in the absence of a Allocated Referee to perform this duty, the players should jointly check and correct hoop firmness with the mallets provided on each court.

Players may at any time check the firmness of a hoop during the game. However, the corrective action that will be allowed to rectify any apparent looseness will be fully described in the players briefing. .

The standard hoop setting shall be the largest diameter of the balls in play +1/16" –0.

(i) Mobile Phones

The use of mobile phones during a match and within five metres of any court in which a game is in progress, is prohibited. Players who keep phones in their court side bags must ensure they are switched off. There are further restrictions at Hurlingham. Abuse of this regulation is likely to result in an immediate **formal warning**.

7. DRESS STANDARDS

1. Players may wear a national sporting uniform recognised and acceptable to the WCF or predominantly white clothing, both bearing no sponsor logos except as provided for in paragraphs 6 to 9 below. Predominantly white clothing means white shorts, slacks, skirts, socks and shoes with more than 75% of their surface area white. Clothing which does not meet these criteria will

be subject to rejection as unacceptable. White means white, not grey or off white. This condition does not apply to wet weather clothing.

2. Clothing will be smart, clean and laundered. Particular attention will be paid to shoes to ensure they do not detract from overall appearance. T-shirts with cartoons or messages will not be worn. Shorts will be of a decent length.
3. Players in any doubt as to what is or is not acceptable should clarify their position before starting a match by consulting the Tournament Manager. If Championship officials consider a player's dress to be in contravention of the above guidelines, the Tournament Manager shall have the authority to request the player to change into suitable attire before the beginning of a match.
4. Should such a request be necessary, it will not invalidate the scratching of any player not ready to play within 15 minutes of being called upon to play by the Game Scheduler.
5. Failure to comply with the specified requirements will result in the disqualification of the player concerned.
6. The WCF will advise players and National Associations of the dress requirements agreed with any naming rights or other sponsors. Players and National Associations are expected to adhere to any conditions on the display of logos on clothing and shoes advised by the WCF. Approval from the Tournament Manager must be obtained to display other sponsors' logos on dress, including shoes. Small brand names forming an integral part of any clothing item are excluded from this paragraph unless specifically advised to players and National Associations before the event.
7. Should any dispute arise between the Tournament Manager and a player as to what dress is or is not acceptable, appeal may be made to the Appeals Committee, whose decision is final.

8. FORMAT OF PLAY AND SEEDING

(a) General Format

The competition will start with eight blocks of eight players, all playing each other player in the block with each match being best-of-three 13-point games. The top four players in each block will then proceed to a knockout stage that will eventually determine the World Champion.

The bottom four players in each block will be eligible to play in a Plate event.

The final will be a match consisting of best-of-five 13-point games.

(b) Determination of Block Positions

Block positions will be determined on the basis of the number of matches won. In the event of a tie between two or more players this will be determined via one or more play-off matches in accordance with the procedure in Appendix C of the WCF Sports Regulations.

(c) Seeding of the Knockout Draw

The Seeding Committee will seed all those who qualify for the knockout, taking account of seeding prior to the Championship and the Block Results.

9. TIME LIMITS

Time limits will not normally be imposed on any game unless severe loss of playing time is caused by bad weather. Should this occur, the Tournament Committee will decide and announce which games will be subject to a time limit. Priority will be given to maintaining the major knockout matches without limits. In cases of repeated very slow play, the Tournament Referee may impose time limits on individual players.

Where a time limit is to be applied, it will be clearly marked on the match card and the referee will inform both players before the start. Should limits be imposed they will be of the cumulative type i.e. 50, 40, 30 minutes for a best-of-three match, time not used in the earlier games being added to the allowance for the second and subsequent games. The referee will warn players when only five minutes of a time period remains and will clearly call time on expiry of the time period. No further shots will be taken after the expiry of time and the player with the largest number of points will be declared winner. If scores are equal, play will continue until a further hoop is scored to decide the game. Play after time expires will not be deducted from the allowance for the next game.

Under very exceptional circumstances of time loss, the Tournament Committee may reduce some matches to a single 19- or 13-point game.

10. SAFETY

Golf Croquet can be a dangerous game with the high speed of some croquet balls. With this in mind, the organisers have arranged for a one-metre high plastic fencing to surround most of the playing area. Entrance inside the fenced areas will therefore be restricted to players in play or about to start a game plus referees undertaking their normal duties. The restriction will be strongly enforced and all Allocated Referees are empowered to stop any game if they consider spectators are in danger. All players must ensure their supporters are aware of this requirement.

There is no safety netting separating individual courts. Players must warn adjacent players whenever there is a risk of injury from a shot that could travel from one court to another.