



# Wellington Croquet Association Inc

## INTERCLUB COMPETITIONS - RULES – 2023-2024

### General Conditions for all Interclub Competitions

1. Competitions should not commence earlier than the first week in October. No competitions should be charted after mid-December.
2. To minimise travel, where practical, competition draws will first be regionalised. Central venues to be used to complete the competitions.
3. Draws will be arranged, where possible, to avoid clashes with CNZ Invitation Tournaments.
4. No competition will be held if entries are less than three. Should entries be just three teams, then a best of three games format may apply.
5. Players may enter both the Teams and Doubles competitions. Players may be a team member, or a substitute, in any of the competitions.
6. A player's current handicap will apply on the day of play.
7. No player shall be permitted to play for two WCA Clubs in an Interclub competition.
8. A 10 minute hit-up will apply immediately prior to the advertised starting time. Players arriving late will forego the hit-up time or at least some part of it. When there is double-banking, each team may be restricted to two balls.
9. Restriction on practice before or during the event applies only to the lawns under the control of the  
Tournament Manager. The effect of this is
  - (i) For events other than Monday Handicap. The only practice permitted at the tournament venue is the hit-up provided for in CNZ Tournament Regulation 8.2.
  - (ii) For Monday Handicap Interclub, which starts at 1pm, the same restriction applies but starts at 12 noon.
10. All matches shall be played under the laws and regulations as set out by the CNZ.
11. Double-banking may be used to accommodate more teams.
12. **Tea and coffee only host is not obliged to provide morning tea - BYO snacks**
13. The appropriate entry fee is to be forwarded to the WCA Treasurer or paid via internet banking to the WCA bank account. 03 0543 0209978.00

### Playing Days:

Association Croquet – Handicap 1 Game a Day Monday starting at 1.00 pm.

Association Croquet – Handicap 2 Games a Day Play will be on Wednesday, except that two clubs may, by mutual agreement, play on the Friday of the scheduled week at either venue, starting at 9.30 am.

Golf Croquet – Handicap - 2 player teams

Sunday starting at 9.30 am.

**Golf Croquet – Levels – 3 player teams**

**Wednesday starting at 9.30am**

### Unavailability of Lawns

14. Should bad weather, public holiday, CNZ or WCA event cause the unavailability of lawns on any day, any play scheduled for that day shall be played on the first available same day of the week at the end of the scheduled series.
15. The Club Captain of the host Club or his/her deputy shall decide if the lawns are unsuitable for play.
16. Should play be delayed, or postponed, due to bad weather the captains of visiting clubs must be notified before:
  - Morning competitions: 8.00am
  - Afternoon competitions: 9.30am
17. If a game cannot be finished within a reasonable time on that particular day due to the lawn becoming unplayable, it will be pegged down and finished on a subsequent day to be agreed by the competing teams.

18. The appointed Interclub/Challenge Competition Manager is to be notified immediately of all matches which are not played on the scheduled date.

### **Defaults**

19. In the event of a Club defaulting, the Captain of the Club being defaulted to must be notified before:
- Morning competitions: 8.00am on the day of the match.
  - Afternoon competitions: 11.00am on the day of the match.
20. Any team arriving more than 15 minutes later than the arranged starting time shall be deemed to have defaulted, unless the lateness arises from circumstances outside the control of the team e.g. traffic hold-ups, accidents, etc.

### **Defaulting during preliminary competition**

21. If a team is unable to play a match on the scheduled day, then:

- a. The match may be played on another day of the week as agreed to by the teams.
- b. If the teams are unable to agree a day, then the Tournament Manager will negotiate the date which will be no later than the pre-determined end date for this phase of the competition.
- c. All defaulted games are awarded to the other team

Should a team member(s) not be present at the scheduled start time or be forced by illness to withdraw during a match then:

- a. Games which can be played by those present shall proceed.  
If the missing player(s) fail to arrive within 15 minutes from start of play to enable the deferred games to be played, then those games shall be defaulted. (Doubles are the first game to be played so this round is the one defaulted)
- b. Games unable to proceed due to illness shall also be defaulted.
- c. If 2 members are unable to play and substitute unavailable the team will default (Wednesday GC teams levels)

### **Defaulting in the final rounds.**

If a team defaults a match in the final rounds then:

1. All matches and games they have already played in the final rounds are scratched and the team withdraws.

### **Notifications of Results to the appointed Interclub/Challenge Competition Manager**

A result sheet is to be completed by the winning team and signed by both teams. This is to be handed to the Club Captain or Club member responsible for Interclub at the host Club who will then e-mail or phone the results to the Manager. (Details to be left on answerphone as applicable.) The result sheets are then to be mailed to the Manager as soon as possible (desirably sent by e-mail as PDF or JPEG files to avoid use of snail mail).

22. All written results sent to the Manager must draw attention if one of the team members is a substitute for a notified team member.

### **Officials**

The host club is to provide a non-playing umpire or referee, or to arrange one from elsewhere if unable to produce one. It is also desirable that a referee be present, but he/she may be a participant.

**Disputes Should Clubs be unable to resolve any dispute concerning these rules the Interclub/Challenge Competition Manager must be consulted and his/her decision will be final.**

# Wellington Croquet Association Interclub

## ASSOCIATION CROQUET HANDICAP TEAMS - TWO GAMES A DAY (WEDNESDAY TEAMS)

In addition to the **General Conditions for all Interclub Competitions** the following special conditions apply to this competition.

### Nature of the Competition

1. An **ADVANCED HANDICAP PLAY** competition comprising two rounds of play a day.
2. Each day's play to be 1 doubles game and 2 singles games.
3. Club teams to consist of 2 players, any handicaps.
4. A club may enter more than 1 team.
5. Each club will, as far as possible, play all other participating clubs.
6. The draw will endeavour to provide an even balance of home and away contests.
7. A club that has hosted a particular club one year should, if possible, be scheduled to visit that club the following year.
8. A player's current handicap will apply on the day of play.
9. The players are to be ranked in handicap order for the singles matches.
10. Participants may differ from week to week, but substitutions may not be a member of another team.
11. AHS cards to be used for singles matches.
12. Dawson balls to be used. [Until otherwise advised](#)

### Entry Fees

14. A \$40 entry fee per team is to be forwarded to the WCA Treasurer or paid via internet banking to the WCA bank account.

### Playing Days/Starting Times/Duration

15. Play will be on Wednesday each week, excepting that two clubs may, by mutual agreement, play on the Friday of the scheduled week at either venue.
16. Morning play will start at 9.30am and afternoon play no later than 1.00pm.
17. All games will have a 3-hour time limit
18. Determining the Competition Winners: Refer to CNZ Tournament Regs 20.7.8

# Wellington Croquet Association Interclub

## ASSOCIATION CROQUET HANDICAP DOUBLES - ONE GAME A DAY (MONDAY HANDICAP)

In addition to the **General Conditions for all Interclub Competitions** the following special conditions apply to this competition.

### Nature of the Competition

1. An **ADVANCED HANDICAP PLAY** doubles competition comprising one game per day.
2. Dawson balls to be used if available.. [Until otherwise advised](#)

### Entry Fee

3. A \$20 entry fee per team is to be forwarded to the WCA Treasurer or paid via internet banking to the WCA bank account.

### Playing Days/Starting Times/Duration

4. Played on Mondays, starting at 1.00pm.
5. All games will have a 3-hour time limit
6. Unavailability of Players/Substitutes
7. If a player is unavailable for a scheduled interclub match, it is the responsibility of the player's Club to either field a substitute or default. The sole exception to this rule concerns players participating in CNZ events as published in the Yearbook. Should such a player be required for a scheduled interclub match, an alternative date may be arranged by mutual consent (including pre-dating a match) and shall be the earliest date convenient to both teams.
8. If a player substitutes for the same team for three or more games, that player becomes a member of that team. To be eligible to win the competition, both members of the team must have played at least half of the games scheduled.
9. All written results sent to the Interclub/Challenge Competition Manager must draw attention if one of the team members is a substitute for a notified team member.
10. If a player withdraws during a game due to sickness or accident, the game is deemed to be defaulted unless the partner elects to continue playing. However, that player can only strike one ball as detailed in Association Croquet Law 45.1. Substitution is not allowed.

### Determining the Competition Winners

11. If at the end of the competition, teams are even on games, then nett points will be used to determine the winner. Should the number of entries result in the competition being played in sections the section winners will play off to determine the competition winner.

# Wellington Croquet Association

## Sunday Interclub Golf Croquet

In addition to the **General Conditions for all Interclub Competitions** the following special conditions apply to this competition.

### Nature of the Competition

1. A handicap, doubles and singles competition played on the same day.
2. A three round format each playing day (first doubles, followed by singles and reverse singles between the members of the respective doubles teams) making five games to each match.
3. Handicap cards to be used for singles and doubles matches.
4. Club captains to select up to 4 teams in a first tranche for automatic acceptance, with any additional entries to be ranked in the club's preferred order. The Tournament Manager to then top up entries to 32, bearing in mind the relative size of the clubs, and lawns available.
5. The maximum combined handicaps of any team entry will be 24.

### Entry Fee

7. A \$20 entry fee per team is to be forwarded to the WCA Treasurer or paid via internet banking to the WCA bank account.

### Playing Days/Starting Times/Duration

8. Played on Sundays, starting at 9.30am.
9. 13 points. **Time limits will apply for each game 50 min** extension period Rule 19.1.3

### Unavailability of Players/Substitutes

10. If a player is unavailable for a scheduled interclub match, it is the responsibility of the player's Club to either field a substitute or default. The sole exception to this rule concerns players participating in CNZ events as published in the Yearbook. Should such a player be required for a scheduled interclub match, an alternative date may be arranged by mutual consent (including pre-dating a match) and shall be the earliest date convenient to both teams.
11. If a player substitutes for the same team for three or more matches, that player becomes a member of that team. To be eligible to win the competition, both members of the team must have played at least half of the matches scheduled.
12. All written results sent to the Interclub/Challenge Competition Manager must draw attention to the fact if one of the team members is a substitute for a notified team member.
13. If a player withdraws during a game due to sickness or accident, the game is deemed to be defaulted. If a player withdraws during a match but between games, games played are counted but the remaining games are deemed to be defaulted. In neither case is substitution allowed.
14. If at the end of the competition, teams are even on **matches** won, refer to The Tournament reg 20.7.8 at the bottom of Rules for team event.

### When there is more than one section/group

**Winners of each group to play a round robin at a neutral venue – 3 rounds played on two successive Sundays, including one afternoon session.**

# Wellington Croquet Association

## Wednesday Interclub Teams Tournament

### GOLF CROQUET Levels

Wednesday and Sunday GC interclub are two separate Tournaments

In addition to the General Conditions for all Interclub Competitions the following special conditions apply to this competition.

#### Nature of the Competition

##### Three players per team –

1. The teams will consist of 3 players 1 player from each grade.
2. **Grades will be - A player 1 – 6, B player 7 – 9, C player 10 -12**
3. A doubles and singles competition played on the same day.
4. All 50min games, time limited games, extension period, rule 19.1.3 applies
5. The format each playing day 2 doubles and 1 single games per player against opponent (A v A, B & C v B & C, B v B, A & C v A & C, C v C, A & B v A & B) for each match.
6. Handicap cards to be used for all matches.
7. Entries will be determined by the availability of lawns
8. Club captains to select up to 2 teams, with any additional team entries to be ranked in the club's preferred order. The Tournament Manager to then top up entries to 12 or more, depending on availability of lawns.

##### Entry Fee

9. A \$30 entry fee per team is to be via internet banking to the WCA bank account. 03 0543 0209978 00

##### Playing Days/Starting Times/Duration

10. Played on Wednesdays, starting at **9.30** am.
11. 13 point. games 50 mins. extension period, rule 19.1.3

##### Unavailability of Players/Substitutes

12. If a player is unavailable for a scheduled interclub match, it is the responsibility of the player's Club to either field a substitute or default. The sole exception to this rule concerns players participating in CNZ events as published in the Yearbook. Should such a team with a player be required for a scheduled interclub match, an alternative date may be arranged by mutual consent (including pre-dating a match) and shall be the earliest date convenient to both teams.
13. The substitute may be of a hcp higher. But team to be organised in order of **index points**. (If substitute is also same Grade as another player, then player with higher index points on AHS card must play as lower Grade player. E.g. Two players on 7 handicap. Players with more points must play as Grade A). Also, not a member of another Wednesday team

14. All written results sent to the Interclub/Challenge Competition Manager must draw attention to the fact if one of the team members is a substitute for a notified team member.
15. **Refer to general rules re defaulting. As these games are double banked the defaulted game is the game that the player would have played in that round. If two players default the team defaults, otherwise the 2 members who are able play can play their games and gain points towards the end result.**
16. If play is postponed due to weather, then this round will be played at the end of the rounds.
17. Host club to provide referees and a manager for the day

### **Determining the Competition Winners**

18. A match is won by the team with most games won.
19. **The winning team will be determined by matches won and then most hoops refer Tournament regs 20.7.8**
20. At the end of the season if all is tied there could be more than one winner.

Quoted from the yearbook 2022 -23

### CNZ Tournament Reg 20.7.8 = Read Player as Team.

- The Section winner is the ~~Player~~ Team with the greatest number of match wins. The exception to this is in case of best of two section, in which case the winner is the winner of the most games. Should two or more teams tie for the first place and a play off is not used then.
- The winner is the team with the highest number of net games.
- In the event of two teams tied in both match and net games, the winner is the Team who have won the match between the tied teams.
- In the event of a three-team tie in both matches and net games, if one of the teams has defeated the other two, then they are the winner. Alternatively, if a team in the three-way tie has lost to the other two, the winner is the winner of the match between those two.
- If three or more teams are still tied, then the team with the highest net points score is the winner.
- If teams are still tied, then the title is shared.