

# Federation of East Midlands Croquet Clubs

## Golf Croquet GC30 Minute League 2024

### Level Play

### Rules and Regulations

#### A ELIGIBILITY

- A01 Clubs which are members of the Federation and also are an Affiliated Club of the Croquet England may enter one or more teams.
- A02 Individual players must be members of their host club and can only play in this league for one team and only for one club during the season. Provided they are otherwise eligible this does not prevent them playing in another league administered by the Federation.
- A03 Each team will consist of three players. The composition of the team may vary from match to match.
- A04 The sum total of the handicaps for all 3 players must not be below 18.
- A05 All competitors must hold a current CqE handicap. At the end of the match players will be expected to update their handicap card in accordance with the WCF Rules, details are published on the CqE website. Cards should be made available for inspection on demand by the opposition team captain.

#### B GAMES

- B01 Play will be in accordance with the latest printed edition of the WCF Rules of Golf Croquet, together with Rulings, Variations and Commentary by the Croquet England. The "WCF Rules". Each game should start with a toss of a coin to allow the winner to determine who will play the first stroke.
- B02 Members of a team should be ranked in order of strength, i.e. the lowest handicapped player as number 1, etc. Nine single and three doubles games should be played.
- B03 The normal order of play is:  
Round 1 1+3 v 1+3; 2 v 2.      Round 2 2+3 v 2+3; 1 v 1  
Round 3 1+2 v 1+2; 3 v 3.      Round 4 1 v 3; 2 v 1; 3 v 2      Round 5 2 v 3; 3 v 1; 1 v 2.
- Prior to the start of the match the two team captains can agree to change the sequence of the rounds.
- B04a A single substitute can be played under rules B04b, c and d provided, where known, the possibility of a substitute being played has been conveyed to the opposing captain prior to the start of the match.
- B04b A substitute can be played where necessary for a medical or stamina reasons or in an emergency situation. Such substitute shall have the same or higher or one point lower handicap than the player they are replacing.
- B04c A substitute can be played for an additional player to gain competitive experience provided the opposing captain does not object. Such substitute shall have the same or higher handicap than the player they replace.
- B04d In either case after substitution the substitute finishes the match, the original player having no further part.
- B04e – Normally only one substitute per match is allowed but in exceptional and mainly unpredictable situations a second is allowed, provided the opposing captain agrees and a report of the circumstances is issued to the League manager,
- B05 All games will be played to level play rules.
- B06 Games in all Divisions will have a time limit of 30 minutes However if double banking affects play then, by the agreement of both team captains, appropriate additional time can be agreed.
- B07 On the expiry of time, play shall continue for a further eight strokes. If the scores are then level the next hoop in order will be contested to decide the outcome of the game. Any ball struck before time is called will be deemed to complete its run inside the time limit. All games must conclude with a winning side.
- B08 All games are to be played to best of 13 points. The winner of each game will be the first to reach 7 points or as determined in accordance with rules B06 and B07.
- B09 The halfway points A to H, as shown in WCF Rule 8.1.1, should be marked with either paint marks or pegs. If the halfway points are not marked and there is disagreement in a game as to whether or not a ball is offside, the game should be stopped and the situation resolved using some sort of measurement or determination by a non-player, but if the decision is still debatable then the away side should be favoured by default. Once this is resolved the game should restart without loss of time
- B10 Games although competitive, should be played in a relaxed social atmosphere.

#### C CATERING

- C01 The home club should provide refreshments and bear in mind the amount of time that the visitors would spend travelling and to provide accordingly. For matches starting in the morning, clubs should determine whether or not some of the refreshments will be offered at lunchtime, as well as after the match. Normally it would be anticipated that some form of drink is available throughout the match. The arrangements should be notified to the visitors before travel.

#### D LEAGUE POSITIONS

- D01 The League winner will be the team winning the most matches. If a tie occurs between two or more teams the order determining the places will thereafter be:  
Most games wins > Most points (hoops run) scored > Which team beat other team.  
If the placing is still undecided then the team winning the most single games between the otherwise equal teams would be placed higher.

D02 If at the end of the season a match has not been played due to failure to fix a date or cancellation by one team or for any other reason, then the League Manager will, after consultation with the Chair, determine the result to be declared, i.e. a draw or a win for one side or the other. The end of the season is deemed to be 31 October.

## **E MANAGEMENT**

E01 For each team the Club shall appoint a Team Coordinator who may manage more than one team if desired.

E02 Home team coordinators are responsible, in agreement with the away team, for fixing the date; time and refreshment arrangements for each match.

E03 To minimise the chance of a cancelled match, when fixing a match date, it is recommended to also select a fourth/reserve player who will play only if a selected player is unable to attend.

E04 Where a match has been arranged and either team coordinator/match captains considers that the match may have to be postponed, for any reason, they should make contact with their opposite number, by telephone, as quickly as possible to prevent travel, preferably by the evening before the match. (Coordinators should ensure that proposed match captains mobile and land-line telephone numbers be issued to the other team upon first contact).

E05 If a match is abandoned after the first game has started, for any reason, the two team captains should agree whether or not the match should be rescheduled. If the match is not to be rescheduled then the score sheet should be finalised, but only for completed games, and then submitted with a note explaining the circumstances of the abandonment.

E06 (not used)

E07 Courts should preferably be of standard size, 28 yards by 35 yards – length unit 7 yards. If the available area is too small for a standard court, a smaller court may be laid out but the court proportions of five length units by four length units should preferably be maintained. Courts must have a length unit of at least 3½ yards and with no hoop nearer to the boundary than 3½ yards; however, provided that the away captain agrees, a match may be played on lawns that do not meet these criteria.

E08 The home team should have available during the match a copy of the rules referred to in clause B01 and have available a measuring device (eg tape or string) to determine any measurement dispute

E09 In the event of an unanticipated situation, a dispute or a transgression of these Rules, the decision of the League Manager shall be binding.

E10 The home team should ensure that the individual visiting players have the option, if they wish, of playing on the same court for as many games as can be practically organised

E11 The result of the match should be recorded on the Result Sheet and a copy sent to the League Manager: David Gregory, preferably by e-mail, to [leagues@eastmidlandscroquet.org.uk](mailto:leagues@eastmidlandscroquet.org.uk) or by post, to Hillcrest, The Square, Main Road, Wensley, Matlock DE4 2LJ.