



WCF Sports Regulations

Version 8.7
Effective Date
21 July 2015

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1. Introduction

1.1 The WCF Sports Regulations (“Regulations”) govern aspects of preparation for a WCF Event (“Event”) and conduct of play during the Event. They apply to the WCF Member hosting the Event (the “Event Host”), the Event officials, other WCF Members and the Players in the Event (“Players”).

1.2 These Regulations apply to all WCF Events, except where otherwise noted, subject only to specific variations for a particular Event which have been requested by the Event Host and approved by the MC. Such variations must relate to the actual management of the Event from the first day of the Qualifying Tournament to the end of the Event and must be advertised to the Players.

1.3 In addition, in accordance with Statute 303, Appendix 1 (Qualification of a Player to represent a country) applies to all International Croquet Events as defined by paragraph 1 of Appendix 1.

1.4 The Event Host is responsible for ensuring that these Regulations and any agreed and advertised variations are followed.

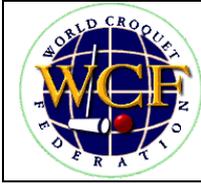
2. Player’s agreement to abide by the Regulations

2.1 It is a condition of participation in an Event that a Player agrees to abide by the Regulations and any agreed and advertised variations.

2.2 The MC and Event Host will take all reasonable steps to ensure that the Event is conducted according to the advertised Regulations. However, no liability will accrue to the WCF or the Event Host should the Event, format, conditions or management deviate from the advertised Regulations.

3. Safety

Fast moving croquet balls pose a risk of serious injury to spectators, officials and other Players. Local organisers will install appropriate safety precautions to minimise this risk at venues as necessary. Players shall not interfere with such precautions (except, if necessary, temporarily adjusting safety barriers to allow playing of a shot, after which the Player shall return the barrier to the original state; local organisers will attempt to avoid barriers interfering with court boundaries). Players shall also obey all instructions relating to the need to maintain safety (e.g. being asked to remain outside of safety barriers when not playing). Furthermore, each Player has a personal responsibility to assess the risk of any individual shot and to warn other people in danger to move away as necessary.



4. People responsible for organising and managing the event

4.1 Event Lead

For each Event, a member of the MC will be appointed as Event Lead. If possible the Event Lead will be resident in the host country. The role of the Event Lead is as follows.

- 4.1.1 to produce, jointly with the WCF Treasurer and the Event Host, a simple budget showing the impact of the Event on WCF finances;
- 4.1.2 to facilitate effective liaison between the MC, Event Host and host club(s);
- 4.1.3 to assist the Event Host in gaining MC approval for individuals nominated as Tournament Director (“TD”), Tournament Manager (“TM”) and Tournament Referee (“TR”);
- 4.1.4 to ensure the Event is organised in compliance with the Regulations, particularly that:
 - (a) the balls to be used are WCF-approved and the hoops meet WCF specifications;
 - (b) a WCF-approved format is used, including seeding using accepted data and methodology;
 - (c) entries for singles Events are managed in accordance with the process described in Regulation 5.1.
- 4.1.5 to take responsibility for any trophy, namely:
 - (a) arrange delivery to the host headquarters before the start of the Event;
 - (b) ensure (if relevant) the winner signs the Trophy Form before taking possession of the trophy.

The Event Lead should not act as either TD or TM but may be a Player.

4.2 Tournament Director

The TD shall not be a Player. The TD role, in advance of the Event, is to ensure planning and management of the Event by the Event Host’s Organising Committee and host club committee(s) is detailed, thorough and well-communicated to all relevant parties, including the Event Lead and, where appropriate, the Players.

The exact scope of the TD role will vary with Event Host, the nature of the Event and the venue(s) used, but may typically include ensuring:

- 4.2.1 sufficient courts will be available for each day of the programme.
- 4.2.2 the court quality and speed will be acceptable, and that the courts will be set out to fulfil the requirement of the Event Regulations, Appendix 2, paragraph 3.2.
- 4.2.3 each venue has a team in place to carry out preparations and run the Event on a daily basis, including court and hoop setting, catering, marshalling, etc.
- 4.2.4 adequate transport arrangements, where necessary, will exist for Players and officials.
- 4.2.5 a risk assessment has been conducted considering the safety of Players, officials and spectators at each venue. Any necessary venue improvements must be made and appropriate advice issued to players and officials.



- 4.2.6 appropriate advice is issued to players and officials, where this requires special care or local knowledge, regarding suitable accommodation near the venues and travel to, from and between venues, including from likely points of entry to the country.
- 4.2.7 the TM and TR will have adequate teams of suitably experienced people to help them fulfil their roles.
- 4.2.8 a web site of adequate quality with a suitable domain name is created in advance of the Event in order to advertise details of the Event to Players and officials, to record results and, where possible, to report live commentaries or scoring.
- 4.2.9 details of practical arrangements that concern the Players and officials are published in advance – via the web site and/or in a pre-Event Information Pack – including local and venue information, specific regulations of play for this Event, accommodation options and details of any transport to be provided.
- 4.2.10 arrangements are made to archive the Event web site after the Event ends so that it can be accessed through the web sites of the WCF and the Event Host.

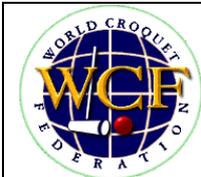
The TD's role, while the Event is in progress, will include ensuring:

- 4.2.11 all plans and arrangements are implemented smoothly.
- 4.2.12 the TM and TR are adequately supported throughout the Event.
- 4.2.13 the presentation of trophies is coordinated in conjunction with the Event Lead and the MC.
- 4.2.14 any spectator or other individual who fails to maintain a reasonable standard of behaviour is banned and/or ejected from Event venue(s).
- 4.2.15 any major problem that cannot be dealt with under these Regulations by the TM or TR is dealt with by the Appeals Committee in accordance with Regulation 4.5.

4.3 Tournament Manager

The TM shall not be a Player. The TM's powers and duties are as follows and should be exercised consistently and equitably:

- 4.3.1 to agree a tournament programme and playing format with the Event Lead at least two months before commencement of the Event. For singles events, this involves consideration of format information in the WCF Event Regulations and the agreed Event Bid for the block stage, Knock Out stage and consolation events. Any proposed changes must be approved by the Event Lead;
- 4.3.2 in singles events, to generate the blocks (see Appendix 4), establish the order of play in the block stage (see Appendix 5), administer tie-breaking procedures (see Appendix 6), conduct the KO stage draw (see Appendix 7) and organise consolation events (see Appendix 8);
- 4.3.3 to decide when play shall start and finish on each day of the Event;
- 4.3.4 to decide when Players may practice on the courts and, where necessary, to inform them if they are not permitted to practice;
- 4.3.5 to decide the order in which events and games are played; for a singles event to apply the principles for the order of block play set out in Appendix 5;
- 4.3.6 to allot courts to competitors and to declare any court to be unfit for play;



- 4.3.7 to grant or refuse leave of absence to Players;
- 4.3.8 to adjourn an unfinished game, provided that no ball is in a critical position, and to record the state of the game or to nominate another to do so;
- 4.3.9 to alter the Event programme at their discretion, namely:
 - (a) to impose time limits under Regulation 7.3;
 - (b) to introduce double-banking if required in the interests of the Event;
- 4.3.10 to apply the WCF lateness policy (Regulation 6.7);
- 4.3.11 to impose such sanction as the TM sees fit, including, in the last resort, disqualification, on any Player who:
 - (a) practices on courts without the TM's permission;
 - (b) refuses to play in appropriate footwear;
 - (c) refuses to comply with restrictions on drinking alcohol or smoking (Regulation 6.5);
 - (d) refuses to comply with a reasonable request of any tournament official or is guilty of serious misconduct;
- 4.3.12 to arrange and conduct the Player Briefing (Regulation 5.2.2);
- 4.3.13 to keep Players and spectators informed of any alterations to the programme and of the progress of the Event;
- 4.3.14 to ensure that results are published fully and promptly and to assist anyone reporting or sponsoring the Event;
- 4.3.15 in exceptional circumstances, and with MC agreement, to alter the agreed Event programme and to advertise such changes to the Players and others;
- 4.3.16 to appoint such deputies and assistants as are necessary to carry out required duties at all venues. Such deputies and assistants may not be Players. Two deputies should normally be appointed to manage (a) consolation events, and (b) collation and publication of results. The TM must clearly define the powers and duties of all deputies and assistants. The powers under Regulations 4.3.9, 4.3.11 and 4.3.15 may not be delegated to a deputy or assistant;
- 4.3.17 to take such other actions as may be appropriate in an emergency to safeguard the well-being and interests of Players, spectators, any host club and the WCF.

4.4 Tournament Referee

The TR shall not be a Player. The powers and duties of the TR are defined in the WCF Refereeing Regulations. In WCF events, to prevent any conflict when hearing appeals, the TR must appoint in advance a deputy TR empowered to hear and decide any appeal against a decision of the TR when performing as an Active Referee (see Refereeing Regulations R6(b)).

4.5 WCF Appeals Committee

- 4.5.1 The WCF and Event Host shall appoint in advance of the Event an Appeals Committee comprising three suitable individuals. Where possible, at least one member shall be an MC member. No appointee shall be a Player, TM (or any deputy or assistant appointed under Regulation 4.3.16), or TR (or any deputy appointed in accordance with WCF Refereeing Regulations R5b). Alternatively, a panel of up to six suitable individuals may be appointed of whom any three may sit as an Appeals Committee to hear a particular appeal.



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- 4.5.2 The Appeals Committee will determine finally any appeal from a Player subject to disciplinary sanction imposed by the TM.
- 4.5.3 The Appeals Committee will determine finally any complaint from a Player that there has been a breach of the Regulations which has, or could, adversely affect that Player, provided that the Player has first attempted to resolve the matter with the TM.
- 4.5.4 The Appeals Committee will not hear appeals against decisions on matters of the Laws or Rules made by Referees. In those matters a decision made by the TR will be final.

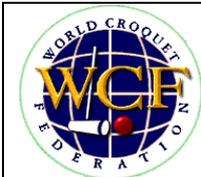
5. Players

5.1 Entry arrangements and age limits

- 5.1.1 The process by which a Member makes its selections for a WCF event is a matter for the Member concerned. An individual who is not eligible for any Member should apply directly to the WCF.
- 5.1.2 Any Player who will be under 18 on the first day of an event must draw this to the attention of their Member Association when entering as there are specific safeguards that must be applied by their Member and the Event Host.
- 5.1.3 For singles events, the procedure for managing entries and the types of places available are set out in Appendices 2 and 3.
- 5.1.4 For team events, the procedure for managing entries is set out in Appendix 9.
- 5.1.5 A player may compete in an Event subject to a maximum age limit if their age does not exceed the limit on the preceding 31st December.
- 5.1.6 A player may compete in an Event subject to a minimum age limit if they have attained the minimum age on the first day of the event.

5.2 Official functions and attendance

- 5.2.1 Players are encouraged to attend the Player Briefing, any Opening Ceremony, any Civic Reception and the Closing Ceremony of the Event.
- 5.2.2 The Player Briefing shall be conducted in English. Players who may need help in understanding the briefing should ask for a written copy of the briefing in sufficient time to allow it to be translated. The Player Briefing must include all specific arrangements and any variations that have been agreed from WCF Regulations or normal practice. This may include items such as local rulings on boundaries with a hampered backswing or un-level stance; that Players must not tap-in hoops themselves but must call a Referee to have them



adjusted if need be; rules concerning practice; whether handicap cards should be used (generally, yes); and similar matters.

5.2.3 Players in singles events are required to complete all their games in the main event (block and Knock Out stages). In addition, they are encouraged, but not required, to stay until the end of the Event and to compete in consolation events. This is to ensure that those who wish to compete in such events are not deprived of competition and that spectators are given every opportunity to see Croquet at its best.

5.2.4 All entrants in team events are required to fulfil the entire event programme, including all organised consolation matches, and entries will only be accepted on this basis.

5.3 Sickness or injury

Cases of sickness or injury will be dealt with on a case by case basis by the TM. The TM is expected to be sympathetic towards an ill or injured Player and to try to modify the order of play to give the Player a chance to continue to compete. However, it is generally expected that a Player unable to complete a game or match on the day on which it was originally scheduled will forfeit that game or match to the opponent. If a Player has to forfeit a game in a block stage but then recovers, they may complete their remaining games in the block. Consequences of the permanent withdrawal of a Player are dealt with in Appendix 4, paragraph 7.4.

5.4 Footwear and clothing

5.4.1 Footwear

Players are required to wear footwear that will not damage the playing surface.

5.4.2 Clothing

(a) Players may wear:

- predominantly white clothing; or
- their official national uniform; or
- coloured shirts that do not form part of an official national uniform provided that all Players from the same country wear the same colour.

(b) Predominantly white clothing means an article of clothing of which at least 75% of its visible surface area is coloured white. This condition does not apply to wet weather clothing or hats or caps.

(c) Permission to wear an official national uniform or a coloured shirt shall only be granted if a colour photograph of the proposed uniform or shirt is provided to the S-G for approval at least one month prior to the Event and approval is then given by the MC.

(d) If there are sponsors or other parties with naming rights, Regulation 5.4.4 below applies. In all cases, small brand names or logos forming an integral part of any footwear or clothing are permitted unless specifically advised otherwise to Players and Members before the Event.

(e) Clothing must be clean.



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5.4.3 Inappropriate clothing

If the TM considers a Player's footwear or clothing to be in contravention of Regulations 5.4.1 or 5.4.2, the TM is entitled to request the Player to change into suitable footwear or clothing before continuing play. Should such a request be necessary, a Player may be penalised for not being ready to play in accordance with Regulation 6.6 below. A Player who fails to comply with such a request may be disqualified under Regulation 4.3.11.

5.4.4 Sponsorship

(a) The WCF will advise Players and Members at least one month before the start of the Event of dress requirements agreed with sponsors or other parties with naming rights. Players and Members are expected to adhere to any conditions concerning the display of logos on footwear or clothing as advised by the WCF.

(b) Sponsor clothing, if provided, must be worn as requested and any other sponsor requirements must be observed. Players involved in media interviews, photo calls or playing in the final stages of the Event must wear sponsor clothing when so requested.

(c) In cases where a Player or a Member is sponsored by a sponsor other than the Event sponsor, the Player or Member concerned must obtain written sanction in advance of the event from the MC and the Event Host to permit the wearing of such sponsor's logos or the display of any sponsor advertising of any kind at the Event.

(d) Should a dispute arise between the TM and a Player as to what dress is or is not acceptable, the Player may appeal to the Appeals Committee whose decision shall be final.

6. *Discipline*

6.1 General

6.1.1 A Player who contravenes these Regulations is liable to disciplinary action by the TM which may include disqualification. Any disciplinary action taken by the TM under Regulation 4.3.11 above or by a Referee shall be reported to the WCF. The WCF may impose a period of disqualification from playing in future WCF events in addition to any sanction imposed during the Event.

6.1.2 A Player may appeal against any disciplinary action to the Appeals Committee. The decision of the Appeals Committee shall be final with no further appeal, subject to the domestic civil or criminal law of the country of the Event Host.

6.2 Doping

6.2.1 The WCF does not encourage or condone the use of performance enhancing substances by Players. Where the Event Host recognises a national or the World Anti-Doping Agency, the TM must issue in advance guidance to Players on prohibited



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substances and procedures and any testing regime to be applied during the Event. Players must abide by any regulations provided by the TM in this regard.

6.2.2 A Player found to have committed a doping offence shall be disqualified from any events in which they were competing at the time of, or subsequent to, the offence and shall remain disqualified from competing in any WCF event for such period as shall be determined by disciplinary procedures of the Event Host and/or the MC.

6.3 Ineligibility

The qualification of a player to represent a country shall be determined in accordance with Appendix 1. If a player ceases to be Qualified to play for the country they seek or claim to represent, they cease to be Eligible to represent that country and the discipline provisions of Appendix 1, paragraph 10 shall apply.

6.4 Gambling

6.4.1 A Player or official shall not accept or place any bet or wager on the outcome of any game or match in the event.

6.4.2 A Player, official or member of any WCF Member, whether or not competing in the Event, may not accept or offer any inducement to another Player, official or member of any WCF Member, to influence them or any other person, nor may such an inducement be accepted except as authorised prize monies or at WCF discretion.

6.5 Alcohol and smoking

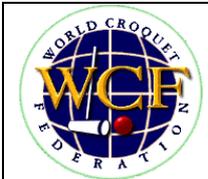
Where there are restrictions on drinking alcohol or smoking during the Event arising from national law, Event Host regulations, club or local by-laws, or local custom, the TM must make these restrictions clear to the Players before the Event starts. Players must then abide by the published restrictions.

6.6 Mobile Phones

Players must abide by any restrictions imposed by the club at which play is taking place.

For GC, the use of mobile phones during a match and within five yards of any court in which a game is in progress is prohibited. Players who keep phones on them or in their court-side bags must ensure they are switched off or in silent mode.

For AC, Players who keep phones on them or in their court-side bags must ensure they are switched off or in silent mode. When a Player is not actually in play, they may use their mobile phone provided such use does not distract those in play and does not delay play at all.



6.7 Lateness

6.7.1 Standard penalties are as follows:

First offence in an Event:

- Up to 1 hour late – no penalty
- 1 to 1½ hours late – 1st game of a match or the next scheduled game lost
- Over 1½ hours late – Best of 3 or 5 game match lost

Second and subsequent offences in an Event:

- Up to ½ hour late – 1st game of a match or the next scheduled game lost
- Over ½ hour late – Best of 3 or 5 game match lost.

In this clause, “Event” means the Block stage, Knock Out stage and any Plate/ Shield or Bowl consolation events of a world championship, taken together.

6.7.2 A Player using official transport to a venue will be exempt from a lateness penalty at the start of the day unless personally responsible for delaying its departure.

7. *Tournament timings and time limits*

7.1 Start Times

7.1.1 Unless otherwise advertised, and subject to Regulation 7.2 below, play will commence at 9.30 a.m. The TM may vary this time at their discretion. Players must be prepared to play until dusk or under floodlights if this has been advertised in advance of the event.

7.1.2 All Players must report to the TM, their deputy or other representative on arrival and before leaving each day. Any Player who is not present or is otherwise unable to play when called upon to do so is liable to be penalised under Regulation 6.7 above.

7.2 The final stages

The timing of the final stages of the Event will be decided by the TM in consultation with the Event Lead to suit the time decided for the presentation ceremony, sponsor's requirements, media considerations and the need to provide a spectacle for spectators.

7.3 Time limits

7.3.1 AC events – normal conditions

It is preferable not to set time limits where possible, but where the TM feels they are necessary, the TM may apply time limits of no less than:

Single games in the block stage and consolation events – 3 hours.

Best of 3 matches – a minimum of 4, 7 and 10 hours cumulatively.

Best of 5 matches – a minimum of 2½, 4½, 6½, 8½ and 10½ hours cumulatively.

In Best of 3 or 5 matches, time limits specified for the games respectively, are cumulative. Time left from a completed game is carried forward. The time taken to



complete a game after a time limit has expired is not deducted from that available for subsequent games.

7.3.2 AC events – emergencies

Where playing time has been lost due to bad weather or for other reasons and the event has fallen behind schedule, the TM may impose shorter time limits than those set out in Regulation 7.3.1 and may impose a time limit of not less than one hour on a game that has already started. Before its start, no game may be given a time limit of less than two hours.

7.3.3 GC events – normal conditions

Time limits will not be used.

7.3.4 GC events – emergencies

Where playing time has been lost due to bad weather or for other reasons and the event has fallen behind schedule, the TM may impose the following time limits:

Single 19 point games - a minimum of 1 hour.

Best of 3 matches - a minimum of 50, 90 and 120 minutes cumulatively.

Best of 5 matches - a minimum of 50, 90, 120, 150, 180 minutes cumulatively.

Time left from a completed game is carried forward. The time taken to complete a game after a time limit has expired is not deducted from that available for subsequent games in the same match.

Exceptionally, the TM may impose a time limit of not less than 30 minutes on a game that has already started.

7.4 Breaks

Except as decided at the discretion of the TM, the following shall apply:

7.4.1 Between games

In general, each game in a match should follow on promptly from the game before. Players may take a break of up to five minutes for comfort and composure if required.

7.4.2 Comfort breaks

A Player should do their utmost to take comfort breaks when they are not in play. However, if a Player cannot avoid taking a comfort break during play in a time-limited game, time will be stopped for the duration of the interruption to play.



7.4.3 Meal breaks

In a Best of 5 GC match, a 45 minute meal break may be taken if requested by either Player after the third game. Otherwise a GC match should be played without significant interruption.

In AC, a 45 minute meal break may be taken starting as follows:

- no earlier than 11.30am.
- no later than the end of the turn in progress at 2.00pm.
- if a game finishes after 12.00pm then either side may specify that the meal break then be taken.
- before the start of a turn after 12.30pm the side about to play may specify that the meal break then be taken.
- otherwise, with the agreement of the TM.

In AC, either side may specify at the start of any turn after 3.30pm, but before 4.30pm, that an afternoon refreshment break of up to 20 minutes may be taken.

8. **Equipment**

8.1 **Hoops**

8.1.1 Hoops used in an Event shall conform to the specification in the WCF Equipment Regulations but do not have to be an "approved" make or type.

8.1.2 The clearance between ball and hoop is defined as the difference between the distance between the inside edges of the uprights at half-ball height and the maximum diameter of the largest ball to be used on the court. Hoops must be set such that the clearance is as near as possible equal to, but not less than, 1/32" (0.8mm). When conditions are considered "easy", this clearance may be reduced to a minimum of 1/64" (0.4mm) if the TR and TM jointly agree that doing so is both practical and will not require the imposition of time limits that would otherwise have been unnecessary. When condition are considered "difficult" in a GC event, this clearance may be increased to a maximum of 1/16" (1.6mm) for the block stage and any consolation event if the TR and TM jointly agree that doing so will reduce the likelihood of the imposition of time limits that might otherwise be necessary.

8.1.3 Hoops shall be set as firmly and securely as possible such that no significant movement occurs when the crown is pushed or pulled.

8.1.4 As far as possible:

- hoops shall be set in ground that is level and flat;
- the jaws of hoops shall be free of wear holes ("rabbit runs");
- hoop approach areas shall not contain defects that will deflect a ball from its intended course.



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8.1.5 Hoop holes

(a) To satisfy the acceptance standards on hoop width and rigidity and maintain them throughout the Event, hoops should be set into new holes immediately prior to the Event. Hoops shall be moved to new holes in the later stages of the Event as resources allow and conditions dictate. As a minimum, hoops should be moved to new holes for the semi-final and final stages of the main Knock Out.

(b) Initially, hoop carrots may be left standing slightly proud of the ground (up to a maximum of 1/2" (12mm) to allow a margin for further penetration, and hence, improved ground grip. However, if a protruding carrot interferes with the state of the game or an intended stroke, the AC Laws or GC Rules will apply.

8.2 Balls

8.2.1 Balls used shall conform to the requirements of the WCF Equipment Regulations and shall be of a Make and Type that is on the WCF Approved list. The Make and Type shall be advertised in advance of the event.

8.2.2 Prior to the start of the Event, the TR shall inspect all the balls to be used and match them, as closely as possible, for size and bounce characteristics into sets suitable for play. The diameter of all balls used on a court shall differ by no more than 1/32" (0.8mm).

9. *Conduct of Play*

9.1 **Applicable Laws and Rules**

9.1.1 AC events

AC events shall be played in accordance with the current English language edition of the "Laws of Association Croquet" together with the latest edition of the associated "Official Rulings on the Laws of Croquet".

9.1.2 GC events

GC events shall be played in accordance with the current English language edition of the "WCF Golf Croquet Rules" and the latest edition of the associated "Official Rulings".

9.2 **Special situations**

9.2.1 Stroke replay

In AC events, it is hereby advertised for the purposes of Law 53(b)(2) that Law 53 (b)(3) replaces Law 35(b).

9.2.2 Impasses

In AC events, Appendix 1 of the Refereeing Regulations will apply if an impasse develops.



9.2.3 Hoop re-setting in GC

If a Player suspects a hoop just run may have been loosened, they should ask a Referee to have it checked, tapped in or reset immediately. If ground conditions dictate, a Referee should check the firmness and tap in each hoop after it has been run.

9.3 Practicing

Except as decided at the discretion of the TM, the following shall apply:

9.3.1 In AC and GC, each Player shall be allowed five minutes practice before their first game each day on the court on which they are about to play.

9.3.2 In addition, in GC only, each Player shall be allowed five minutes practice before each subsequent match on the court on which they are about to play.

9.3.3 During practice, hoop running may only be practiced using strokes no harder than required to send the ball seven yards and must not disturb the setting of the hoops.

9.4 Double-banking

9.4.1 Unless the Championship is behind schedule as a result of loss of play due to bad weather or other reasons, double-banking may only be used as follows:

AC singles events: in the block stage and consolation events and, where expressly agreed by the MC in advance, in the first round of the Knock Out.

AC team events: in Tiers 2 and 3.

GC events: only in consolation events (and only then if essential).

9.4.2 In an AC game subject to a time-limit, time may not be added for delays resulting from double-banking.

10. Miscellaneous

10.1 Trophies and Medals

10.1.1 Trophies awarded at WCF World Championship Events shall be:

- (a) perpetual trophies owned and/ or managed by the WCF; and
- (b) the MacRobertson International Croquet Shield, managed by the WCF MacRobertson Shield Committee; and
- (c) the Wimbledon Bowl, donated by the All England Club to the Croquet Association and loaned by them to the WCF to manage; and
- (d) other trophies provided by the WCF, the Event Host or any sponsor at their discretion for the winner to keep.

10.1.2 The winner shall have the right to hold the perpetual trophy in safe-keeping in accordance with the terms of the WCF Trophy Form until the next World



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Championship, unless recalled sooner by the MC. If the winner exercises this right, they shall be responsible for returning the perpetual trophy to the MC undamaged (except for specified large/valuable trophies where the MC will arrange international carriage to the next event).

10.1.3 Semi-finalists in WCF singles event shall be awarded a WCF medal to keep.

10.2 Conflict and omissions

10.2.1 Precedence of English language versions

In the event of any conflict or difference between the English language version of the “Laws of Association Croquet” together with the associated “Official Rulings on the Laws of Croquet”, or the “WCF Rules of Golf Croquet” together with the associated “Official Rulings”, and any translation into another language, the English language version shall be definitive and take precedence.

10.2.2 Conflict resolution

The WCF Statutes, the MacRobertson Shield Regulations (Annex A), these Regulations (subject to any agreed and advertised variations) and the Tournament Regulations of the Event Host shall apply and take precedence in that order.

10.2.3 Omissions

If a situation arises during the preparation for the Event that is not covered by the sources stated in 10.2.2 above, the MC shall decide how to resolve the matter. If a situation arises during the Event itself that is not covered by the sources stated in 10.2.2 above then the Appeals Committee will decide how to resolve the matter. An Event starts on the day the Player Briefing is given.

End of WCF Sports Regulations

Revisions

Version 1 7 October 2005	Original
Version 2 8 November 2005	Clarification of extent of adoption for WCF Association and Golf Croquet events in various regulations. Rectification of numbering errors in 8.12
Version 3 1 November 2006	Complete re-write to include all relevant matters including, nomination and selection of Players and conduct of WCF Championships
Version 4 11 February 2007	Amendment to Appendix A, the “invitation date” to allow for time flexibility in the administration of the invitations made. Amendment to Regulation 26.2 Impasse Rules (AC only) to deny Referees interceding by observation alone.
Version 5 16 May 2007	Amendment of typographical error - Regulation 2.2.3 to read 2.3
Version 6 7 September 2008	Improvement to the clarity of the wording of Appendices A and B. Amended Regulation 2 (Qualification of a Player to represent a country) following changes to the WCF Statutes at the WCF Council Meeting on 6 th February 2008. Amendment to Appendix E to reflect changes made in February 2008.



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Version 7 6 May 2009	Addition of 14.5 to allow possible replay for rejected hoops that are too tight. Amend 15.2.1 to allow Best of 5 games in all KO stages of AC events. Amend 16.1.1.2 to allow for time limits to be imposed by TM if necessary.
Version 7.1 26 October 2011	“Dot Release” to give improved clarity about Tie Breaking described in Appendix C, Clause 1.6.3ff, due to problems in this regard in recent events
Version 7.2 7 November 2011	Further “dot release” to revise 16.2.3.2 to avoid possibility of later games in Bo3 or 5 GC matches having a time limit of less than 30 minutes.
Version 7.3 2 April 2012	Inclusion of several re-worked or new appendices developed for Version 8, brought forward into v7 in time for use at 2012 Adelaide ACWC.
Version 8 8 October 2012	Complete rewrite to shorten the Regulations, improve logical separation with the Event Regulations, add new detail to the appendices and to make the items and appendices more ‘chronological’.
Version 8.1 7 November 2012	Ratified with one change to 4.4, to reduce restriction on the TR.
Version 8.2 22 January 2013	Added guidance to TM and TD re obstacles outside lawn (4.2.2), and added a Rankings Date to the allocations process (Appendix 2, reg 1 and Appendix 1, Reg 5.5)
Version 8.3 24 March 2013	Additions of an Allocation Date to Appendix 2, and to Appendix 4 for order of play in events of 64 competitors.
Version 8.4 15 May 2013	Extension of responsibility on TD to consider wider Player safety issues: 4.2.5 and new 4.2.6
Version 8.5 17 April 2014	New Appendices 1 and 2 and minor consequential amendments to Content (Appendix 2), 4.1.4(c) and 5.1.3.
Version 8.6 18 January 2015	Reg 5.1 now contains age limits rules previously in Statute 306. New Appendix 1 (Qualification of a Player to represent a country) to replace Statute 303, consequential amendments to Regulation 6.3 and re-numbering of appendix references and other appendices.
Version 8.7 21 July 2015	Reg 1: clarification of scope for variations following WCF Topic 43 decision; Reg 4.5: establishment of panels from which to draw Appeal Committees; Reg 8.1.2: permission for relaxation of GC hoop widths in difficult conditions; removal of Appendix 8 (AC Impasse Rule) to Appendix 1 of WCF Refereeing Regulations; new Appendix 8 (formats of consolation events in WCF singles events previously Appendix 4 of WCF Event Regulations);



Appendix 1 – Qualification of a Player to represent a country

1. Definitions

1.1 An “International Croquet Event” is:

1.1.1 any WCF Event; or

1.1.2 any other event in which national teams play against each other; or

1.1.3 any other event in which the player is either selected by the WCF or their Member association as a national representative, or invited or allowed to play by the organising body of the event and more than half of the players in the event are selected as national representatives.

For the avoidance of doubt a "national team" is a team whose name is the name of the country being represented. A team called, for example, "SomeCountry Croquet Association" is not a national team. A “national team” includes a composite national team comprising players from more than one country.

1.2 A player will “represent a country” in an International Croquet Event by competing in such an event. If there is any doubt as to which country the player has represented, the MC will retrospectively determine the country represented after consulting with the player, taking note of the following matters:

1.2.1 whether the player’s place in the Event depended on their Eligibility for a particular country (i.e. in the case of WCF Events, team events and Membership Places in singles events but not Ranking Places, Wild Card Places or Qualifier Places);

1.2.2 the player’s actual Eligibility;

1.2.3 who paid the player’s entry fee and/or nominated the player for a place;

1.2.4 any expressions of intent made in writing or by email by the player to the WCF and/or to a Member prior to the Event;

1.2.5 which country is shown against the player’s name in the WCF Nationality Database (see Paragraph 1.4) or, if different countries are shown, the country shown in the Official Ranking List for the version of croquet played at the Event;

1.2.6 any other relevant matter.

1.3 For the purposes of Paragraph 2.4, a player is a “Permanent Resident” of a country if the player has their only or main home in that country and either intends to make the country their only or main home for 36 consecutive months or more (which may include past months) or has had their main home in the country for a period of 36 consecutive months or more. For the avoidance of doubt, if a player has two or more homes of similar importance in different countries, they may nominate one as the main home. If a player has a main home in a country which is not expected to be their main home for 36 consecutive months or more, they cannot claim to be a Permanent Resident of any country.

1.4 “Qualified” means satisfying one or more of the criteria in Paragraphs 2.1 to 2.4.

1.5 “Eligible” means Qualified and not being prohibited from representing the country by virtue of Paragraph 3.1 (i.e. by recently representing another country).



2. Qualification to represent a country

A player is Qualified to represent a country in an International Croquet Event if:

- 2.1 the player was born in the country; or
- 2.2 either of the player's natural or adoptive parents was born in the country; or
- 2.3 the player is a citizen of the country, is entitled to hold a passport issued for the country and has had their only or main home in that country for 36 consecutive months at some time; or
- 2.4 the player has been a Permanent Resident of the country for a period of 12 consecutive months immediately prior to the first day of the International Croquet Event.

3. Eligibility and changing representation

Subject to Paragraphs 3.1 to 3.2 below, a player who is Qualified to represent more than one country may choose which country to represent.

3.1 If a player has represented a country at one of the Games in an International Croquet Event and there was at the time a Member for that country, the player is Eligible to represent only that country at any of the Games in other International Croquet Events unless:

- 3.1.1 a period of 36 months has elapsed since the end of the International Croquet Event in which the player last represented a country; or
- 3.1.2 a period of 13 months has elapsed since the player last represented a country in an International Croquet Event and that Event ended before 20th August 2013; or
- 3.1.3 a material change in circumstances has occurred; or
- 3.1.4 the player had not attained the age of 18 years on the first day of the previous event.

3.2 Examples of a "material change in circumstances" include (but are not necessarily limited to):

- 3.2.1 a player becomes a Permanent Resident of a different country (but note Paragraph 2.4 – a 12 month period of residence must occur before they become Qualified for the new country unless they are already Qualified for the new country under Paragraphs 2.1, 2.2 or 2.3);
- 3.2.2 international boundary changes cause a player to become a Permanent Resident of a different country;
- 3.2.3 the Member for a country which the player has represented within the previous 36 months ceases to be a Member of the WCF; and
- 3.2.4 a croquet association of a country the player is Qualified to represent becomes a Member of the WCF.

4. WCF Nationality Database

The WCF Nationality Database comprises the two databases that support the Official Ranking Lists for Association Croquet and Golf Croquet. Against the name of each player recorded in the WCF Nationality Database is shown a country which will be:

- 4.1 the country for which the player has been determined or deemed to be Eligible following an application in accordance with Paragraphs 6 or 7 below; or, if no such application has been made,



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- 4.2 the country which the player last represented in an International Croquet Event as notified to the relevant ranking officer; or, if the player has never previously played in an International Croquet Event,
- 4.3 the country for which the relevant ranking officer believes the player to be Eligible and would wish to represent.

5. Obligations of players and Members

5.1 Players

Players are responsible for ensuring that the country shown against their name in the WCF Nationality Database is the country they wish to and are Eligible to represent. Since there are two databases that jointly comprise the WCF Nationality Database, players who appear in both databases should ensure that the same country is shown against their name in both. Players who are Eligible to represent more than one country should notify all relevant Members of their Eligibility if they may wish to represent a different country.

5.2 Members

Members are responsible for ensuring that any player they select to play in an International Croquet Event will be Eligible to represent the country of that Member. In this context, selection means selection for a national team, nomination for a Membership Place in a WCF singles event or, in any other International Croquet Event, nomination for a place awarded by reason of the player's Eligibility to represent a particular country.

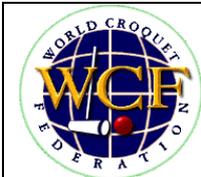
6. Rights of players and Members

A player or a Member can apply for a ruling from the MC about a player's Eligibility. A player may also apply to change the country shown against their name in the WCF Nationality Database. An application is made by contacting the Secretary-General and providing all relevant information.

- 6.1 If the MC is satisfied that the player is already Eligible to represent the new country, the Secretary-General will ensure that the change is recorded in the WCF Nationality Database as soon as practicable.
- 6.2 If the application is made before the player becomes Eligible to represent the new country, the player must specify in the application the circumstances under which the change in Eligibility will arise. In this case, if the MC is satisfied that the player will be Eligible to represent the new country if those circumstances materialise, it will provisionally approve the application. The Secretary-General will ensure that the change is recorded in the WCF Nationality Database as soon as practicable following receipt of evidence that the circumstances have materialised.

7. Unusual circumstances

Where unusual circumstances exist regarding a player's nationality or residency or where a player is only Eligible to represent a non-Member country, the player may apply for a ruling by the MC that he or she shall be deemed to be Eligible to represent the country of a named Member. An application is made by contacting the Secretary-General and providing all relevant information.



8. Determination of applications concerning a player's Eligibility

- 8.1 Any application made pursuant to Paragraphs 6 or 7 shall be determined by the MC. If the player or Member affected by the application is dissatisfied with the outcome or with a retrospective determination by the MC pursuant to Paragraph 2, either may require the MC to refer the matter to the Council which may confirm or change the decision of the MC.
- 8.2 If such an application is made more than two months before the first day of an event, it shall be determined by the MC and any appeal determined by the Council prior to the first day of the event.
- 8.3 If such an application is made more than one but less than two months before the first day of an event, it shall be determined by the MC before the start of the event. Reasonable endeavours shall be made by the MC to enable any appeal to be determined by the Council before the first day of the event. However, if the appeal has not been determined by then, the MC's decision shall be final and binding for the purposes of that event.
- 8.4 If such an application is made less than one month before the first day of the event, reasonable endeavours shall be made by the MC to reach a decision and to enable any appeal to be determined by the Council before the first day of the event. However, if the appeal has not been determined by then, the MC's decision shall be final and binding for the purposes of that event. If no determination has been made by the MC before the first day of the event, the player may compete in the event at their own risk of a penalty being imposed under Paragraph 10 following the determination and the result of any appeal to the Council.

9. Consequences of non-Eligibility

If a player is not Eligible to represent a particular country on the first day of an International Croquet Event, then:

- 9.1 in the case of a team event, the player cannot represent that country;
- 9.2 in the case of a WCF singles event, the player cannot take up a Membership Place for which they have been nominated by the Member of that country (but can take up a Ranking Place, Wild Card Place or Qualifier Place); and
- 9.3 in any other singles event, the player cannot take up a place awarded by reason of the player's Eligibility to represent that country.

10. Discipline and adjustment of results

Where it is discovered that a player is seeking to or has represented a country for which they are not Eligible, the following provisions shall apply:

10.1 Before an event

- 10.1.1 In a team event, the player is disqualified and the relevant Member may substitute another Eligible player. The player is not disqualified from representing another country for which they are Eligible in the same event or in any other International Croquet Event.



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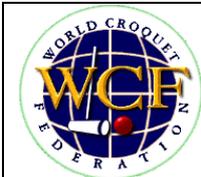
- 10.1.2 In a WCF singles event in which the player had a Membership Place or in another event in which the player had a place awarded by reason of the player's Eligibility to represent a particular country, the player is disqualified and the replacement provisions set out in the Regulations governing the event shall apply. The player is not disqualified from representing another country for which they are Eligible in the same event or in any other International Croquet Event.
- 10.1.3 In a singles event in which the player had any other type of place, there is no penalty and the player may choose to represent another country for which they are Eligible.
- 10.2 During an event
- 10.2.1 In a team event, the player is disqualified from the event and from playing in any International Croquet Event for the two years starting on the first day of the event. All matches which included the active participation of the player shall, at the discretion of the organising body, be declared lost to the relevant opponent(s) by the maximum score allowed under the Laws or Rules of the Games, or nullified completely. The Member may continue to play in the event provided they do not field the disqualified player and may substitute another Eligible player if the Regulations governing the event so permit.
- 10.2.2 In a WCF singles event in which the player had a Membership Place or in another event in which the player had a place awarded by reason of the player's Eligibility to represent a particular country, the player is disqualified from the event and from playing in any International Croquet Event for the two years starting on the first day of the event. All matches played by the player shall, at the discretion of the organising body, be declared lost to the relevant opponent(s) by the maximum score allowed under the Laws or Rules of the Games, or nullified completely.
- 10.2.3 In a singles event in which the player had any other type of place, there is no penalty and the player may choose to represent another country for which they are Eligible.
- 10.3 After an event has finished
- 10.3.1 In a team event or a WCF singles event in which the player had a Membership Place or in another singles event in which the player had a place awarded by reason of the player's Eligibility to represent a particular country, the organising body of the event shall decide whether to allow the overall results of the event to stand or adjust the results of the event or part of it, having regard to overall fairness to other players in the event. The player is disqualified from playing in any International Croquet Event for two years from the date of the discovery of their non-Eligibility.
- 10.3.2 In a singles event in which the player had any other type of place, there is no penalty and the player may nominate another country for which they are Eligible as the country represented.
- 10.4 If a player is disqualified pursuant to Paragraph 10.2 or 10.3, the player will not be considered to have represented any country in the event for the purposes of Paragraph 3.



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- 10.5 Following a discovery of ineligibility, the WCF Nationality Database shall be amended to show a country for which the player is Eligible and which the player wishes to represent.



Appendix 2 – Allocation of places for WCF singles events

1. Introduction

1.1 Scope

This Appendix applies to all WCF singles events (“Events”).

1.2 Definitions and Interpretation

1.2.1 Eligible and Country: have the meaning given in Appendix 1.

1.2.2 Event Capacity: the maximum number of competitors that can be accepted for an Event.

1.2.3 ACWC: Association Croquet World Championship.

1.2.4 GCWC: Golf Croquet World Championship.

1.2.5 Membership Place: a place allotted to a Member by the WCF MC for which the Member may nominate a player Eligible to represent that Member's Country (see Appendix 3, paragraph 1).

1.2.6 Wild Card Place: a place allocated to a player by the WCF MC (see Appendix 3, paragraph 2.1).

1.2.7 Under-21 Wild Card Place: a place in a GCWC allocated to a player with a sufficiently high finishing position in an Under-21 GCWC (see Appendix 3, paragraph 2.3).

1.2.8 Qualifier Place: a place allocated to a player with a sufficiently high finishing position in a Qualifying Tournament (see Appendix 3, paragraph 3).

1.2.9 Ranking Place: a place allocated to a player with a sufficiently high position in the World Rankings (see Appendix 3, paragraph 4).

1.2.10 Initial Allocation Ranking List: a list prepared in accordance with paragraph 4.2 and used for the initial allocation of Ranking Places.

1.2.11 Replacement Allocation Ranking List: a list prepared in accordance with paragraph 4.2 and used to fill vacancies by awarding further Ranking Places.

1.2.12 Qualifier Ranking List: a list prepared in accordance with paragraph 4.2 and used to allocate places in any Qualifying Tournament.

1.2.13 References to the end of a day are references to midnight GMT.

1.3 Aims

In allocating places for an Event, the WCF seeks to achieve the following aims:

1.3.1 to fulfil the WCF Statute requirements that all Full and Associate Members shall have at least one guaranteed place and thereby ensure a broad representation among Members at the Event.

1.3.2 to ensure that any available player with a reasonable chance of reaching the later stages of the Event is offered a place.

1.3.3 to encourage the development of young players and players showing exceptional promise for future development.

1.3.4 to make possible the participation of any player not otherwise offered a place by providing a Qualifying Tournament where they may compete for a place in the Event.



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2. Entitlement to enter

2.1 Subject to paragraph 2.2, any player nominated, invited, selected or qualifying to play in any WCF event must at the relevant time be in good standing with the Member for the Country for which the player is Eligible or, if more than one, with the Member for the Country which the player chooses to represent (as permitted by Appendix 1). This means that the player must not be under suspension nor be disaffiliated by the Member or one of its affiliated associations.

2.2 The WCF MC may award a Wild Card Place to a player who is not Eligible to represent the Country of any Member. Such a player may also receive a Ranking Place or enter a Qualifying Tournament and receive a Qualifier Place.

2.3 Subject to paragraph 7.3.3, no player shall be awarded a Ranking Place unless he or she has played a minimum of 10 ranked games in the 12 months ending on the Allocation Date or, if relevant, the date on which a vacancy arises. However, no minimum game requirement applies to the award of Membership Places, Wild Card Places or Qualifier Places or to entries to the Qualifying Tournament.

2.4 The WCF retains absolute authority over who shall be invited, selected or accepted to play in the Event or a Qualifying Tournament. No player has a place in any Event until his or her nomination has been confirmed by the WCF MC under paragraphs 5 or 7.7 below.

3. Timetable

3.1 Invitation Date

3.1.1 This is normally set between eight and ten months before an Event and represents the start of the lifecycle of the Event.

3.1.2 It is the date on which the WCF MC formally announces the details of the Event on the WCF website, including the expected Event Capacity and the key dates set out below, and invites each Member to participate.

3.2 Response Date

This is normally set two months after the Invitation Date. It is the date by which Members must respond to the invitation to participate.

3.3 Allocation Date

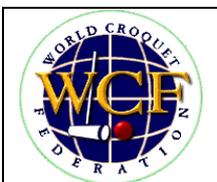
This is normally set 14 days after the Response Date. The Allocation Date defines the World Ranking List to be used to determine the initial allocation of Ranking Places.

3.4 Announcement Date

This is normally not more than 14 days after the Allocation Date. It is the date on which the WCF MC announces the players who have been awarded Ranking Places and Wild Card Places.

3.5 Closing Date

This is normally set one month after the Announcement Date. It is the last date on which Members are able to nominate players for Membership Places.



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3.6 Cut-Off Date

This is normally set six weeks before the date on which the Qualifying Tournament starts. It is the date after which returned places are generally filled by creating extra Qualifier Places (see paragraph 7.4 below).

3.7 Qualifying Tournament Allocation Date

This is normally set two months before the date on which the Qualifying Tournament starts. Entries received by this date will be accepted in ranking position order according to the Qualifier Ranking List.

3.8 Qualifying Tournament Closing Date

This is the date fifteen days before the date on which the Qualifying Tournament starts. It is the last date on which entries can be accepted to fill any vacancies in the Qualifying Tournament.

4. Process

4.1 Administration

The allocation and replacement procedures are carried out by an Event Sub-Committee comprising the WCF MC Event Lead, the Secretary-General and not less than one other member of the WCF MC. Event Sub-Committee recommendations shall be subject to review, adjustment and approval by the WCF MC before publication.

4.2 Use of World Rankings

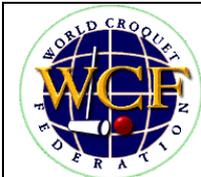
The World Ranking Lists relevant for an Event are those which:

- 4.2.1 subject to paragraph 4.2.3, include all the players who have been nominated for or applied for a place in the Event or entered the Qualifying Tournament as appropriate and only those players;
- 4.2.2 are the latest available at the end of any relevant day, namely the Allocation Date in respect of the Initial Allocation Ranking List, the Closing Date or any later date on which a vacancy arises in respect of the Replacement Allocation Ranking List, and the Qualifying Tournament Allocation Date in respect of the Qualifier Ranking List;
- 4.2.3 in the case of the Initial Allocation Ranking List and, subject to paragraph 7.3.3, the Replacement Allocation Ranking List, are based on a minimum of 10 ranked games in the 12 months ending on the relevant day and on the highest grade achieved by players in that period; and
- 4.2.4 use the calculation method approved by the WCF at the date of preparation of the list.

5. Allocation procedure

The allocation procedure consists of four stages.

Stage 1 Invitation	Stage 2 Allocation of Ranking Places and Wild Card Places	Stage 3 Membership Places	Stage 4 Filling of vacancies
Invitation Date to Response Date	Response Date to Announcement Date	Announcement Date to Closing Date	Closing Date onwards



5.1 Stage 1 - Invitation

- 5.1.1 On the Invitation Date, each Member is asked to publicise the Event among its Eligible players and, by the Response Date, to inform the WCF MC if it wishes to take up a Membership Place (in the case of Full Members, up to two Membership Places and, in the case of the Host, up to six extra Membership Places) and to nominate all those players who wish to play in the Event, including any it wishes to nominate as Wild Card Place candidates (see Appendix 3, paragraphs 2.1.1 to 2.1.3 for the criteria).
- 5.1.2 Any player who is not Eligible to represent the Country of any Member should apply directly to the Secretary-General.

5.2 Stage 2 – Allocation of Ranking Places and Wild Card Places

- 5.2.1 Shortly after the Allocation Date, the WCF MC will determine the Event Capacity and the total number of places required for Membership Places, Wild Card Places and Qualifier Places, and allocate the remaining places as Ranking Places in accordance with Appendix 3, paragraph 4.
- 5.2.2 On the Announcement Date, the WCF MC will confirm the Event Capacity and announce the names of the players who have been awarded Ranking Places and Wild Card Places.

5.3 Stage 3 - Membership Places

- 5.3.1 Immediately after the Announcement Date, Members that informed the WCF MC at Stage 1 that they wished to take up Membership Place(s) will be entitled until the Closing Date to nominate any of their Eligible players not already in receipt of Ranking Places or Wild Card Places to fill their Membership Place(s). These are not restricted to players who have been previously nominated in Stage 1.
- 5.3.2 If a Member does not make a valid nomination, its highest ranked Eligible player on the Replacement Allocation Ranking List as at the Closing Date who was nominated in Stage 1 but not awarded a place in Stage 2 will be automatically awarded the Membership Place. If there is no such player, the unused place will be treated as a returned Ranking Place and paragraph 7.3 applies.
- 5.3.3 Shortly after the Closing Date, the WCF MC will announce the names of the players who have been awarded Membership Places.

5.4 Stage 4 – Filling of vacancies

If a vacancy exists at the Closing Date or arises as a result of a withdrawal or disqualification, paragraph 7 applies.

6. Entry procedure

- 6.1 Subject to paragraph 6.4, players must pay their entry fee within one month of the date of the announcement made in accordance with paragraph 5.3.3 or, if later, within one month of the award of their place. Subject to paragraph 6.2, failure to pay the entry fee by the due date will lead to automatic disqualification and the place will be filled in accordance with paragraph 7.
- 6.2 Before disqualifying a player for failing to pay their entry fee on time, at least two reminders must have been sent to the Member which nominated the player and all reasonable efforts must have been made to contact the player directly.



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6.3 Subject to paragraph 6.4, players must submit a photograph and biographical details to the Secretary-General by the Cut-Off Date.

6.4 Any players awarded a place after the Cut-Off Date must pay their entry fee and submit a photograph and biographical details to the Secretary-General as soon as practicable.

7. Replacement procedure

7.1 Membership Place

If a Membership Place is returned, the relevant Member will be asked to nominate a replacement, who need not have been nominated at Stage 1. If the Member fails to make a valid nomination within 14 days of the request or, if earlier, by the end of the Qualifying Tournament, the place will be filled:

- 7.1.1 if the place was returned on or before the Cut-Off Date, by treating it as a returned Ranking Place (see paragraph 7.3 below); or
- 7.1.2 if it was returned after the Cut-Off Date, in accordance with paragraphs 7.4 to 7.6 below.

7.2 Wild Card Place

If a Wild Card Place is returned, the place will be filled:

- 7.2.1 if it is returned on or before the Cut-Off Date, in the case of an Under-21 GCWC Wild Card Place, by the next best placed available player from the Under 21-GCWC; and otherwise by treating it as a returned Ranking Place (see paragraph 7.3 below); or
- 7.2.2 if it is returned after the Cut-Off Date, in accordance with paragraphs 7.4 to 7.6 below.

7.3 Ranking Place

- 7.3.1 Subject to paragraph 7.3.4 below, if a Ranking Place is returned, the next player on the Replacement Allocation Ranking List as at the end of the day on which the vacancy arises who does not already have a place shall be offered a Ranking Place.
- 7.3.2 If that player is unable to accept the Place, the next players in descending order on that Replacement Allocation Ranking List shall be offered successively the Place until the returned place is filled.
- 7.3.3 The Replacement Allocation Ranking List may contain players who were not included on the Initial Allocation Ranking List provided that they have played at least 10 games in the 12 months ending on the date on which the vacancy arises and have informed the Secretary-General by e-mail that they wish to play in the Event. However, if the Event is under-subscribed on or after the Closing Date, players who have not played at least 10 games in the last 12 months may be invited to have their names added to the Replacement Allocation Ranking List, or alternatively a returned place may be treated as if it had been returned after the Cut-Off Date.
- 7.3.4 If a Ranking Place is returned after the Cut-Off Date, the place will be filled in accordance with paragraphs 7.4 to 7.6 below.



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- 7.4 Subject to paragraph 7.1, if a place is returned after the Cut-Off Date and before the end of the Qualifying Tournament, the returned place will be filled:
- 7.4.1 in the case of an Under-21 GCWC Wild Card Place, by the next best placed available player from the Under 21-GCWC; otherwise
 - 7.4.2 by creating an extra Qualifier Place.
- 7.5 If a Place is returned after the end of the Qualifying Tournament and before the end of the first day's play in the Event, the Tournament Manager may use his discretion to fill the returned place provided that the withdrawing or disqualified player has not started a game in the Event.
- 7.6 If a Place is returned after the end of the first day's play in the Event or if the withdrawing or disqualified player has started a game in the Event, no replacement is permitted.
- 7.7 The WCF MC will announce the name of a player who fills a vacancy as soon as possible.



Appendix 3 – The types of places in WCF singles events

1. Membership Places

1.1 Full Members shall each be entitled to two Membership Places. Associate Members shall each be entitled to one Membership Place.

1.2 An Observer Member may request and, at the discretion of the WCF MC, be offered a Membership Place in the second and subsequent Events of the same type held after the date on which it joined the WCF.

1.3 The WCF MC may also offer the Host up to six extra Membership Places in an Event with an Event Capacity of 80 players. This number shall be adjusted pro-rata for other Event Capacities.

2. Wild Card Places

2.1 Subject to paragraph 2.3 below, up to two Wild Card Places may be awarded by the WCF MC taking into account any one or more of the following as it thinks fit, namely:

- 2.1.1 the encouragement of young players or players showing exceptional promise of future development;
- 2.1.2 the encouragement of players from developing Members and non-Members; and
- 2.1.3 the distribution of places between Countries.

2.2 In accordance with Appendix 2, paragraph 5.1, Members shall be invited on the Invitation Date to nominate one or more players for a Wild Card Place in order of preference. Members may, if they wish, explain the reasons for their choice. Such nominations must be made by the Response Date.

2.3 If a GCWC is preceded by no more than six months by an Under-21 GCWC, two further Wild Card Places may be reserved and awarded to the two players best placed in the Under-21 GCWC who have not otherwise obtained places in the GCWC.

3. Qualifier Places

3.1 No Qualifier Places shall be reserved for an Under-21 GCWC. For all other Events, up to four Qualifier Places shall be awarded to the highest finishers in a Qualifying Tournament which will usually be held in the Host Country immediately preceding the Event. The WCF MC shall publish the venue, dates, entry dates, number of Qualifier Places and the entry capacity of the Qualifying Tournament on its web-site as soon as possible after the Allocation Date.

3.2 Qualifying Tournament allocation

3.2.1 Entries received by the Qualifying Tournament Allocation Date will be accepted in ranking list order according to the Qualifier Ranking List. If the Qualifying Tournament is over-subscribed on that date, the unsuccessful entries will be entered on a Qualifier Reserve List.

3.2.2 Entries received after the Qualifying Tournament Allocation Date but not later than the Qualifying Tournament Closing Date will be accepted in order of receipt if vacancies exist. Otherwise, unsuccessful entries will be entered on or added to the Qualifier Reserve List.



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3.2.3 If the Qualifying Tournament is fully subscribed and a vacancy arises, the place will be offered to the highest ranked player on the Qualifier Reserve List according to the latest World Ranking List at the end of the day on which the vacancy arises.

4. Ranking Places

4.1 The number of Ranking Places available at Stage 2 ("N") is calculated by subtracting from the Event Capacity the following:

- (a) the maximum number of Membership Places to be awarded;
- (b) the number of Wild Card Places to be awarded; and
- (c) the number of Qualifier Places to be awarded.

Example 1: an 80 player ACWC in which there could be awarded 25 Membership Places and there will be awarded 2 Wild Card Places and 4 Qualifier Places:

$$N = 80 - 25 - 2 - 4 = 49$$

Example 2: a 64 player GCWC in which there could be awarded 27 Membership Places and there will be awarded 4 Wild Card Places (including 2 Under-21 Places) and 4 Qualifier Places:

$$N = 64 - 27 - 4 - 4 = 29$$

4.2 Ranking Places shall be awarded at Stage 2 to players nominated at Stage 1 in the order in which they appear on the Initial Allocation Ranking List.



Appendix 4 – Block formation and seeding in WCF singles events

The blocks should be formed no more than two weeks before the start of the Event using World Ranking data current at that date. The procedure is as follows.

1. Dependent upon the Event entry size, there will be four or eight blocks identified by the letters A to D or A to H. Each block shall, as far as possible, have between six and ten Players.
2. **Assignment of Grades**
 - 2.1 All Players will be given an order from one to the entry size according to their latest available World Ranking grade. A Player without a grade shall be given an estimated grade by the relevant WCF Ranking Officer.
 - 2.2. If the blocks are formed prior to completion of any Qualifying event, places for the qualifiers within the blocks will be reserved as if the highest-graded Players in the Qualifying event achieved qualification. Places so reserved will have no nationality associated with them for the purposes of clause 4 or 5 but no two qualifiers may be allocated to the same block, with any such clashes being resolved using the procedures outlined in clauses 4 and 5.

3. Step 1: Initial Allocation

Players are initially allocated to blocks in accordance with the following table:

A	B	C	D	E	F	G	H
1	2	3	4	5	6	7	8
16	15	14	13	12	11	10	9
17	18	19	20	21	22	23	24
32	31	30	29	28	27	26	25
33	34	35	36	37	38	39	40
48	47	46	45	44	43	42	41
49	50	51	52	53	54	55	56
64	63	62	61	60	59	58	57
65	66	67	68	69	70	71	72
80	79	78	77	76	75	74	73

In the case of fewer blocks or fewer competitors the above “striping” process is modified accordingly while retaining the same basic principles.



4. Step 2: same country modification (eight blocks)

The Step 1 allocation shall be modified so as to minimise “same country conflict”.

- 4.1 A country with eight or fewer Players in the Event should preferably have at most one Player in each block while a country with from nine to 16 Players should have at least one and at most two Players in each block, and so on. If any one country makes up more than half the competitors in the Event, clause 4 will not apply to this country.
- 4.2 When Step 1 fails to provide a preferred distribution, the initial allocation is modified by interchanging Players of approximately equal grades. The interchanges, which may involve more than two Players at a time, should:
 - 4.2.1 leave the top ranked Player of each block unchanged and, as far as possible, maintain the rank position of other Players within their blocks i.e. Players ranked 9th to 16th should remain the second highest graded Players in their blocks;
 - 4.2.2 keep the average grade of the Players in each block, as calculated after removal of the top and bottom ranked Players, as near equal as possible;
 - 4.2.3 take account of Step 3 below, particularly noting that, for Step 3 to be possible, no more than two Players from the same country may occupy the 3rd to 6th positions within any one block.

5. Step 2: same country modification (four blocks)

The Step 1 allocation shall be modified so as to minimise “same country conflict”.

- 5.1 A country with four or fewer Players in the Event should preferably have at most one Player in each block while a country with from five to eight Players should have at least one and at most two Players in each block, and so on. If any one country makes up more than half the competitors in the Event, clause 5 will not apply to this country.
- 5.2 When Step 1 fails to provide a preferred distribution, the initial allocation is modified by interchanging Players of approximately equal grades. The interchanges, which may involve more than two Players at a time, should:
 - 5.2.1 leave the top ranked Player of each block unchanged and, as far as possible, maintain the rank position of other Players within their blocks i.e. Players ranked 5th to 8th should remain the second highest graded Players in their blocks;
 - 5.2.2 keep the average grade of the Players in each block, as calculated after removal of the top and bottom ranked Players, as near equal as possible;
 - 5.2.3 take account of Step 3 below, particularly noting that, for Step 3 to be possible, no more than two Players from the same country may occupy the 3rd to 6th positions within any one block.

6. Step 3: Final round modification

- 6.1 The block positions of one or more Players derived from Step 2 shall be adjusted to ensure that Players from the same country do not play each other in the final round of block play. If any one country makes up more than half the competitors in the Event, clause 6 will not apply to this country.



- 6.2 The required adjustments shall be carried out within the blocks derived from Step 2. No Player shall be moved to a different block.
- 6.3 The Players in 1st and 2nd positions in a block shall remain unchanged.
- 6.4 If possible, the aims of Step 3 should be achieved by exchanging Players in adjoining positions. Thus a Player in 8th may be exchanged with a Player in 7th or 9th but not 10th.
- 6.5 The Players in the 3rd to 6th position band and in the 7th to 10th (or 7th to 8th) position band after Step 2 shall remain within that position band. Thus Players in 5th and 6th positions may be exchanged but not Players in 6th and 7th positions.

7. Placings after completion of the block stage

- 7.1 After the block stage is completed, Players are placed within each block with the Player with the most number of wins being placed highest and then in descending order.
- 7.2 The four top placed Players from each block advance to the Knock Out stage.
- 7.3 The block placings will not be used for any other purpose, so the only ties that need to be broken are ties that leave qualification for the Knock Out stage undecided. Tie breaking will be achieved by play-off games arranged by the TM in accordance with Appendix 6.
- 7.4 In the event that a Player withdraws or is disqualified for any reason:
 - 7.4.1 during the block stage:
 - (a) if the outcome of their remaining match or matches could not affect the qualification chances of other Players in the same block, their completed matches shall stand; but otherwise
 - (b) their completed matches shall be ignored for the purpose of deciding the placings of the other Players;
 - 7.4.2 after completion of their block games but before the draw for any tie-breaks in their block, they will be excluded from the block placings;
 - 7.4.3 after the draw for any tie-breaks in their block but before completion of the tie-breaks, the TM will re-organise the tie-breaks as fairly as possible in the circumstances;
 - 7.4.4 after the block stage and any tie-breaks required in their block but before the Knock Out Stage draw, they shall be replaced by the next eligible Player from that block as determined by the TM, who, if necessary, will organise further tie-breaks to determine that Player ;
 - 7.4.5 after the Knock Out Stage draw but before they have started their first match, they shall be replaced in the draw by the next eligible Player from their block as determined by the TM, who, if necessary, will organise further tie-breaks to determine that Player.
 - 7.4.6 after the Knock Out Stage has commenced, they will not be replaced.

8. Ordering of Players entering the Knockout Stage

- 8.1 The 16 or 32 Players who qualify for the Knock Out stage are ordered for seeding purposes by their World Ranking grades as updated immediately after completion of the block stage and any tie-break games.



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- 8.2 If access to updated World Ranking grades is impractical for any reason, the Players shall be ordered for seeding purposes by the most recent grades available.
- 8.3 The TM shall be aware of this requirement and be prepared accordingly, including consulting with the relevant WCF Ranking Officer.

9. **The Knock Out Stage Draw**

The draw for the Knock Out Stage shall be conducted in accordance with Appendix 7 and, in particular, shall be performed in a public Draw Ceremony to demonstrate impartiality.

10. **Plate and other supplementary events.**

A Plate and other supplementary event(s) shall be played in accordance with Appendix 3 of the Events Regulations.



Appendix 5 – Order of play within blocks in WCF singles events

1. General Principles

Whilst the number of blocks and their size may differ between events, the following principles should be used by the TM to arrange the order of play:

- 1.1 Matches between Players from the same country should not be played in the final round of the block stage.
- 1.2 Matches around the qualification cusp should be played as late as possible in the block stage. In a block with four qualifiers the cusp match is the match between the Players ranked 4 and 5 in the block.
- 1.3 The average strength of opponents (in terms of their starting position within the block) faced by a Player on each day should be approximately equal.

2. Orders of play

It is the intention of the MC to provide the order of play for differing combinations of block sizes, number of qualifiers and length of block stage as and when they arise.

3. 8 blocks of 10 players over 3 days

	Day 1			Day 2			Day 3		
Round	1	2	3	4	5	6	7	8	9
Player rank									
1	5	6	3	8	4	9	2	7	10
2	7	4	10	6	3	5	1	8	9
3	8	9	1	7	2	10	4	5	6
4	10	2	7	9	1	8	3	6	5
5	1	8	9	10	7	2	6	3	4
6	9	1	8	2	10	7	5	4	3
7	2	10	4	3	5	6	9	1	8
8	3	5	6	1	9	4	10	2	7
9	6	3	5	4	8	1	7	10	2
10	4	7	2	5	6	3	8	9	1

4. 8 blocks of 8 players

Round	1	2	3	4	5	6	7
Player rank							
1	4	6	3	5	2	7	8
2	5	3	6	4	1	8	7
3	7	2	1	8	4	5	6
4	1	8	7	2	3	6	5
5	2	7	8	1	6	3	4
6	8	1	2	7	5	4	3
7	3	5	4	6	8	1	2
8	6	4	5	3	7	2	1

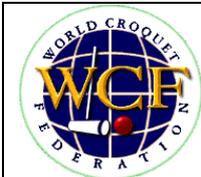


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5. 8 blocks of 6 played over 2 days

	Day 1			Day 2	
Round	1	2	3	4	5
Player Ranked					
1	2	6	4	5	3
2	1	5	3	4	6
3	5	4	2	6	1
4	6	3	1	2	5
5	3	2	6	1	4
6	4	1	5	3	2



Appendix 6 – Tie resolution after block play in WCF singles events

Principles

1. Block placings shall be decided by each Player's number of block wins and the top four Players in a block will qualify for the Knock Out stage. Ties that do not affect qualification will not be resolved. Players involved in ties that do affect qualification shall form a Resolution Group.
2. Play in a Resolution Group shall consist of single games in a single-life Knock Out in accordance with the directions set out in the relevant field in the Resolution Table. The table covers all combinations of numbers of Players in a Resolution Group (from two to nine) and available qualifying places (from one to four). Some combinations are impossible and are indicated accordingly in the table.
3. Most Advantageous Position ("MAP")
 - 3.1 If the relevant field indicates that there is a MAP for a combination, the procedure in paragraph 4 shall be applied to order the Players in the Resolution Group in terms of their block record - and the top Player shall receive the MAP.
 - 3.2 If there is more than one MAP for a combination, the MAPs shall be awarded to the most highly placed Players.
 - 3.3 If there are more equally well placed Players than available MAPs, the MAP receivers shall be chosen randomly from the equally placed Players.
4. The Players in a Resolution Group shall be ordered by applying the following tests in the sequence stated:
 - 4.1 the Player who has beaten all the others in the Resolution Group;
 - 4.2 the Player who has beaten more Players in the Resolution Group than the other Players;
 - 4.3 in GC only:
 - 4.3.1 the Player who has the best net games total arising from block play;
 - 4.3.2 if still tied, the Player with the best net points from block play;
 - 4.3.3 if still tied, the Player who has beaten all the other Players that remain tied after the application of paragraphs 4.3.1 and 4.3.2.



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Resolution Table

Number Tied	Number to qualify	Resolution method
2	1	The Players play a single game; the winner qualifies.
3	1	There are two MAPs who contest R1. The R1 winner and the bye holder contest R2, if the R1 winner wins they qualify, if the R1 winner loses the Players play again and the winner qualifies.
3	2	There is one MAP who receives a bye into R2. The others contest R1; the winner qualifies. The R1 loser and the bye holder contest R2, if the bye holder wins they qualify, if the bye holder loses the Players play again and the winner qualifies.
4	1	The Players are drawn randomly to contest R1. The winners contest R2; the winner qualifies.
4	2	The Players are drawn randomly to contest R1; the winners qualify.
4	3	The Players are drawn randomly to contest R1; the winners qualify. The losers contest R2; the winner qualifies.
5	1	There are 3 MAPs who receive byes into R2. The others contest R1. In R2, the R1 winner and bye holders are randomly drawn to play each other. The R2 winners contest R3; the winner qualifies.
5	2	There is 1 MAP who receives a bye into R3. The others are randomly drawn into R1; the winners contest R2. The R2 winner qualifies, the R2 loser plays the bye holder in R3; the winner qualifies.
5	3	There are 4 MAPs who are drawn randomly in R1; the other Player receives a bye to R3. The R1 winners qualify; the losers contest R2. The R2 winner and bye holder contest R3; the winner qualifies.
5	4	There are 4 MAPs who are drawn randomly in R1; the other Player receives a bye to R2. The R1 winners qualify. One R1 loser is drawn randomly against the bye holder; the other receives a bye to R3. The R2 winner qualifies. The R2 loser and bye holder contest R3; the winner qualifies.
6	1	There are 2 MAPs who receive byes into R2. The others are drawn randomly to contest R1. Each R1 winner is randomly drawn to play a bye holder in R2. The two R2 winners contest R3; the winner qualifies.



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6	2	There are 2 MAPs who receive byes into R2. The others are drawn randomly to contest R1. Each R1 winner is randomly drawn to play a bye holder in R2; the winners qualify.
6	3	The Players are drawn randomly to contest R1; the winners qualify.
6	4	The Players are drawn randomly to contest R1; the winners qualify. One of the three losers is randomly drawn to receive a bye to R3, the other two losers contest R2 the winner playing the bye holder in R3; the R3 winner qualifies
7	1	There is one MAP who receives a bye into R2. The others are drawn randomly to contest R1. The winners and bye holder contest R2. The winners contest R3; the winner qualifies.
7	2	(Impossible in a block of eight) There is one MAP who receives a bye into R2. The others are drawn randomly to contest R1. The winners and bye holder contest R2; the winners qualify.
7	3	There is one MAP who receives a bye into R2. The others are drawn randomly to contest R1. The winners and bye holder contest R2; the winners qualify. The R2 losers contest R3; the winner qualifies.
7	4	This is resolved separately as three Players for two places tie break, and four Players for two places tie break. There are three MAPs who contest the three Players for two places tie break.
8	1	(Impossible)
8	2	The Players are drawn randomly to contest R1. The winners contest R2; the winners qualify.
9	1	(Impossible)
9	2	(Impossible)
9	3	This is resolved as three separate three Players for one place tie breaks. There are six MAPs two of whom are randomly drawn along with a randomly drawn non-MAP to form each separate tie break group, the MAPs in each group contest R1.
9	4	There are seven MAPs who receive byes into R2. The others contest R1. The winner and bye holders are drawn randomly to contest R2; the winners qualify.

R1 = Round 1, R2 = Round 2 etc.



Appendix 7 – The Knock-Out Stage draw in WCF singles events

Section A: Association Croquet

1. Grade-based seeding - general

1.1 AC singles events are seeded using grade-based seeding. This requires that a Ranking List is drawn up which includes the qualifiers for the Knock Out stage and has been updated to include the results of the block stage and any play-offs.

1.2 The following is a summary of the main seeding features, followed by a detailed description of the procedure and practical implementation notes. The underlying principle is that no pairings in the Knock Out stage arise from deliberate human decision.

1.3 In the following:

- where there are 16 qualifiers for the Knock Out stage, the number 32 shall be replaced with 16 and numbers 17 to 31 shall be ignored;
- “Player N” will mean the Player ranked Nth at the start of the Knock Out stage (N = 1,2,3,...32).

2. Seeding Players in the Knock Out Stage – Summary of Main Features

2.1 The first round opponents of Players 1 to 8 are randomly selected from Players 25 to 32 and those of Players 9 to 16 from Players 17 to 24.

2.2 The likely second round opponents of Players 1 to 4 are randomly selected from Players 13 to 16 and those of Players 5 to 8 from Players 9 to 12.

2.3 The likely quarter final pairings and semi-final pairings are the same as those that would be produced by the Standard Draw.

3. Draw Ceremony

Steps 5 to 8 below, which involve random selections, must be carried out in a public Draw Ceremony. The Organising Committee should ensure that the items listed below are available beforehand.

3.1 A Display Board for the first round of the Knock Out ladder. It should have lines numbered 1 through 32 on which the Player names can be listed so as to be legible to the audience. The lines are to be in two columns of 16. Line numbers should be colour-coded as follows:

- Blue: numbers 5, 12, 21, 28
- Red: numbers 4, 13, 20, 29
- Green: numbers 2, 7, 10, 15, 18, 23, 26, 31
- Pink: numbers 3, 6, 11, 14, 19, 22, 27, 30

The remaining line numbers 1, 8, 9, 16, 17, 24, 25, 32 can be in any colour distinct from the above colours.



- 3.2 Four sets of Numbered Tokens, legible to the audience and suitable for making the random selections:
- 4 Blue tokens to represent the Blue line numbers
 - 4 Red tokens to represent the Red line numbers
 - 8 Green tokens to represent the Green line numbers
 - 8 Pink tokens to represent the Pink line numbers.
- 3.3 A bag from which the tokens can successively be drawn blindly in the random selection process.
- 3.4 For each of the 32 Players, a Player Label, legible to the audience, to position on the Display Board displaying the following data: Player Name and Rank (for example, Player 23: **M.Goodrush 23**)

4. Step 1 – Seed Players 1 to 8

This step is predetermined and may be carried out before the Draw Ceremony begins. On the Display Board, place the following Player Labels:

- Player 1 on line 1
- Player 2 on line 32
- Player 3 on line 17
- Player 4 on line 16
- Player 5 on line 9
- Player 6 on line 24
- Player 7 on line 25
- Player 8 on line 8

5. Step 2 – Seed Players 9 to 12

Each Player is entered on a line randomly selected from lines 5, 12, 21 and 28.

- 5.1 Put the four Blue tokens in the bag.
- 5.2 Draw randomly a first Blue token and enter Player 9 on the line represented by that token.
- 5.3 Draw randomly a second Blue token from the three remaining in the bag and enter Player 10 on the line represented by that token.
- 5.4 Draw randomly a third Blue token from the two remaining ones and enter Player 11 on the line represented by that token.
- 5.5 Enter Player 12 on the remaining unoccupied Blue numbered line.

6. Step 3 - Seed Players 13 to 16

Each Player is entered on a line randomly selected from lines 4, 13, 20 and 29.

- 6.1 Put the four Red tokens in the bag.
- 6.2 Draw randomly a first Red token and enter Player 13 on the line represented by that token.
- 6.3 Draw randomly a second Red token from the three remaining in the bag and enter Player 14 on the line represented by that token.
- 6.4 Draw randomly a third Red token from the two remaining ones and enter Player 15 on the line represented by that token.
- 6.5 Enter Player 16 on the remaining unoccupied Red numbered line.



7. Step 4 - Determine the first round opponents of Players 1 to 8

The first round opponents of Players 1 to 8 are drawn from Players 25 to 32 who are to be entered on the Green lines 2, 7, 10, 15, 18, 23, 26 and 31.

- 7.1 Put the eight Green tokens in the bag.
- 7.2 Draw randomly a first Green token and enter Player 25 on the line represented by that token.
- 7.3 Draw randomly a second Green token from the seven remaining in the bag and enter Player 26 on the line represented by that token.
- 7.4 Continuing to draw randomly Green tokens for Players 27 to 31 and enter the Players on the lines represented by their respective tokens
- 7.5 Enter Player 32 on the remaining unoccupied Green numbered line.

8. Step 5 - Determine the first round opponents of Player 9 to 16

The first round opponents of Players 9 to 16 are drawn from Players 17 to 24 who are to be entered on the Pink lines 3, 6, 11, 14, 19, 22, 27 and 30.

- 8.1 Put the eight Pink tokens in the bag.
- 8.2 Draw randomly a first Pink token and enter Player 17 on the line represented by that token.
- 8.3 Draw randomly a second Pink token from the seven remaining in the bag and enter Player 18 on the line represented by that token.
- 8.4 Continuing to draw randomly Pink tokens for Players 19 to 23 and enter the Players on the lines represented by their respective tokens
- 8.5 Enter Player 24 on the remaining unoccupied Pink numbered line.

9. Practical Implementation Notes

9.1 Colour coding of lines is not essential but is recommended to expedite execution of the procedures and to minimise the risk of errors.

9.2 As a further measure to minimise errors, it is strongly recommended that the Organising Committee appoint at least two individuals to check that the procedures are being carried out correctly as they occur.

9.3 The Display Board can be any of the following:

- (a) a magnetic board on which labels are attached via magnetic force;
- (b) a cork board on which cardboard labels are attached by thumbtacks;
- (c) an ordinary blackboard with chalk writing;
- (d) a white board suitable for felt-tipped pens;
- (e) an Excel spreadsheet on a computer if its monitor can be legibly projected for viewing by the audience; or
- (f) a section of a wall to which labels can be attached harmlessly by Blu-tak.

Organising Committees could put their creative skills to good use.

9.3 The random draws could be done by one or more people who deserve a little exposure to the audience.



Section B: Golf Croquet

1. Position-based seeding

GC singles events are seeded using the Block Seniority Method which is a form of position-based seeding. It applies to a draw consisting of either 32 or 16 players and ensures that, assuming that they qualify for the Knock Out stage, the top eight (or top four) block stage seeds will appear in different eighths (or quarters) of the Knock Out draw irrespective of their finishing position in their blocks. This is intended to maximise the probability of obtaining a balanced draw.

2. 32 players

2.1 The draw is populated in two stages, namely an allocated stage and a random stage.

2.2 The allocated stage

The names of the qualifiers from blocks A to D, which contained the four highest seeds, are inserted in the appropriate positions in each quarter of the draw as shown in paragraph 2.4 below. Hence the block A qualifiers always appear in the top quarter, the block D qualifiers in the second quarter, the block C qualifiers in the third quarter and the block B qualifiers in the bottom quarter. If the four highest block stage seeds justify their seeding by winning their first three KO matches, the semi-final draw will be A1 v D1 and C1 v B1 which is the theoretical outcome of the Standard Draw. This part of the draw can be done in private as soon as the results of the blocks, including any play-offs, are known.

2.3 The random stage

The names of the qualifiers from blocks E and F are inserted into the appropriate positions in either the second or third quarters as determined by a coin toss. Similarly, the qualifiers from blocks G and H are inserted into the appropriate positions in either the top or bottom quarters as determined by another coin toss. It is recommended that a suitable official from the WCF or the Event Host is invited to conduct the coin toss in public.

2.4 The draw for 32 players takes the following form:

Top quarter	Second quarter	Third quarter	Bottom quarter
1. A1 v G4 or H4	5. D1 v E4 or F4	9. C1 v F4 or E4	13. B1 v H4 or G4
2. A3 v G2 or H2	6. D3 v E2 or F2	10. C3 v F2 or E2	14. B3 v H2 or G2
3. A2 v G3 or H3	7. D2 v E3 or F3	11. C2 v F3 or E3	15. B2 v H3 or G3
4. A4 v G1 or H1	8. D4 v E1 or F1	12. C4 v F1 or E1	16. B4 v H1 or G1

3. 16 players

3.1 The draw is populated in two stages, namely an allocated stage and a random stage.



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3.2 The allocated stage

The names of the qualifiers from blocks A and B, which contained the two highest seeds, are inserted in the appropriate positions in each half of the draw as shown in paragraph 3.4 below. Hence the block A qualifiers always appear in the top half and the block B qualifiers in the bottom half. If the two highest block stage seeds justify their seeding by winning their first three KO matches, the final draw will be A1 v B1 which is the theoretical outcome of the Standard Draw. This part of the draw can be done in private as soon as the results of the blocks, including any play-offs, are known.

3.3 The random stage

The names of the qualifiers from blocks C and D are inserted into the appropriate positions in either the top or bottom half as determined by a coin toss. It is recommended that a suitable official from the WCF or the Event Host is invited to conduct the coin toss in public.

3.4 The draw for 16 players takes the following form:

Top half	Bottom half
1. A1 v C4 or D4	5. B1 v D4 or C4
2. A3 v C2 or D2	6. B3 v D2 or C2
3. A2 v C3 or D3	7. B2 v D3 or C3
4. A4 v C1 or D1	8. B4 v D1 or C1



Appendix 8 – Consolation events in WCF singles events

1. General

1.1 This appendix gives an outline of the general structure to be used for consolation events held as part of WCF singles events. The specific format of each consolation event is to be determined by the Tournament Manager when the number of entrants has become known.

1.2 Entry in any consolation event is not mandatory. However, if a Player enters a consolation event with a block stage, they are expected to complete all their block matches.

1.3 Double-banking may be used in all AC consolation events.

1.4 Time limits may be used in all consolation events.

2. Plate

2.1 The Plate event is open to all players who do not qualify for the KO stage of the main event.

2.2 Entrants will be divided into blocks leading to qualification for a subsequent KO phase.

2.3 The Tournament Manager will decide whether matches in either phase of the competition are played as single games or Best of 3. If announced in advance, ties in the block phase may be broken without recourse to play-offs using the WCF Sports Regulations Appendix 6 paragraph 4, modified to allow the use of net games/points for AC events.

3. Developing Nations Plate

3.1 The Developing Nations Plate is an event which may be held at AC singles events and is restricted to players from the smaller, developing Members who have not qualified for the KO stage of the main event. The WCF MC will determine prior to the main event which individuals are eligible for entry to the Developing Nations Plate.

3.2 Competitors in the Developing Nations Plate may also compete in the Plate. If this results in a player “blocking” the completion of either event in the final stages, the Tournament Manager may require them to scratch from one or other event.

3.3 The format to be used will be determined by the Tournament Manager but will usually take the form of one or more blocks with or without a subsequent play-off or KO stage.



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4. Bowl

- 4.1 The Bowl is an event for those who lose in the first round of the main event KO.
- 4.2 It will be played as a Best of 3 KO.
- 4.3 The draw may use the same draw as the main event KO or be unseeded at the Tournament Manager's discretion.

5. Shield

- 5.1 The Shield may be used for either of two purposes as set out in paragraph 5.2 and 5.3 below as determined by the Tournament Manager.
 - 5.2 KO second round losers
 - 5.2.1 The Shield may used as an event for those who lose in the second round of the main event KO.
 - 5.2.2 It will be played as a Best of 3 KO.
 - 5.2.3 The draw may use the same draw as the main event KO or be unseeded at the Tournament Manager's discretion.
 - 5.3 Players eliminated from the main event
 - 5.3.1 The Shield may be used as an extra event for players eliminated from the main event who have completed all their scheduled games in other consolation events on any given day.
 - 5.3.2 The primary aim of the format should be to make games available to these players rather than necessarily having a robustly fair format. The aim should be to produce four qualifiers (who must by this point have been eliminated from all other events to be eligible) for single game semi-finals and final.



Appendix 9 – WCF team events

1. Introduction

1.1 Scope

This Appendix applies to all WCF team events (“Team Events”).

1.2 Definitions and Interpretation

1.2.1 Eligible and Country: have the meaning given in Appendix 1.

1.2.2 Event Capacity: the maximum number of teams that can be accepted for a Team Event.

1.2.3 ACWTC: Association Croquet World Team Championship.

1.2.4 GCWTC: Golf Croquet World Team Championship.

1.3 Aims

1.3.1 to allow WCF Members to compete in the World Team Championships. All Full and Associate Members are entitled to enter a team and Observer Members may be allowed to do so at the discretion of the WCF MC.

1.3.2 to recognise the different levels of playing strength between WCF Members and to limit the amount of time required to complete the competition by dividing each World Team Championship into Tiers and, if necessary, Divisions (subdivisions of Tiers).

1.3.3 to recognise the geographical locations of WCF Members by locating the Tiers or Divisions of the World Team Championships at suitable venues.

2. Entitlement to enter

The WCF retains ultimate authority over who shall be selected to play in a Team Event. It is not expected that this power will have to be used but, if an occasion arises, the WCF MC will discuss the matter with the WCF Member concerned and attempt to reach a mutually satisfactory conclusion.

3. Process

3.1 Administration

The administration of the Event is carried out by an Event Sub-Committee comprising the WCF MC Event Lead, the Secretary-General and not less than one other member of the WCF MC. Event Sub-Committee decisions shall be subject to review, adjustment and approval by the WCF MC before publication.

3.2 Use of World Rankings

The World Ranking Lists relevant for an Event are those which:

3.2.1 are the latest available at the end of the Team Seeding Date; and

3.2.2 use the calculation method approved by the WCF at the date of preparation of the list.



4. Procedure

4.1 Invitation Date

4.1.1 This is normally set between eight and ten months before a Team Event and represents the start of the lifecycle of the Team Event.

4.1.2 It is the date on which the WCF MC formally announces the details of the Team Event on the WCF website, including the expected Event Capacity and the specific Team Event Regulations, the venue(s) and dates of the Team Event and the key dates set out below, and invites each Member to participate.

4.2 Response Date

This is normally set two months after the Invitation Date. It is the date by which Members must respond to the invitation to participate. Team members do not have to be known or announced at this stage.

4.3 Announcement Date

This is normally not more than 14 days after the Response Date. It is the date on which the MC will confirm the Event Capacity and announce the names of the participating WCF Members and in which Tier (or Division) of the Team Event their teams will compete. If, following discussions with the relevant Members, a merger of Tiers 2.2 and 3 of an ACWTC has been agreed, it will be announced at this stage.

4.4 Team Announcement Date

This is normally set two months before the start of the Team Event. It is the date by which Members are required to name the players selected for their teams or squads. A team for the ACWTC Tiers 2.1, 2.2 and 3 and for the GCWTC consist of four players but a Member is entitled to select a squad of up to six players from which to select a team of four for each Test Match.

4.5 Team Seeding Date

This is normally set one month before the start of the Team Event. It is the date on which the average grade of the members of a team or of the four highest graded members of a squad is calculated for the purpose of seeding the teams in descending order of average grade. The MC will announce the team seedings shortly after the Team Seeding Date.

5. Entry procedure

5.1 Entry fees must be paid by the Team Announcement Date.

5.2 Competing Members must submit photograph and biographical details of their team or squad members to the Secretary-General by the Team Announcement Date.

6. Replacement procedure

If a competing Member suffers a withdrawal of a player after it has announced its team, it must inform the Secretary-General of the replacement without delay and submit a photograph and biographical details as soon as possible. The team seeding of the relevant Member will be recalculated as at the Team Seeding Date and, if it is necessary for the team seedings to be amended, the MC will make an announcement as soon as possible.