



2020 GC World Team Championship Tier 2 Playing Regulations

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1. Introduction

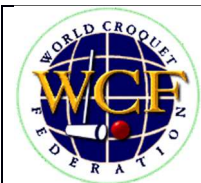
- 1.1 The Golf Croquet World Team Championship is held once every four years and consists of one or more Competitions (“Tiers”).
- 1.2 Tier 2 is the competition for the WCF Tier 2 Trophy. It is referred to below as “the Competition”.
- 1.3 The 2020 GC World Team Championship Tier 2 will be contested in 2021, by teams representing:
 - Canada
 - Latvia
 - Scotland
 - Switzerland
 - Norway
 - Spain
 - Wales
- 1.4 The Spanish hosts will be asked to organise a Select team to provide “friendly” matches for the team without an opponent in each round.

2. The Competition

- 2.1 The Competition will be held from **Monday 11 to Saturday 16 October 2021** in southern Spain at:
 - 2.1.1 Vista Hermosa Club de Golf, Puerto Santa Maria
 - 2.1.2 Sherry Golf Jerez Club, Jerez
 - 2.1.3 Real Club de Golf Novo Sancti Petri, near Cadiz.
- 2.2 Key Dates
 - 2.2.1 Team Announcement Date: Sunday, 26 September 2021
 - 2.2.2 Team Seeding Date: Thursday, 30 September 2021
 - 2.2.3 Start Date: Monday, 11 October 2021

3. Governance

- 3.1 The Competition shall be played in accordance with the 2018 WCF Rules of Golf Croquet, any Official Rulings in force on the Start Date and the WCF Refereeing Regulations in force on the Start Date.
- 3.2 These Playing Regulations are published by the WCF Management Committee (“MC”) to govern the conduct of the Competition. They amplify and are consistent with the content of:
 - 3.2.1 Version 4.9 of the WCF Event Regulations; and
 - 3.2.2 Version 8.9 of the WCF Sports Regulations.
- 3.3 The MC may amend these Playing Regulations before the Start Date provided that they remain consistent with the WCF Regulations and any changes are



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notified to the competing teams. The MC will consult the competing WCF Members about any proposals for material amendments.

- 3.4 It has been agreed that Paragraph 9.4 of the WCF Sports Regulations will be suspended to permit the use of double-banking to accommodate two matches on one court at each venue as required.

4. Hosting and administration of the Competition

4.1 Event Host and Officials

Event Host: Federación Española de Croquet
Tournament Director: Begona Elizaburu
Tournament Manager: Filipe Mestanza
Tournament Referee: Alfonso Urbano
Appeals Panel: Pepe Alvarez-Sala
Alfonso Urbano
Rafael Hernandez Alcala
Alfonso Lacalle
Gabriel Gonzalez Gordon

4.2 WCF Event Sub-Committee

WCF Event Lead: Roberts Stafeckis
Other members: Ian Burrige and Samir Patel

5. Player qualifications

The eligibility of an individual player to represent a WCF Member in the Competition is governed by Appendix 1 of the WCF Sports Regulations.

6. Size of squads and teams

- 6.1 Each team must declare to the Tournament Manager a squad of up to six players to be used in the Competition by no later than the Team Announcement Date.
- 6.2 Subject to Regulation 11, the team for any Test Match shall consist of four players chosen from the team's declared squad.

7. Team seeding and block composition

- 7.1 Teams will be seeded on the basis of the average grade of the four highest graded players in their squad using the grades available from the GC World Rankings at the end of the Team Seeding Date.
- 7.2 The eight teams will be divided into two seeded blocks of four teams:
Block A: the teams seeded 1st, 3rd, 6th and 7th or Select team
Block B: the teams seeded 2nd, 4th, 5th and 7th or Select team

The Select team will be placed in the block not containing Spain.

- 7.3 In Regulation 8.3.2, the teams listed above for each Block are referred to in order as Seeds 1, 2, 3 and 4. The Select team will be seed 4 in their block.



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8. Formats

8.1 General

The Competition will consist of a three-day Block Stage and a three-day Championship, Plate and Consolation Match Stage.

8.2 Test Match and match formats

8.2.1 Test Matches may consist of 5,6, 7, 9 or 13 matches (see Appendix A, A2 to A6 for full details of singles and doubles matches), depending on the stage of the Competition.

8.2.2 All matches will be best-of-three 13-point games.

8.3 Block stage format and outcome

8.3.1 Matches involving the Select team form no part in the Competition, although their games will be ranked.

8.3.2 Each team will play a 6-match Test Match against each of the other three teams in its block according to the following order of play, namely:

Round 1: Seed 1 v Seed 3, Seed 2 v Seed 4

Round 2: Seed 1 v Seed 4, Seed 2 v Seed 3

Round 3: Seed 1 v Seed 2, Seed 3 v Seed 4.

8.3.3 Each team will be awarded two points for each Test Match it wins by winning a majority of the matches and one point for each Test Match that it draws by winning the same number of matches as the opposing team. At the end of the Block Stage, the teams shall be placed in descending order of the number of points awarded to each of them.

8.3.4 Subject to Regulation 8.3.5, the winner of each block will play the second placed team in the other block in the Championship semi-final round. The other teams will compete in the Plate. Subject to Regulation 8.3.6, it is a requirement of entry that teams complete all the matches scheduled in their Test Matches, including Test Matches in the Plate, even if the winner of the Test Match has already been determined.

8.3.5 If two or more teams are tied for first or second place, Appendix B applies.

8.3.6 In the Championship and Plate stage, it is acceptable for dead matches not to be played if this is agreed by both captains of the affected teams and the Tournament Manager.

8.4 Championship format

8.4.1 The semi-finals will be 7-match Test Matches.

8.4.2 The Final will be a 13-match Test Match.

8.4.3 Plate matches will be best of 7-match Test Matches


8.4.4 Consolation Matches which will be best of 5-match Test Matches

8.5 Plate format

8.5.1 The following schedule will apply

Day 4: 3rd place in block with the Select team v 4th place in the other block

Day 5: A losing semi-finalist will play against the winner of the Day 4 match and the other against the 3rd place team in the block with the Select team.

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Day 6: The winners of the Day 5 matches will contest the Plate final

If it is possible for each losing semi-finalist to play a team they have not played before on Day 5 the draw will be arranged in this way. If this is impossible a random draw will take place.

8.5.2 All matches in the Plate will be best of 7 Test Matches

8.6 Consolation Matches

8.6.1 Day 4: 3rd place in block without the Select team v the Select team

Day 5: Loser Day 4 Plate match against the Select team

Day 6: Matches arranged between the four teams eliminated from the Championship and the Plate. If it is possible to arrange all matches to be between teams that have not played before this will be done, otherwise there will be a random draw.

8.6.2 All Consolation matches will be best of 5 Test Matches

9. Announcement of teams

9.1 The names of the players, the singles orders of merit and the doubles pairings in order of merit of the competing teams in a Test Match shall be submitted by each team captain to the Tournament Manager either in writing or electronically not later than 1630 on the day before the start of the Test Matches.

9.2 Subject to Regulation 11, the singles order of merit shall be designated 1, 2, 3 and 4 in descending order of strength on current singles form. The doubles pairings shall be designated 1 and 2 in descending order of strength.

9.3 Challenges

9.3.1 For the purpose of agreeing the submitted team orders for Test Matches, any challenges to them must be made by 1800 on the day before the Test Match is due to start.

9.3.2 If a challenge is received, a meeting (which can be by video conference) will be arranged by the Tournament Manager on the day before the Test Match and at least one representative must attend from each team with authority to challenge and respond to challenges to team orders. If the team orders cannot be agreed by those present, the matter shall be referred to the Appeals Committee.

10. Casualties

10.1 A casualty is a player that the Tournament Manager agrees is unable to compete due to illness, injury or other circumstance beyond their control.



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- 10.2 Before the Start Date, any declared squad member who becomes a casualty may be removed from the squad and replaced or, if fewer than six players have been initially declared, additional players added to the squad provided that the maximum squad size of six is not exceeded.
- 10.3 Once a Competition has commenced, no change may be made to a squad except between Test Matches if casualties have reduced a squad to less than four players. In these circumstances, further players may be added to increase the squad to four players.
- 10.4 If, after the declaration of a team for a Test Match but before the Test Match has commenced, a team suffers a casualty, the casualty may be replaced by another squad member and the team order declared again accordingly. If the team does not have four available players, Regulation 11 will apply.
- 10.5 If a team suffers a casualty during a Test Match, the Tournament Manager shall alter the order of play in order to try to complete the matches involving the casualty within the scheduled period of the Test Match. At the end of that period, any match involving the casualty that has started but not finished or has not started shall be conceded to the opposing team and any such match will be regarded as a completed match for the purpose of Regulation 14.
- 11. Team with fewer than four available players**
- 11.1 If a team has fewer than three available players at the time a Test Match is due to commence, it shall concede the Test Match to the opposing team.
- 11.2 If a team has only three available players for a Test Match they shall inform the Tournament Manager accordingly and comply with Regulation 9.2 by submitting a singles order of merit designated 1, 2 and 3 in descending order of strength on current singles form and identifying a single doubles pairing which may consist of any two players.
- 11.3 The matches to be played by a three-player team against a four-player team which involve singles player 4 and doubles pair 2 shall be conceded to the opposing team and shall be regarded as completed matches for the purpose of Regulation 14. Accordingly, there will be conceded:
- 11.3.1 in a 5-match Test Match, two doubles matches
- 11.3.2 in a 6-match Test Match, one singles match and one doubles match;
- 11.3.3 in a 7-match Test Match, two singles matches because the doubles match is required to be contested; and
- 11.3.4 in a 13-match Test Match, two doubles matches and two singles matches.
- 11.4 If both teams involved in a Test Match have only three available players, the Tournament Manager will formulate and publish a three-player match format appropriate for the stage of the Competition that has been reached.



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12. Unfinished Test Matches or matches – block stage

- 12.1 Extreme weather, other emergencies or over-running play may result in a Test Match or match not being completed within its allotted time. In these circumstances, Regulations 12.2 and 12.3 will apply.
- 12.2 Players in an unfinished match must be prepared to resume play at any opportunity on a subsequent day when directed to do so by the Tournament Manager and, if necessary, on a different lawn. However, an unfinished match will not take precedence over a scheduled match.
- 12.3 If any match remains uncompleted at the end of the scheduled period for the Block Stage and that match affects the determination of the qualifiers for the Championship semi-finals, the tournament will be re-scheduled to allow such a match to be completed. This may include abbreviating the format of the semi-finals and, if necessary, the Final.

13. Unfinished Test Matches or matches – semi-finals

- 13.1 Extreme weather, other emergencies or over-running play may result in a Championship semi-final Test Match not being completed in its allotted time. In these circumstances, Regulations 13.2 and 13.3 will apply.
- 13.2 Players in an unfinished match must be prepared to resume play at any opportunity on a subsequent day when directed to do so by the Tournament Manager and, if necessary, on a different lawn. However, an unfinished match will not take precedence over a scheduled match.
- 13.3 If any match remains uncompleted at the end of scheduled period for the semi-final Test Match and that match can affect the outcome of the Test Match, the tournament will be rescheduled to allow such a match to be completed. This may include abbreviating the format of the Final.

14. Unfinished Test Matches or matches – the Final

- 14.1 Extreme weather, other emergencies or over-running play may result in the winner of the Final not being determined in the allotted time. In these circumstances, Regulations 14.2 and 14.3 will apply.
- 14.2 If fewer than seven of the scheduled matches have been completed the Final shall be declared drawn and the trophy shall be shared.
- 14.3 If more than six of the scheduled matches have been completed, a team shall be declared the winner if it has already won:
- 14.3.1 seven matches; or
 - 14.3.2 at least two-thirds of the completed matches.
- If neither condition is met, the Final shall be declared drawn and the trophy shall be shared.

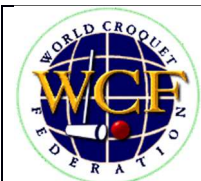


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15. Team withdrawals before the Start Date

- 15.1 If a team withdraws from the Competition, the Select team will not participate and the Competition will proceed with a revised format appropriate for six teams.
- 15.2 In the event of a further withdrawal leaving 5 teams a Select team will be added to provide a sixth team.
- 15.3 A further withdrawal resulting in four teams will result in the Select team not participating and an appropriate format for four teams utilised.
- 15.4 If there are fewer than four teams available to participate the Competition will be cancelled.



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APPENDIX A

Test Match formats

A1 General

A1.1 The two teams are denoted by the letters A and B. D indicates a doubles pair. Numerals represent the singles order of merit and the doubles pairs in accordance with Regulation 9.

A1.2 Order of play

The matches in a Test Match are set out in the normal order of play which should be followed unless the Tournament Manager decides otherwise in the interests of the scheduling of the Test Match or the Competition.

A1.3 Duration of Test Matches

(a) 5-match Test Match: should be played in one day

(b) 6-match Test Match: should be played in one day.

(c) 7-match Test Match: should be played in one day.

(d) 9-match Test Match: should be played over 1.5 days although, if convenient and agreed by the Tournament Manager and both teams, can be played in one day.

(e) 13-match Test Match: should be played over two days.

A2 6-match Test Matches

Session 1: AD1 v BD1
AD2 v BD2

Session 2: A1 v B1
A2 v B2
A3 v B3
A4 v B4

A3 7-match Test Matches

Session 1: AD v BD (any two players may form a doubles pairing)
A v B (highest positioned players not in the doubles match)
A v B (lowest positioned players not in the doubles match)

Session 2: A1 v B1
A2 v B2
A3 v B3
A4 v B4

If, following the announcement of the doubles pairings, the above will cause any of the second session singles matches to repeat a first session singles match, the Tournament Manager shall alter the singles matches in one of the sessions to avoid such a repeat match whilst maintaining as far as possible the principle of players playing their opposite number in the other team in the second session.



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A4 9-match Test Matches

- Session 1: AD1 v BD1 (see Note)
AD2 v BD2 (see Note)
- Session 2: A1 & A4 v B1 & B4 (doubles match)
A2 v B3
A3 v B2
- Session 3: A1 v B1
A2 v B2
A3 v B3
A4 v D4

In accordance with paragraph A1.2 above, the Tournament Manager may play Session 2 before Session 3 in one or more of the 9-match Test Matches.

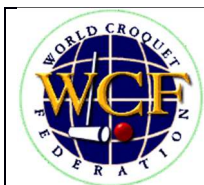
A5 13-match Test Matches

- Session 1: AD1 v BD1 (see Note)
AD2 v BD2 (see Note)
- Session 2: A1 v B2
A2 v B1
A3 v B4
A4 v B3
- Session 3: A1 & A4 v B1 & B4 (doubles match)
A2 v B3
A3 v B2
- Session 4: A1 v B1
A2 v B2
A3 v B3
A4 v D4

A6 5-match Test Matches

- Session 1 AD1 v BD1 (see note)
AD2 v BD 2 (see note)
- Session 2 A1 & A4 v B1 & B4 (doubles match)
A2 v B2
A3 v B3

Note: In 5, 9 and 13-point Test Matches, if either AD1 v BD1 or AD2 v BD2 is the same as A1 & A4 v B1 & B4, the Session 1 matches will instead be AD1 v BD2 and AD2 v BD1.



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APPENDIX B

Block play-off regulations

B1 General

- B1.1 In accordance with Regulation 8.3.5, where two or more teams are tied for first or second place at the end of the Block Stage, the provisions of this Appendix apply.
- B1.2 If a team has a squad of more than four players, only those players who played in Round 3 of the Block Stage may play in a play-off Test Match.
- B1.3 A play-off Test Match consists of three single 13-point games, namely one doubles game and two singles games.
- B1.4 Any two players may be selected to play the doubles game and the other players will be ranked by their singles order of merit for the singles games in Round 3 of the Block Stage.
- B1.5 The names of the players selected to play in the doubles game shall be submitted by each team captain to the Tournament Manager either in writing or electronically not later than 15 minutes after the Tournament Manager has announced that a play-off will take place.

B2 Allocation of Championship semi-final opponents

- B2.1 If one block has a clear winner but two or more teams are tied for first place in the other block, the clear winner is entitled to choose which of the two qualifiers from the other block, after any necessary application of B5 or B6, it wishes to play in the Championship semi-final round.
- B2.2 If neither block has a clear winner, B3 to B6 apply and, after the play-offs, each team awarded first place will play the team awarded second place in the other block in the Championship semi-final round.

B3 Two teams tied for first place

- B3.1 If B2.1 applies, no tie-break is required.
- B3.2 If B2.2 applies, the teams will be ranked in order of matches won in the block stage, if still tied net games won, if still tied net hoops won and if still tied by random draw.

B4 Two teams tied for second place

The play-off consists of one play-off Test Match between the tied teams.



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B5 Three teams tied

B5.1 Each team in the tie will declare two doubles pairings in order of strength

B5.2 After the teams have been declared a random draw will take place to determine the play-off games each of which will be a single 13 point doubles game:-

AD1 v BD2

BD1 v CD2

CD1 v AD2

The 3 teams will be ranked within the tie in order of number of games won in the tie break.

If all 3 teams win one game in the tie break their positions will be determined using the following methods in order of precedence until the tie is fully resolved:-

i Matches won in the block stage

ii Net games in the block stage

iii Net points in the block stage and the play-off games

iv Net points in the block stage

v Each team taking 16 shots (4 per player) at hoop 1 from the boundary with teams being ranked in order of hoops run. Players from a team may play in any order. A player will take all four of their shots after which play will switch to a player, yet to play, from the other team until all players have played. A random draw will determine which team plays first. If teams are still tied a further 4 shots (1 per player) will be taken until the tie is broken.

B6 Four teams are tied for first place

B6.1 The teams are ranked in order of their original seeding.

B6.2 Two play-off Test Matches are played, a coin is tossed in the presence of the team captains to determine whether the pairings are:

(1) seed 1 v seed 3 and seed 2 v seed 4; or

(2) seed 1 v seed 4 and seed 2 v seed 3.

B6.3 If B2.1 applies, no further tie-break is required.

B6.4 If B2.2 applies, teams will be ranked in order of matches won in the block stage, if still tied net games won, if still tied net hoops won and if still tied by random draw.



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APPENDIX C

Plate and Consolation Matches

- C1 The principle of the Plate is to allow the competing teams to contest a knock-out format to determine the Plate winner. Test matches will be best of 7 matches.
- C2 The principle of the Consolation Matches is to allow teams to play as many different teams as possible in the Competition. Consolation Test matches will be best of 5 matches

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| End of Playing Regulations |
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