



WCF Sports Regulations

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Version 8.4

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1. Introduction

The WCF Sports Regulations (“Regulations”) govern aspects of preparation for a WCF event (“Event”) and conduct of play during the Event. The intended audience comprises the Event organisers and Players in the Event (“the Players”).

These Regulations apply to all WCF events, subject only to specific variations agreed for a particular Event by the WCF Management Committee (“MC”) and advertised to the Players. They apply to Association Croquet (“AC”) and Golf Croquet (“GC”) events, and to singles and team events, except where otherwise noted.

The WCF Member hosting the Event (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.



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- 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 and Appendix 1 and with the timings described in Appendix 2.
- 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 WCF 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 Event Regulation 4.3.2.
- 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.



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- 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 follow the format (Appendix 3), to administer (if necessary) tie-breaking procedures (Appendix 5) and carry out the seeding and conduct draws (Appendix 6);
- 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 apply the principles for the order of block play (Appendix 4);
- 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;



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- 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 paragraphs 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 as required by Statute 307.3 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 4.3.16), or TR (or any deputy appointed in accordance with WCF Refereeing Regulations R5b).
- 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



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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/Rules made by Referees. In those matters a decision made by the TR will be final.

5. *Players*

5.1 **Entry arrangements**

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 is described in Appendix 1. The process timetable is described in Appendix 2.

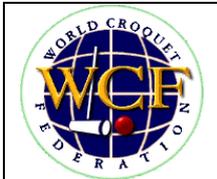
5.1.4 For team events, the entry arrangements will be notified to Members when the Event is announced.

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.



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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 3.

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.

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



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- (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 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 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.



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6.3 Ineligibility

If a Player ceases to be qualified to play for the country of the Member through whom they entered, they become ineligible and Statute 303 applies.

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



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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 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



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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.



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- 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.

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.

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.



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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 7 of these Sports 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.



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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
- (c) 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 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.



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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.

Revisions

07.10.05 Version 1	Original
08.11.05 Version 2	Clarification of extent of adoption for WCF Association and Golf Croquet events in various regulations. Rectification of numbering errors in 8.12
01.11.06 Version 3	Complete re-write to include all relevant matters including, nomination and selection of Players and conduct of WCF Championships
11.02.07 Version 4	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.
16.05.07 Version 5	Amendment of typographical error - Regulation 2.2.3 to read 2.3
07.09.08 Version 6	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.
06.05.09 Version 7	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.
26.10.11 Version 7.1	“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



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7.11.11 Version 7.2	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
2.04.12 Version 7.3	Inclusion of several re-worked or new appendices developed for Version 8, brought forward into v7 in time for use at 2012 Adelaide ACWC.
08.10.12 Version 8	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’.
07.11.12 Version 8.1	Ratified with one change to 4.4, to reduce restriction on the TR.
22.01.13 Version 8.2	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)
24.03.13 Version 8.3	Additions of an Allocation Date to Appendix 2, and to Appendix 4 for order of play in events of 64 competitors.
15.05.13 Version 8.4	Extension of responsibility on TD to consider wider Player safety issues: 4.2.5 and new 4.2.6

End of WCF Sports Regulations

Annex A - MacRobertson Shield Regulations

<to be provided later by WCF MRC>



Appendix 1 - Allocation of places for WCF singles events

1. Introduction

1.1 Aims

In allocating places for singles events the WCF seeks to achieve several aims:

- 1.1.1 to fulfil the WCF Statute requirements that all Full and Associate Members shall have at least one guaranteed place.
- 1.1.2 to ensure a broad representation across the WCF Membership. Members will be asked to indicate whether they wish to be offered a place in advance of the allocations being decided.
- 1.1.3 to ensure that any available Player with a reasonable chance of winning the event is offered either an Allocated Place or a Wild Card Place. (An "Allocated Place" is one initially allotted to a Member association by the MC, on the bases described in paragraphs 2 to 7 below, and which it may in turn distribute to one of its own national Players.)
- 1.1.4 to ensure as strong a field of Players as possible while having regard to the other aims. (In an event with 80 entries this usually means any world "top 50" Player - on playing strength, not necessarily on ranking.)
- 1.1.5 to ensure that the distribution of Allocated Places and Wild Card Places among Members is fair and reasonable and in accordance with these Regulations.
- 1.1.6 to make possible the participation of any Player not otherwise offered a place, by providing a Qualifying Tournament where they may play for a place in the Event. If entries for the Qualifying Tournament exceed its capacity, they will be accepted in order of World Ranking.
- 1.1.7 to encourage the development of young Players there may be places reserved for the best-placed Players in an Under 21 World Championship taking place shortly before the Event.

1.2 Management

The WCF expects the above aims to have been met once Wild Card places have been chosen. The process of determining the numbers of Allocated Places and awarding Wild Card places shall be carried out by an Event sub-committee comprising the Event Lead, the Secretary-General and not less than one other member of the MC. The details of the process and associated timings are given in Appendix 2. Once formulated, allocations and Wild Card Places shall be reviewed and approved by the MC before publication.

2. General

- 2.1 Any Player nominated, invited, selected or qualifying to play in any WCF event must be in good standing with their Member association. This means that the Player must not be under suspension or be disaffiliated by the Member or one of its affiliated associations or have been advised in writing that they are not eligible by a Member or one of its affiliated associations.



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- 2.2 The Players nominated by a Member for a WCF event under paragraphs 3, 5, 6 or 7 below shall be their best available Players and they may be determined by the Member at their discretion.
- 2.3 Without prejudice to paragraph 2.2 above, the WCF reserves the right to approach Members in respect of any Player nominated or not nominated and retains absolute authority over who shall be invited, selected or accepted to play in the Event or qualifying event.
- 3. Past Performance Places**
- 3.1 Subject to paragraph 3.2, the four Players who reached the semi-finals of the previous event of the relevant type will each be offered a Past Performance Place (provided they are still eligible to compete in that Event).
- 3.2 If an Event has fewer than 64 Players, only the previous winner and runner-up will be offered a Past Performance Place.
- 3.3 Past Performance Places are specifically for the acceptance, or otherwise, of the individuals concerned and additional to, and separate from, any other places allocated to a Member.
- 4. WCF Membership Places**
- 4.1 Each Full and Associate Member shall be offered one Allocated Place.
- 4.2 An Observer Member may, at the discretion of the MC, be offered one Allocated Place in the next but one WCF event held after the date on which it joined the WCF.
- 5. Other WCF Membership Places**
- 5.1 Extra Allocated Places shall be awarded to Members in addition to the places awarded under paragraph 4 above.
- 5.2 The WCF shall award these extra Allocated Places to Members based predominantly on the playing strength of their best Players.
- 5.3 The main criteria in determining these awards shall be:
- 5.3.1 The percentage of the Member's Players in the top 50 of the World Rankings List.
- 5.3.2 The distribution of places between Members in the top 100 of the World Rankings List shall be used and performances in recent international events may be used to assist rounding decisions associated with 5.3.1 and to make further changes to meet the overall aims of the WCF as set out in paragraph 1 above.
- 5.4 For age-restricted events input will be sought from Members regarding eligible Players in order to better determine distribution and availability of potential entrants.
- 5.5 The World Ranking List shall be the list available on the Rankings Date (see Appendix 2 regulation 1) - or earliest date thereafter incorporating events notified by a Member to the S-G under Appendix 2 Regulation 1 - and be based on a minimum of 10 ranked games in the last 12 months. In exceptional circumstances, Players who have played fewer games in that period may be considered.



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6. High Profile WCF Members

[Editors' note: the drafters of this new edition would like to consult with the larger Members on under what circumstances they would think the guarantees in this paragraph would become obsolete.]

If necessary, each of the Members listed in the table below shall be awarded extra Allocated Places to ensure that, when added to places received under paragraphs 4 and 5 above, its total number of places is not less than the relevant figure in the table. Wild Card Places and qualifier places are not considered for this purpose. The numbers shown are for an event with 80 entrants and shall be pro-rated for events of different size.

	ACWC	Women's ACWC	GCWC	Under 21 GCWC	Women's GCWC	Over 50 GCWC
Australia	6	6	4	4	4	4
Egypt			8	8	8	8
England	6	6	4	4	4	4
New Zealand	6	6	4	4	4	4
USA	6	6	4	4	4	4

7. Host Places

The Event Host for a WCF Event shall be awarded up to six additional places (for an 80-entrant event) at the discretion of the MC. This shall be pro-rated for events of different sizes.

8. Final Review of Provisional Allocation

A final review of the provisional allocations under paragraphs 4 to 7 above shall be made at this stage by the MC. Adjustments may be made in order to ensure that the WCF aims set out in paragraph 1 are met. The adjusted allocation shall become the final allocation and each Member shall then be informed of the number of Allocated Places that they have been awarded.

9. Wild Card Places

9.1 Members shall be requested to nominate Players for Wild Card Places who must not be significantly stronger than those they nominate for Allocated Places.

9.2 The MC shall award a minimum of six Wild Card Places (pro-rated for Events with fewer than 80 places) and be solely responsible for the selection of those invited. These may include Players who represent countries which are not Members, and may include Players who have been nominated by the MC.

9.3 Wild Card Places shall be awarded by the MC taking into account the following:

9.3.1 ensuring that as many as possible available Players in the top 50 of the World Rankings List are offered a place.



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- 9.3.2 the playing strength of a Player.
- 9.3.3 a Player's performance in previous WCF events.
- 9.3.4 the distribution of places between countries.
- 9.3.5 ensuring that the Event has the minimum number of entrants.
- 9.3.6 providing encouragement for developing countries.
- 9.3.7 additional places for the Event Host.

10. Qualifying Tournament

- 10.1 Four places shall normally be reserved for those best placed in a Qualifying Tournament which may be held immediately preceding the Event.
- 10.2 If the number of entries for the Qualifying Tournament exceeds the available places, entry shall be determined by a Player's World Ranking as at the Qualifier Date (see Appendix 2, paragraph 6).

11. Under 21 World Championship

Two places may be reserved in the following GCWC for those best placed in an Under 21 World Championship held immediately preceding the GCWC.

12. Re-allocation of places not taken up by Members

If a Member fails to take up its full award of Allocated Places, places not taken up shall be treated as extra Wild Card Places or re-allocated to other Members at the discretion of the MC.



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Appendix 2 - The timetable, conditions of entry and replacement procedure for WCF singles events

1. The Invitation

The WCF will normally, about 12 months before the Event, ask each Member whether it wishes to be offered Allocated Places. At the same time, the WCF will propose to Members the “Rankings Date”, on which the current rankings will be taken in order to determine the Allocated Places. If a Member wishes to ensure the rankings used include the results of a particular event around that time, they must without delay inform the Secretary-General, who will announce if necessary a revised Rankings Date. Between 7 and 10 months prior to the start of the month in which the Event commences, the WCF shall inform each Member of its number of Allocated Places, invite them to nominate Players to fill those places and to nominate additional Players for consideration for Wild Card Places.

2. The Closing Date

The WCF shall stipulate a date (“the Closing Date”) by which Members must respond with their nominations for Allocated Places and Wild Card Places. The Closing Date shall be between 4 and 6 months prior to the start of the month in which the Event commences.

3. Past Performance Places

The MC shall invite the Players fulfilling the past performance place criteria (Appendix 1, paragraph 3) from the previous event of the same type, asking them to respond by the Closing Date.

4. Wild Card Invitations

After the Closing Date has passed, the WCF shall issue invitations to selected Wild Card nominees.

5. The Wild Card Closing Date

The WCF shall set a date (“the Wild Card Closing Date”) no less than one month prior to the start of the month in which the Event commences by which all Wild Card Places shall have been taken up.

6. The Allocation Date

Entries to any Qualifying Tournament will be accepted in grade order as of “the Allocation Date”, two months prior to the date on which the Qualifying Tournament commences. If fully subscribed on the Allocation Date, unsuccessful entries will be held in grade order on a Reserve List. The current world ranking list on the Allocation Date will be used for determining grades. If a vacancy arises after the Allocation Date, the highest graded player on the Reserve List will be offered the place in the Qualifying event.



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7. The Qualifier Date

The closing date for entries to the Qualifying Tournament (“the Qualifier Date”) shall be two weeks prior to the date on which the Qualifying Tournament commences. Entries after the Allocation Date are accepted on a first come, first served basis; if full, they are inserted into the Reserve List in grade order. The current world ranking list on the Allocation Date will be used for determining grades.

8. Payment of Entry Fees, Player Photographs and Biographical Details

With the exception of those Players successfully qualifying from the Qualification Tournament, the date by which the WCF shall receive a Player’s entry fee, photograph and biographical details is the Wild Card Closing Date.

With the exception of entrants to the Qualifying Tournament, all other entrants **must** have paid their entry fee by the Qualifier Date or they will be automatically disqualified and their places offered to others. Before disqualifying any Player for failing to pay their entry fee by the due date at least three reminders must have been sent to the Member concerned and all reasonable efforts made to contact the Player directly.

9. Re-allocation of places of Players who withdraw or are disqualified

If a Player, having been nominated for a place by their Member association and having accepted it, or having accepted a Wild Card Place, withdraws from the event or is disqualified, then the timing of the withdrawal shall determine how the place is reallocated according to the table below.

Time of withdrawal or disqualification	Remedy
Prior to the Closing Date	Member nominates a replacement Player ¹
After the Closing Date but before the Wild Card Closing Date	Place is allocated to the next Wild Card nominee not already offered a place from that Member, or, failing that, the next Wild Card, at the discretion of the MC
After the Wild Card Closing Date but before the Qualifier Date	Place is allocated to a further Wild Card or an additional qualifier from the Qualifying Tournament at the discretion of the MC
After the Qualifier Date but before the end of the Qualifying Tournament	Place is allocated to an additional qualifier from the Qualifying Tournament, subject to the format of the Qualifying Tournament, or otherwise at the discretion of the MC
After the end of the Qualifying Tournament but before the end of the first day’s play in the event	The TM may use their discretion to fill the place, provided that the withdrawing Player has not commenced a game in the event



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After the end of the first day of the event or after commencing a game in the event

No replacement is allowed

[†] *either their top Wild Card nomination or a stronger Player*

Replacements drawn from the list of Wild Card nominations, and similar Player comparisons, will be adjudged using their current World Ranking and Player history on the date the replacement is being considered.



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Appendix 3 – Block formation and seeding in WCF singles events

The blocks should be formed no more than one week before the commencement 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 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.



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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.



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- 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 5.
- 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 6 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.



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Appendix 4 - Order of play within blocks

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. Matches between Players from the same country should not be played in the final round of the block stage.
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.
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.

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

The order of play for 8 blocks of 10 played over 3 days is given below:

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

The order of play for 8 blocks of 8 is given below:

Round	1	2	3	4	5	6	7
Player Ranked							
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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The order of play for 8 blocks of 6 played over 2 days is given below:

	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 5 - Mechanisms for resolution of ties after block play

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 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 6 - The Knock Out Stage draw

1. Seeding Players in the Knock Out Stage – General

The following is a summary of the main seeding features, followed by a detailed description of the procedure, accompanied by practical implementation notes.

In the following:

- where there are 16 qualifiers for the Knock Out stage, the number 32 shall be replaced with 16 and numbers 17-31 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

The first round opponents of Players 1 through 8 are randomly selected from the Players 25 through 32; those of Players 9 through 16 from the Players 17 through 24.

The likely second round opponents of Players 1, 2, 3, 4 are randomly selected from the Players 13, 14, 15, 16; those of 5, 6, 7, 8 from the Players 9,10,11,12.

The likely quarter final pairings and semi-final pairings are like those in the Standard Draw.

No pairings in the Knock Out stage arise from deliberate human decision.

3. Seeding Players in the Knock Out ladder – Description of the Procedure

The whole seeding process, in particular the random selections, is to be done in a public Draw Ceremony. The Organising Committee will prepare, before commencement of this ceremony, the following items:

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 could 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 by the audience and suitable for making the random selections:

- 14 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.



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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 the top 8 Players

This step is predetermined and will be carried out before the Draw Ceremony begins. On the Display Board, enter 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, 10, 11, 12

Each Player is entered on a line randomly selected from lines 5, 12, 21, 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 only remaining Blue numbered line.

6. Step 3 - Seed Players 13, 14, 15, 16

Put the four Red tokens in the bag:

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

7. Step 4 - Determine first round opponents for Seeds 1, 2, ... 8

These opponents are to be found from the list of un-seeded Players 25 through 32 and are to be entered on the Green lines 2, 7, 10, 15, 18, 23, 26, 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 Blue token from the seven remaining in the bag and enter Player 26 on the line represented by that token.



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- 7.4 Continuing randomly drawing Green tokens for Players 26 – 31 and enter the Players on the lines represented by their respective tokens
- 7.5 Enter Player 32 on the only remaining Green numbered line.

8. Step 5 - Determine first round opponents for Players 9, 10, ... 16

This is analogous to step 4 above (paragraph 7). The eight Pink lines 3, 6, 11, 14, 19, 22, 27, 30 play the role had by the eight Green lines in Step 4 while the seeded Players 9 through 16 play the role of the Players 1 through 8.

9. Practical Implementation Notes

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

As a further measure to minimise errors, it is strongly recommended that the Organising Committee appoint a panel of aids to audit the procedures being executed.

The Display Board could be a magnetic board on which labels are attached via magnetic force, or a cork board on which cardboard labels are attached by thumbnails or an ordinary blackboard with chalk writing or a white board with felt-tipped pens or an Excel spread-sheet on a computer if its monitor could be legibly projected for viewing by the audience. Organising Committees could put their creative skills to good use.

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



Appendix 7 – Impasse Rule (Association Croquet)

1. Identification of an impasse
 - 1.1 A Referee may declare that an impasse exists if, in the Referee's opinion, the tactical situation is not evolving and neither side appears to be willing to attempt to score a point or otherwise to make a tactically significant move.
 - 1.2 Such a decision may be made in response to a claim by either side that an impasse exists or by a Referee appointed to be in charge of the game by the Tournament Referee even if no such claim has been made.
 - 1.3 If a claim is made but the Referee decides that there is no impasse, play will continue normally. The Referee will monitor the game until the tactical situation changes significantly, or until the Referee decides that an impasse now exists.
2. Procedure following declaration of an impasse
 - 2.1 Once the Referee has declared an impasse, play will continue normally for:
 - 2.1.1 ten further turns; or
 - 2.1.2 twenty further turns if there are only two balls in play and both are for the peg.
 - 2.2 If the impasse still exists at the end of this period, play will proceed as follows:
 - 2.2.1 All balls still in play are removed from the court and then played back into the game from baulk. Except in 2.2.3 below, the clips are not moved. A coin toss will decide which side may choose to play first or second, unless there are only three balls remaining in the game, in which case the side with two balls will play first.
 - 2.2.2 If there are three or four balls still in play, the game shall proceed normally.
 - 2.2.3 If only two balls remain in the game which are not both for the peg, play shall proceed normally except that no roquet will be allowed until the earlier of:
 - (a) the first stroke of: the eleventh turn after the restart; or
 - (b) the first turn after a turn in which the striker's ball scores a hoop point for itself.If, during the prohibition on roquets, the striker's ball hits the opponent ball, the stroke will be treated as though the opponent ball were dead.
 - 2.2.4 If only two balls remain in play and both are for the peg, a tie-break shall be played in which the last four hoops and the peg are contested. Both Players are entitled to lifts under Law 36 of the Laws of Association Croquet. The winning score will be recorded as 26-25.