



# WCF Sports Regulations

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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.

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);



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

The 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.
- 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.



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- 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;
- 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;



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- (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 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.



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## 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 and the types of places available are described in Appendices 1 and 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.

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



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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

(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



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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.

### 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.





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### 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 – 1<sup>st</sup> 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 – 1<sup>st</sup> game of a match or the next scheduled game lost
- Over ½ hour late – Best of 3 or 5 game match lost.

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



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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

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.



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## 7.3.4 GC events – emergencies

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

Single 19 point games - a minimum of 1 hour.

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

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

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

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

## 7.4 Breaks

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

### 7.4.1 Between games

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

### 7.4.2 Comfort breaks

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

### 7.4.3 Meal breaks

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

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

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

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



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## 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.

### 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



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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.

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.



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## 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 <sup>th</sup> 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
7.11.11	



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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
17.04.14 Version 8.5	New Appendices 1 and 2 and minor consequential amendments to Content (Appendix 2), 4.1.4(c) and 5.1.3.

**End of WCF Sports Regulations**

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### ***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 Scope**

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

#### **1.2 Definitions and Interpretation**

1.2.1 Eligible and Country: have the meaning given in WCF Statute 303.

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

1.2.3 ACWC: Association Croquet World Championship.

1.2.4 GCWC: Golf Croquet World Championship.

1.2.5 Membership Place: a place allotted to a Member by the WCF MC for which the Member may nominate a player Eligible to represent that Member's Country (see Appendix 2, paragraph 1).

1.2.6 Wild Card Place: a place allocated to a player by the WCF MC (see Appendix 2, paragraph 2.1).

1.2.7 Under-21 Wild Card Place: a place in a GCWC allocated to a player with a sufficiently high finishing position in an Under-21 GCWC (see Appendix 2, paragraph 2.3).

1.2.7 Qualifier Place: a place allocated to a player with a sufficiently high finishing position in a Qualifying Tournament (see Appendix 2, paragraph 3).

1.2.8 Ranking Place: a place allocated to a player with a sufficiently high position in the World Rankings (see Appendix 2, paragraph 4).

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

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

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

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

#### **1.3 Aims**

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

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

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

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

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



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### 2. Entitlement to enter

2.1 Subject to paragraph 2.2, any player nominated, invited, selected or qualifying to play in any WCF event must at the relevant time be in good standing with the Member for the Country for which the player is Eligible or, if more than one, with the Member for the Country which the player chooses to represent (as permitted by WCF Statute 303). This means that the player must not be under suspension nor be disaffiliated by the Member or one of its affiliated associations.

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

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

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

### 3. Timetable

#### 3.1 Invitation Date

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

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

#### 3.2 Response Date

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

#### 3.3 Allocation Date

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

#### 3.4 Announcement Date

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

#### 3.5 Closing Date

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



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### 3.6 Cut-Off Date

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

### 3.7 Qualifying Tournament Allocation Date

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

### 3.8 Qualifying Tournament Closing Date

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

## 4. Process

### 4.1 Administration

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

### 4.2 Use of World Rankings

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

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

## 5. Allocation procedure

The allocation procedure consists of four stages.

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



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### 5.1 Stage 1 - Invitation

- 5.1.1 On the Invitation Date, each Member is asked to publicise the Event among its Eligible players and, by the Response Date, to inform the WCF MC if it wishes to take up a Membership Place (in the case of Full Members, up to two Membership Places and, in the case of the Host, up to six extra Membership Places) and to nominate all those players who wish to play in the Event, including any it wishes to nominate as Wild Card Place candidates (see Appendix 2, paragraphs 2.1.1 to 2.1.3 for the criteria).
- 5.1.2 Any player who is not Eligible to represent the Country of any Member should apply directly to the Secretary-General.

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

- 5.2.1 Shortly after the Allocation Date, the WCF MC will determine the Event Capacity and the total number of places required for Membership Places, Wild Card Places and Qualifier Places, and allocate the remaining places as Ranking Places in accordance with Appendix 2, paragraph 4.
- 5.2.2 On the Announcement Date, the WCF MC will announce the names of the players who have been awarded Ranking Places and Wild Card Places.

### 5.3 Stage 3 - Membership Places

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

### 5.4 Stage 4 – Filling of vacancies

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

## 6. Entry procedure

6.1 Subject to paragraph 6.4, players must pay their entry fee within one month of the date of the announcement made in accordance with paragraph 5.3.3 or, if later, within one month of the award of their place. Subject to paragraph 6.2, failure to pay the entry fee by the due date will lead to automatic disqualification and the place will be filled in accordance with paragraph 7.

6.2 Before disqualifying a player for failing to pay their entry fee on time, at least two reminders must have been sent to the Member which nominated the player and all reasonable efforts must have been made to contact the player directly.



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

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

## 7. Replacement procedure

### 7.1 Membership Place

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

7.1.1 if the place was returned on or before the Cut-Off Date, by treating it as a returned Ranking Place (see paragraph 7.3 below); or

7.1.2 if it was returned after the Cut-Off Date, in accordance with paragraphs 7.4 to 7.6 below.

### 7.2 Wild Card Place

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

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

7.2.2 if it is returned after the Cut-Off Date, in accordance with paragraphs 7.4 to 7.6 below.

### 7.3 Ranking Place

7.3.1 Subject to paragraph 7.3.4 below, if a Ranking Place is returned, the next player on the Replacement Allocation Ranking List as at the end of the day on which the vacancy arises who does not already have a place shall be offered a Ranking Place.

7.3.2 If that player is unable to accept the Place, the next players in descending order on that Replacement Allocation Ranking List shall be offered successively the Place until the returned place is filled.

7.3.3 The Replacement Allocation Ranking List may contain players who were not included on the Initial Allocation Ranking List provided that they have played at least 10 games in the 12 months ending on the date on which the vacancy arises and have informed the Secretary-General by e-mail that they wish to play in the Event. However, if the Event is under-subscribed on or after the Closing Date, players who have not played at least 10 games in the last 12 months may be invited to have their names added to the Replacement Allocation Ranking List, or alternatively a returned place may be treated as if it had been returned after the Cut-Off Date.

7.3.4 If a Ranking Place is returned after the Cut-Off Date, the place will be filled in accordance with paragraphs 7.4 to 7.6 below.



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



## ***Appendix 2 - The types of places in WCF singles events***

### **1. Membership Places**

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

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

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

### **2. Wild Card Places**

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

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

2.2 In accordance with Appendix 1, paragraph 5.1, Members shall be invited on the Invitation Date to nominate one or more players for a Wild Card Place in order of preference. Members may, if they wish, explain the reasons for their choice. Such nominations must be made by the Response Date.

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

### **3. Qualifier Places**

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

3.2 Qualifying Tournament allocation

- 3.2.1 Entries received by the Qualifying Tournament Allocation Date will be accepted in ranking list order according to the Qualifier Ranking List. If the Qualifying Tournament is over-subscribed on that date, the unsuccessful entries will be entered on a Qualifier Reserve List.
- 3.2.2 Entries received after the Qualifying Tournament Allocation Date but not later than the Qualifying Tournament Closing Date will be accepted in order of receipt if vacancies exist. Otherwise, unsuccessful entries will be entered on or added to the Qualifier Reserve List.



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





## **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 9<sup>th</sup> to 16<sup>th</sup> 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 3<sup>rd</sup> to 6<sup>th</sup> 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 5<sup>th</sup> to 8<sup>th</sup> 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 3<sup>rd</sup> to 6<sup>th</sup> 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 1<sup>st</sup> and 2<sup>nd</sup> 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 8<sup>th</sup> may be exchanged with a Player in 7<sup>th</sup> or 9<sup>th</sup> but not 10<sup>th</sup>.
- 6.5 The Players in the 3<sup>rd</sup> to 6<sup>th</sup> position band and in the 7<sup>th</sup> to 10<sup>th</sup> (or 7<sup>th</sup> to 8<sup>th</sup>) position band after Step 2 shall remain within that position band. Thus Players in 5<sup>th</sup> and 6<sup>th</sup> positions may be exchanged but not Players in 6<sup>th</sup> and 7<sup>th</sup> 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.