

THE MACROBERTSON INTERNATIONAL CROQUET SHIELD

2022 MacRobertson Shield Regulations

PREAMBLE

The 2022 MacRobertson Shield Regulations govern the Test Matches in Tier 1 of the 2022 Association Croquet World Team Championship (“the Event”) to be held in Australia at the Victorian Croquet Centre, Melbourne, Victoria from **Saturday 12 November to Tuesday 29 November 2022**.

These Regulations have been agreed by the Australian Croquet Association, the Croquet Association, Croquet New Zealand Incorporated and the United States Croquet Association (“the Governing Bodies”), with the involvement of the World Croquet Federation (“WCF”) as an observer. They include specific arrangements for the Event set out in Appendix 1.

GENERAL REGULATIONS

1. The Competition

1.1 The MacRobertson International Croquet Shield (“the Shield”) is the trophy for Tier 1 of the Association Croquet World Team Championship. In 2022, it will be competed for by teams representing:

- Australia
- England
- New Zealand and
- United States of America.

1.2 Teams representing other countries may apply to compete in future Tier 1 events in accordance with the procedure set out in Appendix 2.

1.3 The Event Host is the Australian Croquet Association.

2. Amendments to these Regulations

These Regulations may only be amended with the agreement of a 75% majority of the four Governing Bodies.

3. Applicable Laws and Regulations

3.1 The applicable Laws of Association Croquet shall be the Laws, Rulings and Commentary published by the WCF which are current on the first day of play in the Event. Disputes relating to the Laws and their interpretation shall be the subject of an appeal only to the Tournament Referee or, if unavailable, the Deputy Tournament Referee.

3.2 These Regulations shall govern play in the Event and are deemed to incorporate the provisions of:

3.2.1 the Victorian Croquet Association adverse playing conditions policy [see [Adverse Playing Conditions Policy.pdf \(croquetvic.asn.au\)](#)]; and

3.2.2 the ACA anti-doping policy [see [Australian National Anti-Doping Policy](#)].

4. Venues and dates of forthcoming Tier 1 events

The identity of the event host for and the dates of the next Tier 1 event and the identity of the event host and approximate dates of the following Tier 1 event shall be agreed during the Event after liaison with the WCF. The interval between successive Tier 1 events shall normally be every four calendar years.

5. Hosting of the Competition

The Event Host shall:

- 5.1 determine the venue and dates for the Test Matches and provide courts of a satisfactory standard;
- 5.2 provide hoops which meet the WCF Equipment Regulations in force at the start of the Event and which shall be set to an internal width which is between 1/64 inch and 1/32 inch wider than the largest diameter of any ball to be used on the relevant court;
- 5.3 provide balls of satisfactory manufacture which have been agreed in advance with the other Governing Bodies;
- 5.4 appoint a Manager for the Event;
- 5.5 appoint a Tournament Referee, a Deputy Tournament Referee and Referees for each Test Match;
- 5.6 appoint an Appeals Committee consisting of the Manager and one representative of each competing country which may be convened at the request of a team captain to adjudicate in disputes between two or more teams on all matters other than the Laws and their interpretation.

6. The Trophy

- 6.1 The Event Host shall accept delivery of the Trophy from the previous holders at the start of the Event, display it at the Event venue if practicable and, if necessary, deliver it to the WCF Member of the winning team.
- 6.2 The WCF Member of the winning team shall be responsible for safe custody, engraving, transport to the venue of the next Tier 1 event and delivery to the Event Host at the commencement of that event.

7. Player qualifications

Each team shall consist of players duly qualified to represent their respective countries. The qualification criteria to be used those set out in Appendix 1 of the WCF Sports Regulations that will be in force at the start of the Event.

8. Format of the Event

- 8.1 The Event shall consist of three rounds of Test Matches in which each team plays each of the other three teams.
- 8.2 ROUND 1 SEEDING
 - 8.2.1 The Team Seeding Date will be Tuesday, 1 November 2022.
 - 8.2.2 Each team captain is responsible for submitting the names of the players expected to form their team to the Secretary-General by no later than Monday, 31 October 2022.

- 8.2.3 The teams will be seeded on the Team Seeding Date in descending order of the average grade of the players in each team.
- 8.2.4 Round 1 will consist of Test Matches between Seeds 1 and 4 and between Seeds 2 and 3.
- 8.3 ROUND 2 SEEDING
- 8.3.1 Subject to Regulation 8.3.2, Round 2 will consist of Test Matches between each winner of a Round 1 Test Match and the loser of the other Round 1 Test Match.
- 8.3.2 If, by the end of the first rest day (17 November 2022), fewer than eight matches have been completed in a Test Match, or if an equal number of completed matches have been won by each team, the higher-seeded team will be deemed to be the winner of the Test Match for the sole purpose of Regulation 8.3.1.
- 8.4 Round 3 will consist of the remaining Test Matches.
- 8.5 The Test Matches shall be played in accordance with Regulation 15. Subject to Regulation 12, each team shall consist of six players. Teams may be changed between Test Matches.

9. Announcement of teams

- 9.1 The names of the players, the singles orders of merit based on current singles form, as defined in paragraph 9.3, and the doubles pairings of the competing teams in a Test Match shall be submitted to the Manager not later than 4.30 p.m. on the day before the Test Match starts. Each team will submit in writing or electronically the names of the six singles players in order of merit (1-6) and the names of the players comprising the three doubles pairs, designated 1, 2 and 3 (which need not necessarily be in order of merit).
- 9.2 For the purpose of agreeing the team orders submitted a meeting will be arranged by the Manager on the day before the test match starts, at least one representative from each competing team appointed by the team captain with authority to challenge and respond to challenges to the team orders must attend. Challenges to team orders may only be made at this meeting. If the team orders cannot be agreed by those present, the matter will be referred to the Appeals Committee.
- 9.3 A singles order of merit must meet the condition that no player ("the relevant player") is placed higher than another player in the same team whose published current grade is more than 100 grade points higher than that of the relevant player.

10. Casualties

- 10.1 A temporary casualty is defined as a player who is unable to begin a match when called upon to do so or who becomes unable to complete a match but is expected to recover quickly.
- 10.2 A permanent casualty is defined as a player who is unable to take any further part in a Test Match.

11. Temporary casualties

- 11.1 If a team suffers a temporary casualty, the Manager shall have discretion to alter the playing schedule in order to complete the matches involving the casualty within the scheduled period of the Test Match.
- 11.2 If, at the end of the Test Match, a match involving the casualty remains outstanding and could affect the result of the Test Match, the Manager shall have discretion to direct that the match shall be played no later than the day following the final Test Match.

- 11.3 If a temporary casualty is unable to resume play soon enough to ensure, in the opinion of the Manager (in consultation with the relevant captains), that at least all but one of his matches can be completed in the scheduled period of the Test Match, he shall be deemed to be a permanent casualty and the provisions of Regulation 13 shall apply.

12. Permanent casualties before a Test Match

- 12.1 If a team suffers one or more permanent casualties before the start of a Test Match, the captain may elect to introduce one or more substitutes or to field a smaller team or to introduce one or more substitutes and field a smaller team. However, if a team is unable to field at least four players at the start of a Test Match, it shall concede the Test Match to the opposing team.
- 12.2 Any substitutes introduced after the teams have been announced in accordance with Regulation 9 shall be placed at the bottom of the singles order of merit but the doubles pairings may be changed.
- 12.3 If a team is reduced in accordance with Regulation 12.1 above, the opposing team shall re-declare itself with the same number of players.
- 12.4 Teams that are reduced in size under Regulation 12.1 or 12.3 above are subject to challenge under Regulation 9.2 in the same way as teams of six players.

13. Permanent casualties during a Test Match

- 13.1 If a team suffers a permanent casualty after a Test Match has begun, any match started and not yet finished involving the casualty shall be conceded to the opposing team, the remaining matches involving the casualty shall be cancelled and the Test Match shall be deemed not to include the cancelled matches.
- 13.2 If such cancellation causes the number of matches in the Test Match to become an even number and the Test Match ends in a tie, the result of the Test Match shall be decided by a tie-break consisting of one doubles match, the result of which shall be taken into account for the purposes of Regulation 14 if necessary. Each captain shall nominate any two members of his team to contest the tie-break. The Manager shall have discretion to alter the order of play to accommodate a play-off or to direct that it shall be held at a venue to be arranged by the Event Host no later than the day following the final Test Match.

14. Unfinished matches

- 14.1 This Regulation deals with the failure to complete a scheduled match on its allotted day for any reason other than player casualty.
- 14.1.1 Unfinished matches will be continued at any opportunity on subsequent days but will not take precedence over scheduled matches and will not start before any scheduled matches.
- 14.1.2 Players with an unfinished match must be prepared to resume play when directed by the Manager, including (if necessary for determining the outcome of the Series) the day following the scheduled end of the final Test Match(es). The outcome of the Series includes the placings of all four teams, but if there are insufficient courts for all unfinished matches, then priority will be given to determining the first and second places.
- 14.1.3 Matches may be resumed on different lawns (even if pegged down) and at different venues. Warm-up of 15 minutes shall be allowed prior to the match being resumed.
- 14.1.4 In extreme circumstances, double banking may be necessary.

- 14.1.5 All players must be available for a full day's play on the day following the final Test Match if required to continue unfinished matches.
- 14.2 If any match(es) (including any play-offs required under Regulation 13.2) still remain uncompleted at the end of the day following the final Test Match, such matches shall be cancelled and ignored for the purpose of Regulation 15.
- 14.3 If, in the opinion of the Manager, it is possible that matches will have to be cancelled under Regulation 14.2 above and there are insufficient playable lawns, priority shall be given to matches required to determine the outcome of the Event.

15. Determining the outcome of the Event

- 15.1 If fewer than eight matches have been completed in a Test Match, or if an equal number of completed matches have been won by each team, the Test Match shall be declared a draw. Otherwise, the team winning the greater number of completed matches shall be declared the winner.
- 15.2 Each team will be awarded two points for each Test Match that it won and one point for each Test Match it that drew.
- 15.3 At the end of the Event (including the day following the final Test Match if any play is required on that day), the teams shall be placed in descending order of the number of points awarded under Regulation 15.3.
- 15.4 Where two or more teams are tied on an equal number of points awarded under Regulation 15.3, the teams in the tie shall be placed relative to each other in descending order of the percentage of the completed matches they won throughout the Event.
- 15.5 The Trophy shall be won by the team placed first, or shared between those placed first equal if there is still a tie even after applying Regulation 15.4 above.
- 15.6 The Event shall be declared void if no team has won more than one Test Match.

16. Order of play

- 16.1 Subject to Regulation 12, each Test Match shall consist of nine doubles matches and twelve singles matches. A match is best of three advanced games with no time limits. These matches shall be played in five rounds over five consecutive days in which either of the schedules set out in Regulation 16.2 or 16.3 may be used.
- 16.2 The first, second and fourth rounds consist of three doubles matches and the third and fifth rounds consist of six singles matches.
- Round 1: AD1 v BD2, AD2 v BD1, AD3 v BD3
Round 2: AD1 v BD1, AD2 v BD3, AD3 v BD2
Round 3: A1 v B2, A2 v B1, A3 v B4, A4 v B3, A5 v B6, A6 v B5
Round 4: AD1 v BD3, AD2 v BD2, AD3 v BD1
Round 5: A1 v B1, A2 v B2, A3 v B3, A4 v B4, A5 v B5, A6 v B6
- 16.3 The first, third and fifth rounds consist of three doubles matches and the second and fourth rounds consist of six singles matches.
- Round 1: AD1 v BD2, AD2 v BD1, AD3 v BD3
Round 2: A1 v B2, A2 v B1, A3 v B4, A4 v B3, A5 v B6, A6 v B5

Round 3: AD1 v BD1, AD2 v BD3, AD3 v BD2
Round 4: A1 v B1, A2 v B2, A3 v B3, A4 v B4, A5 v B5, A6 v B6
Round 5: AD1 v BD3, AD2 v BD2, AD3 v BD1

- 16.4 In Regulation 16.2 and 16.3 above, A1 to A6 and B1 to B6 represent the singles players of teams A and B in order of merit based on current singles form as announced in accordance with Regulation 9. AD1 to AD3 and BD1 to BD3 represent the doubles pairings of teams A and B without reference to an order of merit.

17. Order of play for reduced matches

17.1 Teams of five players

If a Test Match is contested by teams of five players, the order of play shall be as follows, unless lawn availability precludes this in which case the Manager shall determine the order of play:

Round 1: AD1 v BD1, AD2 v BD2
Round 2: A3 v B4, A4 v B3
Round 3: AD1 v BD2, AD2 v BD1
Round 4: A1 v B2, A2 v B1, A5 v B5
Round 5: A1 v B1, A2 v B2, A3 v B3, A4 v B4

17.2 Teams of four players

If a Test Match is contested by teams of four players, the order of play shall be as follows, unless lawn availability precludes this in which case the Manager shall determine the order of play:

Round 1: AD1 v BD1, AD2 v BD2
Round 2: A1 v B2, A2 v B1, A3 v B4, A4 v B3
Round 3: AD1 v BD2, AD2 v BD1
Round 4: A1 v B1, A2 v B2, A3 v B3, A4 v B4
Round 5: tie-break of one doubles match and two singles matches, if required.

18. Warm-up during Test Matches

A warm-up period will be allowed in the 15 minutes prior to the scheduled start time of each match. During this time, players may warm up on their court using the two balls they will use in their first game and any additional balls available. Hoop running may only be attempted using strokes no harder than would be required to send the ball seven yards if unimpeded by contact with the hoop in order not to disturb the setting of the hoops. Players may not shoot at the hoops or peg. Practice after play will be at the discretion of the Manager.

19. Weather

19.1 The Manager shall have discretion to halt play on any court at any time due to:

- 19.1.1 the court being, in his or her opinion, unfit for play; or
- 19.1.2 lightning or other severe weather (including extreme heat) that may threaten the safety of players and/or spectators.

19.2 If play is halted, the players must remain on site and available to resume play immediately unless given permission to leave by the Manager. All balls and clips will remain in place on the court unless the Manager directs that the match(es) be pegged down or balls marked in the case of temporary flooding.

APPENDIX 1

2022 ARRANGEMENTS

1. Orders of play

1.1 The order of Test Matches will be:

- **Saturday 12 to Wednesday 16 November 2022**

Test Match 1: Seed 1 v Seed 4

Test Match 2: Seed 2 v Seed 3

- **Friday 18 to Tuesday 22 November 2022**

Test Match 3: Winner of Test Match 1 v Loser of Test Match 2

Test Match 4: Winner of Test Match 2 v Loser of Test Match 1

- **Thursday 24 to Monday 28 November 2022**

Test Match 5: Seed 4 v whichever of Seeds 2 and 3 played in Test Match 3

Test Match 6: Seed 1 v whichever of Seeds 2 and 3 did not play in Test Match 3

All Test Matches will be played under Regulation 16.2 unless the Tournament Manager announces otherwise on the day before the relevant Test Match starts. Play will be permitted if necessary on the rest days (**17 and 23 November 2022**)

1.2 Court allocations will be announced by the Tournament Manager before each day's play, avoiding, if possible, players having to play on the same lawn on consecutive days.

1.3 If there will be more matches scheduled than there are courts available, the order of play shall be decided by the Tournament Manager and the later matches shall be started at the Tournament Manager's discretion shortly after matches finish and courts become available. Players with late starts will be informed of this no later than 6.30 p.m. the previous day (subject to any appeals under Regulation 9.2).

1.4 If sufficient courts do not become available before 3.00 p.m. (or an earlier time if agreed by the team captains if the Test Match schedule is under pressure) it may be necessary to impose double-banking at the Tournament Manager's discretion. If double-banking is necessary, it will only occur for matches in the same Test Match and two late starting matches will not be double banked on the same court.

2. Balls

Dawson 2000 International balls of the most recent manufacture shall be used throughout the competition.

3. Starting times

Play will normally start at 9.00 a.m. except that:

- the start may be delayed by a ceremony on the first day of each Test Match.
- the start may be brought forward at the discretion of the Tournament Manager with the agreement of the team captains.

4. End of play

Play will continue if necessary until impractical due to bad light as determined by the Tournament Manager, subject to the inplayer being allowed to complete their turn if they so wish, except that:

4.1 on the last day of the final Test Matches play will continue if necessary until 7 p.m. [and stop then to allow the players to attend the Tournament Dinner]; and

4.2 on the day after the last day of the final Test Matches, play will stop at 4 p.m.

In both 4.1 and 4.2 above, the inplayer will be allowed to complete their turn if they so wish.

5. Lunch breaks

5.1 For each match, a one hour lunch break may be taken at any time by mutual agreement subject to the following:

- The lunch break may not be taken earlier than 11.30 a.m.
- The lunch break may not be taken any later than immediately after the end of the turn in progress at 1.00 p.m.
- If a game finishes after 12.00 p.m., then either player (or pair) may specify that the lunch break be taken then.
- Before the start of a turn after 12.30 p.m., the player (or pair) about to play may specify that the lunch break be taken then.

5.2 For matches not commencing at 9.00 a.m. the Tournament Manager will modify the times above as appropriate and inform the players concerned before they commence play.

5.3 If the Test Match schedule is under pressure, the Tournament Manager shall have discretion to impose a shorter lunch break.

6. Late game breaks

If the second or third game of a match is to start after 5.30p.m., then the players may take a break of up to 20 minutes prior to the start of this game.

7. Floodlighting

Floodlights will not be used except in an emergency on the fifth day of a Test Match and on the rest days (**17 and 23 November 2022**).

8. Mallet end face accidents

In the event of an end face breaking or falling off a mallet, this will not be treated as an unusable mallet and, provided that the end face is re-attached by any suitable means, the affected mallet may continue to be used throughout the Series, provided the player does not deliberately use the affected end face if its playing characteristics have been substantially changed.

APPENDIX 2

ACWTC TIER 1 NEW ENTRANT REQUIREMENTS

1. Purpose

The Governing Bodies and the WCF publish these guidelines to assist in the preparation of applications by other WCF Members (“Applicants”) to play in Tier 1 of the Association Croquet World Team Championship (“Tier 1”).

2. Scope

- 2.1 These requirements are designed for applications to play in Tier 1 on a one-off basis. If an Applicant is accepted for Tier 1 on one occasion, a fresh application will be required for a further appearance, irrespective of actual performance or finishing position. WCF Members may apply to play in Tier 1 on a permanent basis but will have to meet a more stringent set of requirements, including a commitment to act as a Tier 1 Event Host on a regular basis.
- 2.2 Applications to compete in the next holding of Tier 1 shall be lodged with the WCF not less than 39 months before the date of the next such holding (see Paragraph 5) and will be evaluated by the Governing Bodies and the WCF.
- 2.3 These guidelines are broad and each application will be considered individually on its merits. Further information may be required to assist in consideration of any application.

3. Eligibility

All WCF Members are entitled to apply to play in Tier 1.

4. Obligations

- 4.1 Playing standards
- 4.1.1 A WCF Member that wishes to apply to play in Tier 1 (an “Applicant”) shall be expected to be able to field a team where the average grade of the best five players is comparable to the average grade of the lowest ranked team in the previous holding of Tier 1 at the time of the previous holding. The Applicant is expected to be able to select from a minimum of seven players of adequate standard. Applications may be considered where standards are outside the ranges indicated.
- 4.1.2 If at any time it becomes evident to the Applicant that the characteristics of its proposed team is likely to differ materially and significantly from those indicated in the application to date, the Applicant shall inform the WCF promptly.
- 4.1.3 The Governing Bodies and the WCF reserve the right to reject an application at any stage before the holding of Tier 1 should the expected characteristics of the Applicant’s team differ materially and significantly from those specified during the application process.
- 4.2 Finance
- To cover running and administration costs, an Applicant admitted to Tier 1 will be required to pay to the Event Host the following fees:

Item	Amount	Description
Team fee	900 GBP to 1,800 GBP	150-200 GBP per person, for up to nine players and officials, to cover meals and hospitality. To be charged at cost.

Event Fee	750 GBP	Per entry, to cover the administration, lawn hire, officials and management costs.
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Depending on the level of sponsorship achieved for the event, these fees may be reduced.

4.3 No future obligations

An Applicant incurs no obligation to seek to enter Tier 1 again or to host Tier 1 at any future time.

5. Timetable

Stage	Time (months)	Decision (months)	Information to be provided
Initial application	39	36	Squad list (minimum seven players)
Entry fee due	12		Squad list (minimum seven players) Event Fee (non-refundable)
Entry	0	n/a	Team Fee

Notes:

1. All times are relative to the holding of Tier 1 being applied for
2. The initial squad list should include only players whose availability the applicant might reasonably expect to obtain
3. The confirmation squad list should include only players whose availability has been confirmed