

## Golf Croquet European Club League 2024 Rules

- 1 Open to all clubs in European Member Countries of the WCF.
- 2 Clubs may enter only one team, except as permitted under rule 9.
- 3 All players must be a member of the club that they represent.
- 4 Players cannot represent a club in the Finals Weekend if they have represented another club in the Qualifying Stage.
- 5 Players who did not play in the Qualifying Stage may play in the Finals Weekend.
- 6 The teams for any match will consist of 4 players from each club. A club may use a maximum of 6 players in either the Qualifying Stage, or the Finals Weekend. (For the avoidance of doubt these can be different groups of 6 players in each case).
- 7 Entry Fee 60 Euro or 50 GBP per club payable to the WCF.
- 8 With their entry each team will advise the name and contact details of their captain, or other person responsible for communications until a captain has been appointed.
- 9 A club may enter a second team subject to the following:
  - The second team cannot play in the same Qualifying Stage as the first team (unless that event would otherwise be undersubscribed);
  - Players can only play for the first or second team;
  - A player who has represented one of the two teams in the Qualifying Stage cannot represent the other team at the Finals Weekend;
  - On January 28<sup>th</sup>, 2024, the second team must have an average DGrade of less than 1800 and have no individual player with a DGrade above 2000;
  - If a second team wins a Qualifying Stage, it may participate in the Finals Weekend.
- 10 The maximum capacity for the Finals Weekend is 8 teams - the host club and each of the Qualifying Stage winners.
- 11 Entries for the 2024 Qualifying Stage must be received by **January 28<sup>th</sup>, 2024**.
- 12 The 2024 Qualifying Stages will be hosted as follows:
  - 27/28<sup>th</sup> April Novo Sancti Petri (Spain)
  - 25/26<sup>th</sup> May Ealing (England)
  - 1<sup>st</sup>/2<sup>nd</sup> June Ikšķile (Latvia)
  - 8/9<sup>th</sup> June Carrickmines (Ireland)
  - 15/16<sup>th</sup> June CERN (Switzerland)
  - 22<sup>nd</sup>/23<sup>rd</sup> June Telc (Czechia)
  - 6/7<sup>th</sup> July Hamburg (Germany)
- 13 In addition to the hosts three places are available in each Qualifying Stage. Priority entry will be given to clubs from abroad (ie not from the host country) and clubs that played in the 2023 event. If oversubscribed places will first be awarded (by ballot if necessary) to clubs from abroad that participated in 2023 and then be allocated by ballot amongst the other entrants from abroad

(excluding second teams). Any remaining places will then be allocated to second teams from abroad (by ballot if necessary). If the event is still not full this process will be repeated amongst host country entrants. If possible, it will also be ensured that only one club from any country plays in each event.

14 Clubs may only participate in one Qualifying Stage (unless entering a second team) but may enter as many as they wish, in order of preference, to maximise their chances of gaining a place.

15 If sufficient entries are not received for any Qualifying Stage its format/rules may be modified in order to create a viable event.

16 The host club of each Qualifying Stage is expected to provide hospitality for the visiting players. Food (but not drinks) should be offered free of charge for lunch and afternoon tea on both Saturday and Sunday.

17 The host club cannot charge a green fee, or make any other charge, to the visiting players.

18 The format for each Qualifying Stage of four teams will be an all play all block, with a match between two teams consisting of 2 doubles and 8 singles games as detailed in the appendix.

19 The host club will manage the playing schedule in accordance with the appendix and arrange for the event to be reported on croquetscores.com.

20 No less than two weeks before the Qualifying Stage each team should appoint a captain responsible for team selection and communications following their appointment. On appointment the name of the captain should be provided to the host club and Ian Burr ridge (burr ridge.ian@googlemail.com).

21 The captain should provide a list of their intended players to the host club and the ERC Organiser, Ian Burr ridge (burr ridge.ian@googlemail.com) at least two weeks before the start of the event. Subsequent changes are allowed and should be notified immediately.

22 The host club will appoint and inform the other teams of the Tournament Referee, who should be qualified and ideally not a player. All players who are qualified as referees in their own country may act as such but only if a non-playing referee is not available.

23 The winner of each Qualifying Stage and the club hosting the final will qualify for the European Club League Finals Weekend (3 days: Friday to Sunday). The eight teams will be divided into two groups of 4 teams, playing an all-play-all league in accordance with the usual league format. This will be followed by a final between the teams winning each group, the other teams will play off for 3<sup>rd</sup>/4<sup>th</sup>, 5<sup>th</sup>/6<sup>th</sup> and 7<sup>th</sup>/8<sup>th</sup> against their opposite numbers.

24 The winner of each Qualifying Stage should confirm with Ian Burr ridge (Burr ridge.ian@googlemail.com) within two weeks of the event that they intend to participate in the Finals Weekend. If they do not wish to do so the place will pass to the second placed team etc.

25 The Finals Weekend will be held at Club de Campo Villa de Madrid (Spain) on 11-13 October 2024.

## **Appendix (Match Formats & Winner Determination)**

### **Order of Play for Qualifying Groups of 4 Teams**

Before each match each team captain will declare their team of 4 players, including two doubles pairings, there are no restrictions on which two players may play together. Players and Doubles Pairings will be ordered by DGrade/combined Dgrade (X1, X2, X3, X4 and XD1, XD2):-

Match 1 A v B and C v D

Saturday

AD1 v BD1, AD2 v BD2, CD1 v DD1, CD2 v DD2  
A1vB2 v A2vB1, A3 v B4, A4 v B3  
C1vD2, C2vD1, C3 v D4, C4 v D3  
A1 v B1, A2 v B2, A3 v B3, A4 v B4  
C1 v D1, C2 v D2, C3 v D3, C4 v D4

Match 2 – A v C and B v D

Saturday

AD1 v CD1, AD2 v CD2, BD1 v DD1, BD2 v DD2  
A1vC2, A2vC1, A3 v C4, A4 v C3  
B1vD2v B2vD1, B3 v D4, B4 v D3

Sunday

A1 v C1, A2 v C2, A3 v C3, A4 v C4  
B1 v D1, B2 v D2, B3 v D3, B4 v D4

Match 3 A v D and B v C

Sunday

AD1 v DD1, AD2 v DD2, CD1 v BD1, CD2 v BD2  
A1vD2, A2vD1, A3 v D4, A4 v D3  
C1vB2, C2vB1, C3 v B4, C4 v B3  
A1 v D1, A2 v D2, A3 v D3, A4 v D4  
C1 v B1, C2 v B2, C3 v B3, C4 v B4

A match between two teams is best of 10 games.

Two points will be awarded for each team match won and one point awarded to each team in the case of a draw. The winner will be the team with the most points. If two or more teams are equal on points the winner will be the team that has won the most games across all matches, if two or more teams are still tied the winner will be the team that has won the most singles games across all matches. If two or more teams are still tied the winner will be the team with the best net hoops against the teams that remain tied.