



WCF Sports Regulations

Version 9.2
Effective Date
22.1.24

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1. DEFINITIONS AND SCOPE

1.1 Definitions

AC	Association Croquet
Block Stage	the block stage of an Event
ESC	Event Sub-Committee
Event	an event authorised by the WCF
Event Host	the Member hosting an Event
Event Lead	a member of the MC with responsibilities for an Event
Games	the versions of Croquet recognised under WCF Statute 301
GC	Golf Croquet
KO Stage	the knock-out stage of an Event
MC	the WCF Management Committee
Member	a croquet governing body affiliated to the WCF
Player	a player in an Event
Regulations	these Sports Regulations
S-G	the WCF Secretary-General
Singles Event	an Event for individual competition
TD	Tournament Director
Team Event	an Event for team competition
TM	Tournament Manager
TR	Tournament Referee

1.2 Scope

- 1.2.1 This version of these Regulations applies to Events with an Invitation Date later than the Effective Date of this version but not to Events with an Invitation Date later than the Effective Date of a later version.
- 1.2.2 The Regulations apply to all Events, except where otherwise noted, subject only to specific variations for a particular Event which have been requested by the Event Host and approved by the MC. Such variations must relate to the actual management of the Event from the first day of any Qualifying Tournament to the end of the Event and must be advertised to the Players.
- 1.2.3 The Regulations apply to the Players, the Event officials, the Event Host and other Members. The Event Host is responsible for ensuring that these Regulations and any agreed and advertised variations are followed.
- 1.2.4 Qualification of a player to represent a country
In accordance with WCF Statute 303, Appendix 1 applies to all International Croquet Events (as defined in Appendix 1, paragraph 1.3).

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 Event Lead should not act as either TD or TM but may be a Player. The role of the Event Lead is as follows.

- 4.1.1 to facilitate effective liaison between the MC, Event Host and host club(s);
- 4.1.2 to assist the Event Host with the preparation of the Bid Document, paying particular attention to officials, equipment, playing conditions and budget and ensuring that these are all dealt with in accordance with WCF Regulations;
- 4.1.3 to assist the Event Host in gaining MC approval for individuals nominated as TD, TM and 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 ensure that an Appeals Panel is appointed in advance of the Event;
- 4.1.6 to ensure that a Player Briefing Session is arranged in accordance with Regulation 5.2.2.
- 4.1.7 to liaise with the TM throughout the Event to ensure that results are published promptly on all agreed media;
- 4.1.8 to make arrangements for any trophy, namely:
 - (a) arrange delivery to the host headquarters before the start of the Event;



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- (b) ensure (if relevant) the winner signs the Trophy Form before taking possession of the trophy or arranging the return of the trophy to a WCF officer;
- (c) making arrangements for the engraving of the plinth and ensuring that it is re-united with the trophy; and
- (d) ensuring that the location of the trophy and plinth remain known to the MC.

4.2 Tournament Director

The TD shall not be a Player. The TD role, in advance of the Event, is to ensure that the planning and management of the Event by the Event Host's organising committee and host club committee(s) are 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 that:

- 4.2.1 sufficient courts will be available for each day of the programme.
- 4.2.2 the courts will be of an acceptable quality and speed and will meet the requirements set out in the Event Regulations, Appendix 2, paragraph 3.2.
- 4.2.3 each venue has a team in place to carry out preparations and administer 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 information relating to the event is made available on-line, including advertising details of the Event to Players and officials, recording results and, where possible, providing live commentary or video coverage. The WCF will, where practical, make its own web-site available to the Host to assist with fulfilling these obligations.
- 4.2.9 details of practical arrangements that concern the Players and officials are published in advance on-line and in a pre-Event Information Pack. This should include information concerning accommodation, catering and local restaurants, transport arrangements, the venue and specific regulations of play for the Event.



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4.2.10 arrangements are made to archive relevant on-line information after the Event ends so that it remains available through the WCF website.

The TD's role, while the Event is in progress, will include ensuring that:

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 the start of the Event. For Singles Events, this involves consideration of format information in the Event Regulations and the agreed Event Bid for the Block Stage, KO Stage and consolation events. Any proposed changes must be approved by the Event Lead.

4.3.2 to compile, in consultation with the Event Lead and TD, Player Briefing Notes and send them to all Players by e-mail at least two weeks before the start of the Event. The Player Briefing Notes must include all arrangements specific to the Event and specifically draw attention to any variations from the Regulations or normal practice agreed between the Event Host and the MC under Regulation 1.2.2. The Notes should include items such as:

- (a) the Laws or Rules under which the games will be played.
- (b) local rulings concerning obstructions close to boundaries which interfere with a backswing or prevent the adoption of a level stance;
- (c) the use of time-limits and pegging-down;
- (d) rules concerning practising;
- (e) whether Players may firm up hoops themselves or must call a Referee to have them firmed up or adjusted.

4.3.3 in singles events, to generate the Block Stage draw (see Appendix 4), establish the order of play in the Block Stage (see Appendix 5), administer tie-breaking procedures (see Appendix 6), conduct the KO Stage draw (see Appendix 7) and organise consolation events (see Appendix 8).

4.3.4 to decide when play shall start and finish on each day of the Event.

4.3.5 to decide when Players may practice on the courts and, where necessary, to inform them if they are not permitted to practice.

4.3.6 to decide the order in which events and games are played.

4.3.7 to allot courts to competitors and to declare any court to be unfit for play. Once a game or match has started, it should only be moved to another court if the TM declares the allotted court unfit for play, or expects it to become so before



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the end of the game or match. It is preferred that any such move takes place at a neutral break in play, such as between the games of a match. For the avoidance of doubt, a game can be moved from a court without floodlights to one with floodlights if the light becomes or is likely to become inadequate. Once a game or match has been moved to a new court, the new court becomes the allotted court unless it becomes unfit for play.

- 4.3.8 to grant or refuse leave of absence to Players.
- 4.3.9 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.
- 4.3.10 to alter the Event conditions set out below at their discretion, namely:
 - (a) to impose time limits under Regulation 7.2.
 - (b) to introduce double-banking if required in the interests of the Event.
- 4.3.11 to apply the lateness procedure under Regulation 6.7.
- 4.3.12 to impose such sanction as the TM sees fit, including, in the last resort, disqualification, on any Player who:
 - (a) practices on a court without the TM's permission;
 - (b) refuses to play in appropriate footwear;
 - (c) refuses to comply with restrictions on drinking alcohol or smoking (see Regulation 6.5);
 - (d) refuses to comply with a reasonable request of any tournament official or is guilty of serious misconduct.
- 4.3.13 Any matter for which a sanction under Regulation 4.3.12 was imposed or considered, should be reported by the TM to the MC following the conclusion of the Event. This should include a reference to any Regulation believed to have been relevant in the handling of the matter.
- 4.3.14 to arrange and conduct the Player Briefing (see Regulation 5.2.2).
- 4.3.15 to keep Players and spectators informed with up to date information about the programme of events, the playing schedule and of the progress of the Event.
- 4.3.16 to ensure that results are published fully and promptly and to assist anyone reporting or sponsoring the Event.
- 4.3.17 in exceptional circumstances, and with MC agreement, to alter the agreed Event programme and to advertise such changes to the Players and others.
- 4.3.18 to appoint such deputies and assistants as are necessary to carry out required duties at all venues. Such deputies and assistants shall 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 Regulations 4.3.10, 4.3.12 and 4.3.17 may not be delegated to a deputy or assistant;
- 4.3.19 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

- 4.4.1 The TR shall not be a Player. The powers and duties of the TR are defined in the Refereeing Regulations. To avoid a conflict of interest, the TR must appoint in advance a deputy TR empowered to hear and decide any appeal against a decision of the TR as an Active Referee (see Refereeing Regulation R6(b)).
- 4.4.2 For the avoidance of doubt, suitably qualified Players may be appointed by the TR to act as Referees in an Event whenever a non-playing Referee appointed by the TR is not available.

4.5 Appeals Committee

- 4.5.1 The WCF and Event Host shall appoint in advance of the Event an Appeals Panel of up to eight suitable individuals of whom any three may sit as an Appeals Committee to hear an appeal. A Player or the TM (or any deputy TM or assistant TM appointed under Regulation 4.3.16) may not be a member of the Panel. A referee may be a member of the Panel but may not sit on an Appeals Committee dealing with an appeal against the conduct of a referee.
- 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 in force for the Event (see Regulation 1.2) which has, or could, adversely affect that Player, provided that the Player has first attempted to resolve the matter with the TM or other relevant party.
- 4.5.4 An Appeals Committee is not empowered to determine any other matter, such as:
- (a) whether a decision of the TM was unreasonable; or
 - (b) an appeal against a decision made by a Referee on matters of the Laws or Rules. In such a matter a decision made by the TR or deputy TR is final.

4.6 Event Sub-Committee (ESC)

- 4.6.1 The ESC is comprised of the Event Lead, Secretary-General and the Tournament Group

5. PLAYERS

- 5.1 Entry arrangements and age limits
- 5.1.1 The process by which a Member makes its selections for Membership Places in a Singles Event or for a Team Event is a matter for the Member concerned. Anyone who is not eligible for any Member should apply directly to the S-G (see also Appendix 2, paragraph 5.1.2).
- 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 when entering as there are specific safeguards that must be applied by their Member and the Event Host.



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- 5.1.3 For Singles Events, the procedure for managing entries and the types of places available are set out in Appendices 2 and 3.
- 5.1.4 For Team Events, the procedure for managing entries is set out in Appendix 9.
- 5.1.5 A player may compete in an Event subject to a maximum age limit if their age does not exceed the limit on the preceding 31st December.
- 5.1.6 A player may compete in an Event subject to a minimum age limit if they have attained the minimum age on the first day of the Event.

5.2 Official functions and attendance

- 5.2.1 Players are encouraged to attend the Player Briefing Session, any Opening Ceremony, any Civic Reception and the Closing Ceremony of the Event.
- 5.2.2 The Player Briefing Session should be held towards the end of the day before the Event starts. It shall be conducted in English. Its purpose is to allow the TM to draw attention to the main issues referred to in the Player Briefing Notes (see paragraph 4.3.2) and to answer questions from Players.
- 5.2.3 Players in Singles Events are required to complete all their games in the Block Stage and KO Stage. A player who fails to complete all their games in the Block Stage, except in circumstances covered by Regulation 5.3 or if the TM decides that there are other mitigating circumstances, may not participate in any later stage of the Event.
- 5.2.4 Players in Singles Events 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.
- 5.2.5 All entrants in Team Events are required to fulfil the entire event programme, including all organised consolation matches unless agreed otherwise by the TM, and entries will only be accepted on this basis.

5.3 Sickness or injury

Cases of sickness or injury will be dealt with on a case by case basis by the TM. The TM is expected to be sympathetic towards an ill or injured Player and to try to modify the order of play to give the Player a chance to continue to compete. However, it is generally expected that a Player unable to complete a game or match on the day on which it was originally scheduled will forfeit that game or match to the opponent. If a Player has to forfeit a game or match in the Block Stage but then recovers, they may complete their remaining games or matches in the block. Consequences of the permanent withdrawal of a Player after the Block Stage are dealt with in Appendix 6, paragraph 3.

5.4 Footwear and clothing

5.4.1 Footwear

Players are required to wear footwear that will not damage the playing surface.



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5.4.2 Clothing

- (a) In this Regulation, clothing means the visible upper body garment (shirt, sweater, tracksuit etc.) and visible lower body garment and socks. Clothing must be clean and smart and shirts must have sleeves. Predominantly white clothing means an article of clothing of which at least 75% of its visible surface area is coloured white.
- (b) Members must declare their “Current Team Colours” by stating the predominant colour of each of the visible upper body clothing, visible lower body clothing and socks. Any unspecified items will be assumed to be white. The most current declaration will remain in force until a revision is notified to the Secretary-General, which must be made at least three months before any WCF Event at which it may be worn. Any issue of national clothing by a Member will be regarded as “Officially Issued Team Kit”. Before any event Members may be asked to provide a photo of their Officially Issued Team Kit for possible inclusion in a programme, website or other publicity purposes.
- (c) Players may wear:
 - predominantly white clothing which includes the upper body garment, lower body garment and socks; or
 - Officially Issued Team Kit in their Current Team Colours, or
 - clothing endorsed by the Event Host and provided free of charge to all Players in the Event; or
 - in team events, any of the above and coloured shirts that do not form part of Current Team Colours, provided that all Players from the same country make the same choice on each day of the event.
- (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) This Regulation does not apply to footwear, hats or rain clothing nor when it is raining or in other adverse weather conditions.

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 6.7 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.



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(b) Sponsor clothing, if provided, must be worn as requested and any other sponsor requirements must be observed. Players involved in media interviews, photo calls or playing in the final stages of the Event must wear sponsor clothing when so requested.

(c) In cases where a Player or a Member is sponsored by a sponsor other than the Event sponsor, the Player or Member concerned must obtain written sanction in advance of the event from the MC and the Event Host to permit the wearing of such sponsor's logos or the display of any sponsor advertising of any kind at the Event.

(d) Should a dispute arise between the TM and a Player as to what dress is or is not acceptable, the Player may appeal to an 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 4.3.12 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 against any disciplinary action to an 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 anti-doping authority 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 Event for such period as shall be determined by disciplinary procedures of the Event Host and/or the WCF.

6.3 Ineligibility

The qualification of a player to represent a Country shall be determined in accordance with Appendix 1. If a player ceases to be Qualified to play for the Country they seek or claim to represent, they cease to be Eligible to represent that Country and the discipline provisions of Appendix 1, paragraph 10 shall apply.



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 an Event.

6.4.2 A Player, official or individual affiliated to any Member, whether or not competing in an Event, may not accept or offer any inducement to another Player, official or individual affiliated to any Member, to influence them or any other person to underperform, nor may such an inducement be accepted.

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 contravene Law 57.2 nor distract those in play and does not delay play at all.

6.7 Lateness procedure

6.7.1 The standard penalties are as follows:

First offence in an Event:

Up to 1 hour late – no penalty

1 to 1½ hours late – 1st game of a match or the next scheduled game lost

Over 1½ hours late – Best of 3 or 5 game match lost

Second and subsequent offences in an Event:

Up to ½ hour late – 1st game of a match or the next scheduled game lost

Over ½ hour late – Best of 3 or 5 game match lost.

For the avoidance of doubt any offence in one stage of the tournament carries forward to all other stages of the tournament

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



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7.1 Start times

7.1.1 Unless otherwise advertised, and subject to Regulation 7.1.2 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 The timing of the final stages of the Event will be decided by the TM in consultation with the Event Lead.

7.1.3 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 Time limits

7.2.1 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. Subject to exceptional circumstances, the following are recommended as minima:

Single games in the block stage and consolation events – 3 hours.

Best of 3 games – 4, 7 and 10 hours cumulatively.

Best of 5 games – 2½, 4½, 6½, 8½ and 10½ hours cumulatively.

In matches of the best of 3 or 5 games, 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 in the same match.

7.2.2 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 7.2.1 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.

7.2.3 GC Events – normal conditions

Time limits will not be used.

7.2.4 GC Events – emergencies

Where playing time has been lost or is almost certain to be 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 13 point games - a minimum of 60 minutes.

Single 19 point games - a minimum of 90 minutes.

Best of 3 games - a minimum of 60, 105 and 150 minutes cumulatively.

Best of 5 games - a minimum of 60, 105, 150, 195, 240 minutes cumulatively.



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In matches of the best of 3 or 5 games, 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 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, providing that it has already been in progress for 60 minutes.

Should there not be enough time to play a best of 5, then a best of 3 should be played with this logic being continued as the amount of time available decreases. For the avoidance of doubt later rounds can be played as best of fewer games than previous rounds if this becomes necessary due to a lack of time available.

7.3 Breaks

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

7.3.1 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.

7.3.2 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.

7.3.3 Meal breaks

AC matches of the best of 3 or 5 games

A 45-minute meal break may be taken starting as follows:

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

Either side may specify at the start of any turn after 3.30 p.m., but before 4.30 p.m., that an afternoon refreshment break of up to 20 minutes may be taken.



GC matches of the best of 5 games

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.

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, 0.8mm. When conditions are considered “easy”, this clearance may be reduced to a minimum of 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. When conditions are considered “difficult” in a GC event, this clearance may be increased to a maximum of 1.6mm for the block stage and any consolation event if the TR and TM jointly agree that doing so will reduce the likelihood of the imposition of time limits that might otherwise be necessary.

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 KO Stage.

(b) Initially, hoop carrots may be left standing slightly proud of the ground (up to a maximum of 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 Equipment Regulations and shall be of a Make and Type that is on the WCF Approved list and they



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should all be of similar wear. 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 into sets suitable for play. If possible, the maximum diameter of each ball used on a court should differ by no more than 0.4mm.

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 published edition of the associated Official Rulings on the Laws of Association Croquet.

9.1.2 GC Events

GC Events shall be played in accordance with the current English language edition of the WCF Rules of Golf Croquet and the latest published edition of the associated Official Rulings.

9.1.3 All Events

In addition, any recent Official Rulings on either the Laws or Rules which have not yet been formally published will apply to the Event if announced by the TR to the Players at the Player Briefing and advertised on the Event website.

9.2 Special situations

9.2.1 Impasses

In AC Events, if an impasse develops, Appendix 7 of the Laws will apply.

9.2.2 Hoop re-setting in GC Events

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 Warm-up

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

- 9.3.1 In AC and GC Events, each Player shall be allowed ten minutes' warm-up before their first game each day on the court on which they are about to play.

- 9.3.2 In addition, in GC Events only, each Player shall be allowed five minutes' warm-up before each subsequent match on the court on which they are about to play.

- 9.3.3 During warm-up, hoop running may only be carried out using strokes no harder than required to send the ball seven yards and must not disturb the setting of the hoops.

- 9.3.4 If a game or match is moved to another court under Regulation 4.3.7, the Players shall be allowed a further warm-up on the newly allotted court before play resumes. This warm-up shall be ten minutes in AC events and five minutes in GC events.



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9.4 Double-banking

- 9.4.1 Unless an Event 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 KO Stage.
AC Team Events: in Tiers 2 and 3.
GC Events: only in consolation events (and only then if essential).
- 9.4.2 If double-banking is used, the TM should seek to allocate primary colours to a match involving a player with a registered colour vision deficiency.
- 9.4.3 In an AC game subject to a time-limit, time may not be added for delays resulting from double-banking other than as provided in the Laws of Association Croquet (i.e. 61.4.5 in the 7th edition).

10. TROPHIES AND MEDALS

- 10.1. Trophies awarded at Events shall be:
- 10.1.1 perpetual trophies owned or managed by the WCF;
- 10.1.2 the MacRobertson International Croquet Shield, managed by the WCF MacRobertson Shield Committee;
- 10.1.3 the Wimbledon Bowl, donated by the All-England Lawn Tennis and Croquet Club to the Croquet Association as the trophy for the Association Croquet World Championship and loaned to and managed by the WCF; and
- 10.1.4 other trophies provided by the WCF, the Event Host or any sponsor for the winner to keep.
- 10.2 The winner of an Event shall be entitled to hold a perpetual trophy in safe-keeping in accordance with the terms of the WCF Trophy Form until the next holding of that Event, 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 trophies for which the MC will arrange international carriage to the next holding of the relevant Event).
- 10.3 Singles Events
The winner, finalist and losing semi-finalists shall each be awarded a WCF medal to keep.
- 10.4 Team Events
The members of the winning team shall each be awarded a WCF medal to keep.

11. CONFLICT AND OMISSIONS

- 11.1 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



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Official Rulings, and any translation into another language, the English language version shall be definitive and take precedence.

11.2 Conflict resolution

The WCF Statutes, these Regulations (subject to any variations agreed and advertised in accordance with Regulation 1.2) and the Tournament Regulations of the Event Host shall apply and take precedence in that order. Any domestic Tournament Regulation published by the Event Host which is expected to apply during the Event should be notified to the players in advance of the Event.

11.3 Omissions

If a situation arises during the preparation for the Event that is not covered by the sources stated in Regulation 11.2, 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 Regulation 11.2, an Appeals Committee will decide how to resolve the matter.

End of WCF Sports Regulations

Revisions

Version 1 7 October 2005	Original
Version 2 8 November 2005	Clarification of extent of adoption for WCF Association and Golf Croquet events in various regulations. Rectification of numbering errors in 8.12
Version 3 1 November 2006	Complete re-write to include all relevant matters including, nomination and selection of Players and conduct of WCF Championships
Version 4 11 February 2007	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.
Version 5 16 May 2007	Amendment of typographical error - Regulation 2.2.3 to read 2.3
Version 6 7 September 2008	Improvement to the clarity of the wording of Appendices A and B. Amended Regulation 2 (Qualification of a Player to represent a country) following changes to the WCF Statutes at the WCF Council Meeting on 6 th February 2008. Amendment to Appendix E to reflect changes made in February 2008.



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Version 7 6 May 2009	Addition of 14.5 to allow possible replay for rejected hoops that are too tight. Amendment of 15.2.1 to allow Best of 5 games in all KO stages of AC events. Amendment of 16.1.1.2 to allow for time limits to be imposed by TM if necessary.
Version 7.1 26 October 2011	“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
Version 7.2 7 November 2011	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.
Version 7.3 2 April 2012	Inclusion of several re-worked or new appendices developed for Version 8, brought forward into v7 in time for use at 2012 Adelaide ACWC.
Version 8 8 October 2012	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’.
Version 8.1 7 November 2012	Ratified with one change to Regulation 4.4, to reduce restriction on the TR.
Version 8.2 22 January 2013	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)
Version 8.3 24 March 2013	Additions of an Allocation Date to Appendix 2, and to Appendix 4 for order of play in events of 64 competitors.
Version 8.4 15 May 2013	Extension of responsibility on TD to consider wider Player safety issues: 4.2.5 and new 4.2.6
Version 8.5 17 April 2014	New Appendices 1 and 2 and minor consequential amendments to Content (Appendix 2), 4.1.4(c) and 5.1.3.
Version 8.6 18 January 2015	Reg 5.1 now contains age limits rules previously in Statute 306. New Appendix 1 (Qualification of a Player to represent a country) to replace Statute 303, consequential amendments to Regulation



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<p>Version 8.7 21 July 2015</p>	<p>6.3 and re-numbering of appendix references and other appendices.</p> <p>Reg 1: clarification of scope for variations following WCF Topic 43 decision; Reg 4.5: establishment of panels from which to draw Appeal Committees; Reg 8.1.2: permission for relaxation of GC hoop widths in difficult conditions; removal of Appendix 8 (AC Impasse Rule) to Appendix 1 of WCF Refereeing Regulations; new Appendix 8 (formats of consolation events in WCF singles events previously Appendix 4 of WCF Event Regulations);</p>
<p>Version 8.8 6 June 2016</p>	<p>Improvement of clarity by introduction of definitions in Reg 1, consistent use of defined abbreviations throughout and re-arrangement of content in Appendices 2 to 8 to achieve a logical time-order. Appeals Panels expanded to up to eight people and can include referees (Reg 4.5). Registered CVD (colour-blind) players catered for (Reg 9.4.2). Block Stage draw in major events moved to after end of Qualifying Tournament (App 4).</p>
<p>Version 8.9 1 October 2018</p>	<p>Amendments to paragraphs 4.3 (Tournament Manager), 4.5 (Appeals Committee), 5.2 (Official functions), 7.2 (Time limits) and 9.3 (Warm-up). Amendment Appendix 3 (Types of places) and Appendix 7 (AC knock-out draws).</p>
<p>Version 9.0 21 February 2022</p>	<p>Amendments to paragraphs 1,1 (Definitions), 4.1 (Event Lead), 4.2 website management, 4.3 (Tournament Manager), 5.2.3 (Player attendance), 5.4.2 (Clothing), 6.7 (Penalties), 7.2.4 (GC Emergencies), 8.2.1 (Balls), 9.2 (Special Situations), 9.3 (Warm-up), 11.2 (Conflict resolution), Appendices 2, 4, 5, 7 and 9.</p>
<p>Version 9.1 1 October 2022</p>	<p>Section 8 (Equipment), Appendix 2 1.1.7 (U21 Wildcards), Appendix 2 6.3 (Player details).</p>
<p>Version 9.2 22 October 2024</p>	<p>Appendix 7 – Section B: GC (Singles Seeding for the KO Draw - Block Separation by Grade)..</p>



Appendix 1: All events – qualification of a player to represent a country

1. Definitions

1.1 Country

A Country is a nation state recognised by the United Nations or a geographic area with a governing body for at least one of the Games which is recognised by the WCF as a Member.

1.2 National Team

1.2.1 A National Team is a team whose name is the Country it represents.

1.2.2 In exceptional circumstances, the MC may recognise a composite National Team which comprises players who represent different Countries and competes under an appropriate name (e.g. “Benelux”).

1.2.3 A team that represents a Member rather than a Country (e.g. a team which represents “SomeCountry Croquet Association”) is not a National Team.

1.3 International Croquet Event

An International Croquet Event is:

1.3.1 any Event (as defined in Regulation 1.1); or

1.3.2 any other event in which National Teams compete against each other; or

1.3.3 any other event in which the player is either selected by the WCF or their Member as a national representative, or invited or allowed to play by the organising body of the event and more than half of the players in the event are selected as national representatives.

1.4 Representing a Country

A player will represent a Country in an International Croquet Event by competing in such an event. If there is any doubt as to which Country the player has represented, the MC will retrospectively determine the Country represented after consulting with the player, taking note of the following matters:

1.4.1 whether the player’s place in the International Croquet Event depended on their Eligibility for a particular Country (i.e. being selected for a team event or for a Membership Place in a Singles Event);

1.4.2 the player’s actual Eligibility;

1.4.3 who paid the player’s entry fee and/or nominated the player for a place;

1.4.4 any expressions of intent made in writing or by email by the player to the WCF and/or to a Member prior to the Event;



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1.4.5 which Country is shown against the player's name in the WCF Nationality Database (see paragraph 4) or, if different Countries are shown, the Country shown in the Official Ranking List for the version of Croquet played at the Event;

1.4.6 any other relevant matter.

1.5 Permanent Residence

1.5.1 For the purposes of paragraph 2.4, a player is a Permanent Resident of a Country if the player has their only or main home in that Country and either intends to make the Country their only or main home for 36 consecutive months or more (which may include past months) or has had their main home in the Country for a period of 36 consecutive months or more.

1.5.2 For the avoidance of doubt, if a player has two or more homes of similar importance in different Countries, they may nominate one as their main home.

1.5.3 If a player has a main home in a Country which is not expected to be their main home for 36 consecutive months or more, they cannot claim to be a Permanent Resident of any Country for the purposes of paragraph 2.4.

1.6 Eligibility to represent a Country

A player is Eligible to represent a Country if they are Qualified to do so under paragraph 2 and are not prohibited from representing it under paragraph 3 by recently representing another Country.

2. Qualification to represent a Country

A player is Qualified to represent a Country in an International Croquet Event if:

2.1 the player was born in the Country; or

2.2 either of the player's natural or adoptive parents was born in the Country; or

2.3 the player is a citizen of the Country, is entitled to hold a passport issued for the Country and has had their only or main home in that Country for 36 consecutive months at some time; or

2.4 the player has been a Permanent Resident of the Country for a period of 12 consecutive months immediately prior to the first day of the International Croquet Event.

3. Changing representation and loss of Eligibility

3.1 Subject to paragraphs 3.2 and 3.3 below, a player who is Qualified to represent more than one Country may choose which Country to represent.



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3.2 If a player has represented a Country at one of the Games in an International Croquet Event and there was at the time a Member for that Country, the player is Eligible to represent only that Country at any of the Games in other International Croquet Events unless:

- 3.2.1 a period of 36 months has elapsed since the end of the last International Croquet Event in which the player represented a Country; or
- 3.2.2 the player had not attained the age of 18 years on the first day of the last International Croquet Event in which the player represented a Country; or
- 3.2.3 a Material Change in Circumstances has occurred.

3.3 Material Change of Circumstances

Examples include but are not limited to the following:

- 3.3.1 a player becomes a Permanent Resident of a different Country (but note paragraph 2.4 which requires that a 12-month period of residence must occur before they become Qualified for the new Country unless they are already Qualified for the new Country under paragraphs 2.1, 2.2 or 2.3);
- 3.3.2 international boundary changes cause a player to become a Permanent Resident of a different Country;
- 3.3.3 the Member for a Country which the player has represented within the previous 36 months is dissolved or ceases to be a Member;
- 3.3.4 a governing body for at least one of the Games for a Country for which the player is Qualified becomes a Member.

4. WCF Nationality Database

The WCF Nationality Database comprises the two databases that support the Official Ranking Lists for Association Croquet and Golf Croquet. Against the name of each player recorded in the WCF Nationality Database is shown a Country which will be:

- 4.1 the Country for which the player has been determined or deemed to be Eligible following an application in accordance with paragraphs 6 or 7 below; or, if no such application has been made,
- 4.2 the Country which the player last represented in an International Croquet Event as notified to the relevant ranking officer; or, if the player has never previously played in an International Croquet Event,
- 4.3 the Country for which the relevant ranking officer believes the player to be Eligible and would wish to represent.



5. Obligations of players and Members

5.1 Players

Players are responsible for ensuring that the Country shown against their name in the WCF Nationality Database is the Country they wish to and are Eligible to represent. Since there are two databases that jointly comprise the WCF Nationality Database, players who appear in both databases should ensure that the same Country is shown against their name in both. Players who are Eligible to represent more than one Country should notify all relevant Members of their Eligibility if they may wish to represent a different Country.

5.2 Members

Members are responsible for ensuring that any player they select to play in an International Croquet Event will be Eligible to represent the Country of that Member. In this context, selection means selection for a national team, nomination for a Membership Place in a Singles Event or, in any other International Croquet Event, nomination for a place awarded by reason of the player's Eligibility to represent a particular Country.

6. Rights of players and Members

A player or a Member can apply for a ruling from the MC about a player's Eligibility. A player may also apply to change the Country shown against their name in the WCF Nationality Database. An application is made by contacting the S-G and providing all relevant information.

6.1 If the MC is satisfied that the player is already Eligible to represent the new Country, the S-G will ensure that the change is recorded in the WCF Nationality Database as soon as practicable.

6.2 If the application is made before the player becomes Eligible to represent the new Country, the player must specify in the application the circumstances under which the change in Eligibility will arise. In this case, if the MC is satisfied that the player will be Eligible to represent the new Country if those circumstances materialise, it will provisionally approve the application. The S-G will ensure that the change is recorded in the WCF Nationality Database as soon as practicable following receipt of evidence that the circumstances have materialised.



7. Unusual circumstances

Where unusual circumstances exist regarding a player's nationality or residency or where a player is only Eligible to represent a non-Member Country, the player may apply for a ruling by the MC that he or she shall be deemed to be Eligible to represent the Country of a named Member. An application is made by contacting the S-G and providing all relevant information.

8. Determination of applications concerning a player's Eligibility

- 8.1 Any application made pursuant to paragraphs 6 or 7 shall be determined by the MC. If the player or Member affected by the application is dissatisfied with the outcome or with a retrospective determination by the MC pursuant to Paragraph 2, either may require the MC to refer the matter to the Council which may confirm or change the decision of the MC.
- 8.2 If such an application is made more than two months before the first day of an event, it shall be determined by the MC and any appeal determined by the Council prior to the first day of the event.
- 8.3 If such an application is made more than one but less than two months before the first day of an event, it shall be determined by the MC before the start of the event. Reasonable endeavours shall be made by the MC to enable any appeal to be determined by the Council before the first day of the event. However, if the appeal has not been determined by then, the MC's decision shall be final and binding for the purposes of that event.
- 8.4 If such an application is made less than one month before the first day of the event, reasonable endeavours shall be made by the MC to reach a decision and to enable any appeal to be determined by the Council before the first day of the event. However, if the appeal has not been determined by then, the MC's decision shall be final and binding for the purposes of that event. If no determination has been made by the MC before the first day of the event, the player may compete in the event at their own risk of a penalty being imposed under paragraph 10 following the determination and the result of any appeal to the Council.

9. Consequences of non-Eligibility

If a player is not Eligible to represent a particular Country on the first day of an International Croquet Event, then:

- 9.1 in the case of a team event, the player cannot represent that Country;



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- 9.2 in the case of a Singles Event, the player cannot take up a Membership Place for which they have been nominated by the Member of that Country (but can take up a Ranking Place, Wild Card Place or Qualifier Place); and
- 9.3 in any other singles event, the player cannot take up a place awarded by reason of the player's Eligibility to represent that Country.

10. Discipline and adjustment of results

Where it is discovered that a player is seeking to or has represented a Country for which they are not Eligible, the following provisions shall apply:

10.1 Before an event

10.1.1 In a team event, the player is disqualified and the relevant Member may substitute another Eligible player. The player is not disqualified from representing another Country for which they are Eligible in the same event or in any other International Croquet Event.

10.1.2 In a Singles Event in which the player had a Membership Place or in another event in which the player had a place awarded by reason of the player's Eligibility to represent a particular Country, the player is disqualified and the replacement provisions set out in the Regulations governing the event shall apply. The player is not disqualified from representing another Country for which they are Eligible in the same event or in any other International Croquet Event.

10.1.3 In a Singles Event in which the player had any other type of place, there is no penalty and the player may choose to represent another Country for which they are Eligible.

10.2 During an event

10.2.1 In a team event, the player is disqualified from the event and from playing in any International Croquet Event for the two years starting on the first day of the event. All matches which included the active participation of the player shall, at the discretion of the organising body, be declared lost to the relevant opponent(s) by the maximum score allowed under the Laws or Rules of the Games, or nullified completely. The Member may continue to play in the event provided they do not field the disqualified player and may substitute another Eligible player if the Regulations governing the event so permit.

10.2.2 In a Singles Event in which the player had a Membership Place or in another event in which the player had a place awarded by reason of the player's Eligibility to represent a particular Country, the player is disqualified from the event and from playing in any International Croquet Event for the two years



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starting on the first day of the event. All matches played by the player shall, at the discretion of the organising body, be declared lost to the relevant opponent(s) by the maximum score allowed under the Laws or Rules of the Games, or nullified completely.

10.2.3 In a Singles Event in which the player had any other type of place, there is no penalty and the player may choose to represent another Country for which they are Eligible.

10.3 After an event has finished

10.3.1 In a team event or a Singles Event in which the player had a Membership Place or in another singles event in which the player had a place awarded by reason of the player's Eligibility to represent a particular Country, the organising body of the event shall decide whether to allow the overall results of the event to stand or adjust the results of the event or part of it, having regard to overall fairness to other players in the event. The player is disqualified from playing in any International Croquet Event for two years from the date of the discovery of their non-Eligibility.

10.3.2 In a Singles Event in which the player had any other type of place, there is no penalty and the player may nominate another Country for which they are Eligible as the Country represented.

10.4 If a player is disqualified pursuant to paragraph 10.2 or 10.3, the player will not be considered to have represented any Country in the event for the purposes of paragraph 3.

10.5 Following a discovery of ineligibility, the WCF Nationality Database shall be amended to show a Country for which the player is Eligible and which the player wishes to represent.



Appendix 2: Singles Events – allocation of places

1. Introduction

1.1 Definitions and Interpretation

- 1.1.1 Eligible and Country: have the meaning given in Appendix 1.
- 1.1.2 Event Capacity: the maximum number of competitors that can be accepted for an Event.
- 1.1.3 ACWC: Association Croquet World Championship.
- 1.1.4 GCWC: Golf Croquet World Championship.
- 1.1.5 Membership Place: a place allotted to a Member by the MC for which the Member may nominate a player Eligible to represent that Member's Country (see Appendix 3, paragraph 1).
- 1.1.6 Wild Card Place: a place allocated to a player by the MC (see Appendix 3, paragraph 2.1).
- 1.1.7 Qualifier Place: a place allocated to a player with a sufficiently high finishing position in a Qualifying Tournament (see Appendix 3, paragraph 3).
- 1.1.8 Ranking Place: a place allocated to a player with a sufficiently high position in the World Rankings (see Appendix 3, paragraph 4).
- 1.1.9 Initial Allocation Ranking List: a list prepared in accordance with paragraph 4.2 and used for the initial allocation of Ranking Places.
- 1.1.10 Replacement Ranking List: a list prepared in accordance with paragraph 4.2 and used to fill vacancies by awarding further Ranking Places.
- 1.1.11 Qualifier Ranking List: a list prepared in accordance with paragraph 4.2 and used to allocate places in any Qualifying Tournament.
- 1.1.12 References to the end of a day are references to midnight GMT.

1.2 Scope

This Appendix applies to all Singles Events.

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.



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- 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.

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 Appendix 1). 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 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 7.4, no player shall be awarded a Ranking Place unless he or she has played a minimum of 5 ranked games (AC) or 10 ranked (GC) 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 or Wild Card Places or to entries to any Qualifying Tournament.

2.4 The WCF retains absolute authority over who shall be invited, selected or accepted to play in the Event or any Qualifying Tournament. No player has a place in any Event until their nomination has been confirmed by the MC under sections 5 or 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 MC formally announces the details of the Event on the WCF website, including the expected Event Capacity and 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 World Ranking List to be used to determine the initial allocation of Ranking Places is that published at the end of the Allocation Date.

3.4 Announcement Date

This is normally not more than 14 days after the Allocation Date. It is the date on or before which the 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.

3.6 Cut-Off Date

This is normally set six weeks before the date on which any Qualifying Tournament starts. It is the date after which returned places are generally filled by creating extra Qualifier Places (see paragraph 7 below).

3.7 Qualifying Tournament Allocation Date

This is normally set two months before the date on which any 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 any Qualifying Tournament starts. It is the last date on which entries can be accepted to fill any vacancies in the Qualifying Tournament.

3.9 Event Start

The Event starts on the day when the first game starts or, if earlier, the day of any Player Briefing.

4. Process

4.1 Administration

4.1.1 The allocation and replacement procedures are carried out by the ESC.

4.1.2 ESC recommendations shall be subject to review, adjustment and approval by the MC before publication.

4.2 Use of World Rankings



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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 those published 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 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 7.4, the Replacement Ranking List, are based on a minimum of 5 ranked games (AC) or 10 ranked games (GC) 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.

Stage 1	Stage 2	Stage 3	Stage 4
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

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 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 Event 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 3, paragraphs 2.1.1 to 2.1.3 for the criteria).



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- 5.1.2 Any player who is not Eligible to represent the Country of any Member should apply directly to the S-G.
- 5.2 Stage 2 – Allocation of Ranking Places and Wild Card Places
- 5.2.1 Between the Response Date and the Allocation Date, the MC will review the Event Capacity in the light of the number and strength of entries received. It may, in consultation with the Event Host, increase or decrease the Event Capacity and amend the Event Agreement accordingly.
- 5.2.2 Shortly after the Allocation Date, the 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 3, paragraph 4.
- 5.2.3 On or before the Announcement Date, the MC will confirm the Event Capacity and 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 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 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.

6.3 Subject to paragraph 6.4, all player information requested must be received by the date specified in the Invitation. This might include a photograph, email address, contact phone number during the event (if available) and up-to-date biographical details. These should be sent to the Secretary-General in the format requested. 6.4 Any players awarded a place after the Cut-Off Date must pay their entry fee and submit all requested information to the Secretary-General as soon as practicable.

7. Replacement procedure

7.1 Membership Place

If a Membership Place is returned, the relevant Member is entitled to nominate a replacement within 14 days or, if earlier, by any Qualifying Tournament Closing Date. A replacement need not have been nominated at Stage 1. If the Member fails to make a valid nomination within that time, the place will be filled:

7.1.1 if it is returned after any Cut-Off Date, by creating an extra Qualifier Place (see Appendix 4, paragraph 8.1); and otherwise

7.1.2 by treating it as a returned Ranking Place in accordance with paragraph 7.3 below (see also Appendix 4, paragraph 8.2).

7.2 Wild Card Place

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

7.2.1 if it is returned after any Cut-Off Date, by creating an extra Qualifier Place (see Appendix 4, paragraph 8.1); and otherwise

7.2.2 by treating it as a returned Ranking Place in accordance with paragraph 7.3 below (see also Appendix 4, paragraph 8.2).

7.3 Ranking Place

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

7.3.1 if it is returned after any Cut-Off Date, by creating an extra Qualifier Place (see Appendix 4, paragraph 8.1); and otherwise

7.3.2 by offering a Replacement Ranking Place to the next player on the Replacement Ranking List as at the end of the day on which the vacancy arises. If that player is unable to accept the Replacement Ranking Place, the next players in descending order on that Replacement Ranking List shall be



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offered successively the Replacement Ranking Place until the returned place is filled.

7.4 Replacement Ranking List

The Replacement Ranking List may contain players who were not on the Initial Allocation Ranking List provided that they have played a minimum of 5 ranked games (AC) or 10 games (GC) in the 12 months ending on the date on which the vacancy arises and have informed the S-G by e-mail that they wish to play in the Event. However, if the Event is under-subscribed on or after the Closing Date, any player may be added to the Replacement Ranking List.



Appendix 3: Singles Events – types of place

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 A Recognised Croquet Organisation may request and, at the discretion of the 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 MC may also offer the Event 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 Up to two Wild Card Places may be awarded by the 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 2, 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.

3. Qualifier Places

3.1 Qualifier Places (“QPs”) shall be reserved for an Event which has a Qualifying Tournament, namely an ACWC, a GCWC or any other Event, other than the U-21 GCWC, where, in the opinion of the MC, the entry is likely to be sufficient to warrant holding a Qualifying Tournament.

3.2 Up to four QPs shall be awarded to the highest finishers in the Qualifying Tournament which will usually be held in the Host Country immediately preceding the Event. The MC shall publish the venue, dates, entry dates, number of QPs and the entry capacity of the Qualifying Tournament on its web-site as soon as possible after the Allocation Date.

3.3 Qualifying Tournament allocation

3.3.1 Entries received by the Qualifying Tournament Allocation Date will be accepted in ranking list order according to the Qualifier Ranking List. If the



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Qualifying Tournament is over-subscribed on that date, the unsuccessful entries will be entered on a Qualifier Reserve List.

3.3.2 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.

3.3.3 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.

4. Ranking Places

4.1 The number of Ranking Places available at Stage 2 ("N") is calculated by subtracting from the Event Capacity the following:

4.1.1 the maximum number of Membership Places to be awarded;

4.1.2 the number of Wild Card Places to be awarded; and

4.1.3 the number of Qualifier Places to be awarded.

Example 1: an 80 player ACWC in which there could be awarded 25 Membership Places and there will be awarded 2 Wild Card Places and 4 Qualifier Places:

$$N = 80 - 25 - 2 - 4 = 49$$

Example 2: a 64 player GCWC in which there could be awarded 27 Membership Places and there will be awarded 2 Wild Card Places and 4 Qualifier Places:

$$N = 64 - 27 - 2 - 4 = 31$$

4.2 Ranking Places shall be awarded at Stage 2 to players nominated at Stage 1 in the order in which they appear on the Initial Allocation Ranking List.



Appendix 4: Singles Events – Block Stage draw

1. Timing

1.1 WCF Events with a Qualifying Tournament

The Block Stage draw must be completed as soon as possible after the completion of the Qualifying Tournament (or seven days before the start of the Event if later) using the latest published World Ranking data for all Players in the Event. Following a review organised by the WCF Tournament Group the Block Stage draw must be published no later than 10am on the day before the start of play.

1.2 Other WCF singles events

The Block Stage draw must be completed no earlier than seven days before the start of the Event using the latest published World Ranking data for all Players in the Event. Following a review organised by the WCF Tournament Group, the draw must be published two days before the start of the event.

1.3 Withdrawals before publication

In the event of a withdrawal after the Block Stage draw has been completed but before the draw has been published, the draw process must be carried out again.

2. Number of blocks

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.

3. Assignment of ranking number

All ranked Players will be given a ranking number from one to the Event Capacity according to their latest published World Ranking grade for the relevant code. If a Player does not have such a grade, the ESC in consultation with the WCF Ranking Officer for the relevant code will apply paragraph 3.2 or 3.3 as appropriate.

3.2 Unranked players

A start grade will be determined for an unranked player in accordance with paragraph 6 of the WCF Ranking Regulations and shall be used to determine their ranking number.

3.3 Ranked players with fewer than 5 AC or 10 GC ranked games in the previous 12 months

The Player's current grade must be used if they have played at least 5 AC or 10 GC games in the previous 24 months and, in all other cases, unless considered



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inappropriate. In this case, the Player’s current grade will be adjusted to a level considered appropriate to determine their ranking number.

4. Step 1: Initial Allocation

Players are initially allocated to blocks by their ranking number 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 principle.

5. Step 2: Country distribution modification (eight blocks)

5.1 The Step 1 allocation shall be modified in order to equalise as far as possible the number of players from one country in each block.

5.2 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, Step 2 will not apply to this country.



5.3 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:

5.3.1 leave the top ranked Player of each block unchanged and, as far as possible, maintain the rank position of other Players within their blocks i.e. Players ranked 9th to 16th should remain the second highest graded Players in their blocks;

5.3.2 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;

5.3.3 take account of Step 3 below, particularly noting that, for Step 3 to be possible, no more than two Players from the same country may occupy the 3rd to 6th positions within any one block.

6. Step 2: Country distribution modification (four blocks)

6.1 The Step 1 allocation shall be modified in order to equalise as far as possible the number of players from one country in each block.

6.2 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, Step 2 will not apply to this country.

6.3 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:

6.3.1 leave the top ranked Player of each block unchanged and, as far as possible, maintain the rank position of other Players within their blocks i.e. Players ranked 5th to 8th should remain the second highest graded Players in their blocks;

6.3.2 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;

6.3.3 take account of Step 3 below, particularly noting that, for Step 3 to be possible, no more than two Players from the same country may occupy the 3rd to 6th positions within any one block.

7. Step 3: Final round modification



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7.1 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, Step 3 will not apply to this country.

7.2 The required adjustments shall be carried out within the blocks derived from Step 2. No Player shall be moved to a different block.

7.3 The Players in 1st and 2nd positions in a block shall remain unchanged.

7.4 If possible, the aims of Step 3 should be achieved by exchanging Players in adjacent positions. Thus a Player in 8th may be exchanged with a Player in 7th or 9th but not 10th.

7.5 The Players in the 3rd to 6th position band and in the 7th to 10th (or 7th to 8th for blocks of 8 or 9 Players) position band after Step 2 shall remain within that position band. Thus Players in 5th and 6th positions may be exchanged but not Players in 6th and 7th positions.

8. Late withdrawals or disqualifications

8.1 WCF Events with a Qualifying Tournament

8.1.1 Subject to Appendix 2, paragraph 7.1, if a player withdraws or is disqualified after the Cut-Off Date but before the Block Stage draw has been published, an extra Qualifier Place will be created and the procedure in paragraphs 3 to 7 above will apply.

8.1.2 If a player withdraws or is disqualified after the Block Stage draw has been published and before they have started a game in the Event, the Tournament Manager may use his discretion to fill the returned place. The replacement will occupy the place in the Block Stage draw vacated by the player who has withdrawn or was disqualified. If there is no replacement, the affected block will contain one less player than the others (but see paragraph 8.3 below).

8.2 Other WCF Events

8.2.1 If a player withdraws or is disqualified before the Block Stage draw has been published, the place will be offered to the next player on the Replacement Ranking List. If a replacement cannot be found, the Event Host will be asked to find a replacement. If no replacement can be found, the procedure in paragraphs 3 to 7 above will apply and one block will contain one less player than the others.



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8.2.2 If a player withdraws or is disqualified after the Block Stage draw has been published and before they have started a game in the Event, paragraph 8.1.2 above applies.

8.3 If there is more than one withdrawal from the same block, the TM should use their discretion to equalize the number of players in each block as far as possible by transferring a player or players with an appropriate grade or grades between blocks.

8.4 If a player withdraws or is disqualified after they have started a game in the Event, no replacement is permitted.

8.5 The name of a player who fills a vacancy should be announced by the ESC or the TM as soon as possible.



Appendix 5: Singles Events – Block Stage orders of play

1. General Principles

The following principles apply to the order of play in blocks in Singles Events irrespective of the number of blocks and their sizes:

- 1.1 matches between Players from the same country should not be played in the final round of the Block Stage.
- 1.2 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.
- 1.3 the average strength of opponents, defined by their starting position within the block, faced by a Player on each day should be as equal as possible.

2. Orders of play

These principles have been implemented in the orders of play set out in paragraphs 3 to 6 below. This Appendix will be expanded to provide orders of play for other combinations of block sizes, number of qualifiers and lengths of block stage as needed.

3. Block of ten Players

3.1 Two rounds per day

Round	1	2	3	4	5	6	7	8	9
Player rank									
1	3	4	6	8	9	5	2	7	10
2	7	6	5	3	4	10	1	8	9
3	1	9	10	2	8	7	4	5	6
4	8	1	7	10	2	9	3	6	5
5	9	8	2	7	10	1	6	3	4
6	10	2	1	9	7	8	5	4	3
7	2	10	4	5	6	3	9	1	8
8	4	5	9	1	3	6	10	2	7
9	5	3	8	6	1	4	7	10	2
10	6	7	3	4	5	2	8	9	1



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3.2 Three rounds per day

Round	1	2	3	4	5	6	7	8	9
Player rank									
1	5	6	3	8	4	9	2	10	7
2	7	4	10	6	3	5	1	9	8
3	8	9	1	7	2	10	4	6	5
4	10	2	7	9	1	8	3	5	6
5	1	8	9	10	7	2	6	4	3
6	9	1	8	2	10	7	5	3	4
7	2	10	4	3	5	6	9	8	1
8	3	5	6	1	9	4	10	7	2
9	6	3	5	4	8	1	7	2	10
10	4	7	2	5	6	3	8	1	9

4. Block of nine Players

Round	1	2	3	4	5	6	7	8	9
Player rank									
1	4	5	3	Bye	8	6	2	7	9
2	6	4	7	5	3	9	1	8	Bye
3	Bye	8	1	9	2	7	4	5	6
4	1	2	9	7	Bye	8	3	6	5
5	7	1	8	2	9	Bye	6	3	4
6	2	9	Bye	8	7	1	5	4	3
7	5	Bye	2	4	6	3	9	1	8
8	9	3	5	6	1	4	Bye	2	7
9	8	6	4	3	5	2	7	Bye	1



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5. Block of eight Players

Round	1	2	3	4	5	6	7
Player rank							
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

6. Block of seven Players

Round	1	2	3	4	5	6	7
Player rank							
1	4	6	3	5	2	7	Bye
2	5	3	6	4	1	Bye	7
3	7	2	1	Bye	4	5	6
4	1	Bye	7	2	3	6	5
5	2	7	Bye	1	6	3	4
6	Bye	1	2	7	5	4	3
7	3	5	4	6	Bye	1	2



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7. Block of six Players

Round	1	2	3	4	5
Player rank					
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 6: Singles Events – determination of placings after the Block Stage

1. Introduction

1.1 At the end of the Block Stage, the Players shall be placed in descending order of the number of matches won and the four highest placed Players in each block will advance to the KO Stage.

1.2 Ties that leave qualification for the KO Stage undecided will be broken in accordance with paragraph 2 below.

1.3 In GC Events only, ties between qualifiers for the KO Stage for any of the first four positions in a block will be broken in accordance with paragraph 2.4.3 below.

1.4 If a player withdraws or is disqualified after the Block Stage has started, paragraph 3 below applies.

2. Ties that affect qualification

2.1 Players from a block who are involved in ties that affect qualification from that block shall form a Resolution Group.

2.2 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 Table 1 below. This 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.

2.3 Most Advantageous Position (“MAP”)

2.3.1 If the relevant field in the Table 1 indicates that there is a MAP for a combination, the procedure in paragraph 2.4 shall be applied to rank the Players in the Resolution Group in terms of their block record. The top Player shall receive the MAP.

2.3.2 If there is more than one MAP for a combination, the MAPs shall be awarded to the most highly ranked Players.

2.3.3 If there are more equally ranked Players than available MAPs, the MAP receivers shall be chosen randomly from the equally placed Players.



2.4. Ranking players in a Resolution Group

The Players in a Resolution Group shall be ranked by applying the following tests in the sequence stated:

- 2.4.1 the Player who has beaten all the others in the Resolution Group;
- 2.4.2 the Player who has beaten more Players in the Resolution Group than the other Players; and
- 2.4.3 in GC Events only:
 - (a) the Player who has the best net games total arising from block play;
 - (b) if still tied, the Player with the best net points from block play;
 - (c) if still tied, the Player who has beaten all the other Players that remain tied after the application of sub-paragraphs (a) and (b); and
 - (d) if still tied, by lot.

3. Withdrawal or disqualification after the Block Stage has started

In the event that a Player withdraws or is disqualified for any reason:

- 3.1 during the Block Stage:
 - 3.1.1 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
 - 3.1.2 their completed matches shall be ignored for the purpose of deciding the placings of the other Players.
- 3.2 after completion of their block games but before the draw for any tie-breaks in their block, their matches will stand but they will be excluded from the block placings and will not take part in any tie-break.
- 3.3 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.
- 3.4 after the Block Stage and any tie-breaks required in their block but before the KO Stage draw, they shall be replaced by the next eligible Player from their block as determined by the TM, who, if necessary, will organise tie-breaks to determine that Player.



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Table 1

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.



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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.
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.



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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.



Appendix 7: Singles Events – Knock Out Stage draw

Section A: Association Croquet

1. Grade-based seeding

The KO Stage of an AC Singles Event is seeded using grade-based seeding. This requires that a KO Stage Ranking List is drawn up which comprises the Players who have qualified for the KO Stage and which has preferably been updated to include the results of the Block Stage and any play-offs. If a Player's grade was adjusted in accordance with Appendix 4 paragraph 3.3, the adjusted grade must be used for this purpose. References below to "Player N" means the Player ranked Nth in the KO Stage Ranking List.

2. Sections A1 and A2 each contain a summary of the main seeding features followed by a detailed description of the procedure and practical implementation notes. The underlying principle is that no pairings in the KO Stage arise from deliberate human decision.

Section A1: Seeding 32 qualifiers for the Knock Out Stage

2. Draw Ceremony

Stages 2 to 5 below (see Paragraphs 4 to 7) involve random selections and hence must be carried out in a public Draw Ceremony. The Organising Committee should ensure that the items listed below are available beforehand.

2.1 A Display Board for the first round of the Knock Out draw. It should have lines numbered 1 through 32 which provide adequate space for the Player Labels (see 2.4 below). The lines are to be in two columns of 16. Line numbers should be colour-coded as follows:

- Red: numbers 5, 12, 21, 28
- Green: numbers 4, 13, 20, 29
- Blue: numbers 3, 6, 11, 14, 19, 22, 27, 30
- Pink: numbers 2, 7, 10, 15, 18, 23, 26, 31

The remaining line numbers 1, 8, 9, 16, 17, 24, 25, 32 can be in any colour distinct from the above colours.

- 2.2 A set of eight balls (or other objects of uniform size, shape and weight) numbered from 1 to 8 suitable for drawing blindly from a suitable container such as a bag.
- 2.3 A suitable container.
- 2.4 A Player Label for each of the 32 Players which displays the names legibly to the audience when placed on the Display Board. Alternatively, the Players' names may be written in large block capitals on the Display Board.



3. Stage 1 – Location of Players 1 to 8

This step is predetermined and may be carried out before the Draw Ceremony begins. On the Display Board, place the Player Labels for Players 1 to 8 in that order on lines 1, 32, 17, 16, 9, 24, 25 and 8 respectively.

4. Stage 2 – Location of Players 9 to 12

- 4.1 Put four balls numbered 1 to 4 in the container.
- 4.2 Announce to the audience that balls 1 to 4 represent the red draw positions, namely 5, 12, 21 and 28 respectively, and that they will be drawn randomly and without replacement to determine the draw positions for Players 9 to 12 in that order.
- 4.3 Announce Player 9's name, give a brief comment if appropriate, and draw a ball blindly from the bag. Show the ball to the audience and announce its number and the draw position it represents. Do not return the ball to the bag. Announce that Player 9 (give name) is therefore in draw position X. Player 9's name should be placed on the Display Board in draw position X.
- 4.4 Repeat the process in 4.3 twice for Players 10 and 11 in that order.
- 4.5 Announce that the remaining red draw position is Y and therefore Player 12 is in that position. Player 12's name should be placed on the Display Board in draw position Y.

5. Stage 3 – Location of Players 13 to 16

- 5.1 Return the four balls numbered 1 to 4 to the container.
- 5.2 Announce to the audience that balls 1 to 4 represent the green draw positions, namely 4, 13, 20 and 29 respectively, and that they will be drawn randomly and without replacement to determine the draw positions for Players 13 to 16 in that order.
- 5.3 Announce Player 13's name, give a brief comment if appropriate, and draw a ball blindly from the bag. Show the ball to the audience and announce its number and the draw position it represents. Do not return the ball to the bag. Announce that Player 13 (give name) is therefore in draw position X. Player 13's name should be placed on the Display Board in draw position X.
- 5.4 Repeat the process in 5.3 twice for Players 14 and 15 in that order.
- 5.5 Announce that the remaining green draw position is Y and therefore Player 16 is in that position. Player 16's name should be placed on the Display Board in draw position Y.

6. Stage 4 – Location of Players 17 to 24

- 6.1 Put eight balls numbered 1 to 8 in the container.
- 6.2 Announce to the audience that balls 1 to 8 represent the green draw positions, namely 3, 6, 11, 14, 19, 22, 27 and 30 respectively, that they will be drawn randomly and without replacement to determine the draw positions for Players 17 to 24 in that order and that these will be the first-round opponents of Players 9 to 16.



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- 6.3 Announce Player 17's name, give a brief comment if appropriate, and draw a ball blindly from the bag. Show the ball to the audience and announce its number and the draw position it represents. Do not return the ball to the bag. Announce that Player 17 (give name) is therefore in draw position X. Player 17's name should be placed on the Display Board in draw position X.
- 6.4 Repeat the process in 6.3 six times for Players 18 to 23 in that order.
- 6.5 Announce that the remaining green draw position is Y and therefore Player 24 is in that position. Player 24's name should be placed on the Display Board in draw position Y.

7. Stage 5 – Location of Players 25 to 32

- 7.1 Return the eight balls numbered 1 to 8 to the container.
- 7.2 Announce to the audience that balls 1 to 8 now represent the pink draw positions, namely 2, 7, 10, 15, 18, 23, 26 and 31 respectively, that they will be drawn randomly and without replacement to determine the draw positions for Players 25 to 32 in that order and that these will be the first-round opponents of Players 1 to 8.
- 7.3 Announce Player 25's name, give a brief comment if appropriate, and draw a ball blindly from the bag. Show the ball to the audience and announce its number and the draw position it represents. Do not return the ball to the bag. Announce that Player 25 (give name) is therefore in draw position X. Player 25's name should be placed on the Display Board in draw position X.
- 7.4 Repeat the process in 7.3 six times for Players 26 to 32 in that order.
- 7.5 Announce that the remaining pink draw position is Y and therefore Player 32 is in that position. Player 32's name should be placed on the Display Board in draw position Y.

8. Practical Implementation Notes

- 8.1 Colour coding of lines is not essential but is recommended to expedite execution of the procedures and to minimise the risk of errors.
- 8.2 It is also recommended that the Organising Committee appoint at least two individuals to check that the procedures are being carried out correctly as they occur.
- 8.3 The Display Board can be any of the following:
- (a) a magnetic board on which labels are attached by magnetic force;
 - (b) a cork board on which cardboard labels are attached by thumb tacks;
 - (c) a blackboard and chalk;
 - (d) a white board suitable for felt-tipped pens;
 - (e) an Excel spreadsheet on a computer if the screen can be legibly projected for viewing by the audience; or
 - (f) a section of a wall to which labels can be attached harmlessly by Blu-Tack.
- 8.4 The random draws could be done by one or more people who deserve a little exposure to the audience.



Section A2: Seeding 16 qualifiers for the Knock Out Stage

2. Draw Ceremony

Stages 2 to 4 below (see Paragraphs 4 to 6) involve random selections and hence must be carried out in a public Draw Ceremony. The Organising Committee should ensure that the items listed below are available beforehand.

2.1 A Display Board for the first round of the Knock Out draw. It should have lines numbered 1 through 16 which provide adequate space for the Player Labels (see 2.4 below). Line numbers should be colour-coded as follows:

- Red: numbers 4, 5, 12, 13
- Green: numbers 3, 6, 11, 14
- Blue: numbers 2, 7, 10, 15

The remaining line numbers 1, 8, 9 and 16 can be in any colour distinct from the above colours.

2.2 A set of four balls (or other objects of uniform size, shape and weight) numbered from 1 to 4 suitable for drawing blindly from a suitable container such as a bag.

2.3 A suitable container.

2.4 A Player Label for each of the 16 Players which displays the names legibly to the audience when placed on the Display Board. Alternatively, the Players' names may be written in large block capitals on the Display Board.

3. Stage 1 – Location of Players 1 to 4

This step is predetermined and may be carried out before the Draw Ceremony begins. On the Display Board, place the Player Labels for Players 1, 2, 3 and 4 on lines 1, 16, 9 and 8 respectively.

4. Stage 2 – Location of Players 5 to 8

4.1 Put four balls numbered 1 to 4 in the container.

4.2 Announce to the audience that balls 1 to 4 represent the red draw positions, namely 4, 5, 12 and 13 respectively, and that they will be drawn randomly and without replacement to determine the draw positions for Players 5 to 8 in that order.

4.3 Announce Player 5's name, give a brief comment if appropriate, and draw a ball blindly from the bag. Show the ball to the audience and announce its number and the draw position it represents. Do not return the ball to the bag. Announce that Player 5 (give name) is therefore in draw position X. Player 5's name should be placed on the Display Board in draw position X.

4.4 Repeat the process in 4.3 twice for Players 6 and 7 in that order.

4.5 Announce that the remaining red draw position is Y and therefore Player 8 is in that position. Player 8's name should be placed on the Display Board in draw position Y.

5. Stage 3 – Location of Players 9 to 12

5.1 Replace the four balls numbered 1 to 4 in the container.



- 5.2 Announce to the audience that balls 1 to 4 now represent the green draw positions, namely 3, 6, 11 and 14 respectively, that they will be drawn randomly and without replacement to determine the draw positions for Players 9 to 12 in that order and that these will be the first-round opponents of Players 5 to 8.
- 5.3 Announce Player 9's name, give a brief comment if appropriate, and draw a ball blindly from the bag. Show the ball to the audience and announce its number and the draw position it represents. Do not return the ball to the bag. Announce that Player 9 (give name) is therefore in draw position X. Player 9's name should be placed on the Display Board in draw position X.
- 5.4 Repeat the process in 5.3 twice for Players 10 and 11 in that order.
- 5.5 Announce that the remaining red draw position is Y and therefore Player 12 is in that position. Player 12's name should be placed on the Display Board in draw position Y.

6. Stage 4 – Location of Players 13 to 16

- 6.1 Replace the four balls numbered 1 to 4 in the container.
- 6.2 Announce to the audience that balls 1 to 4 now represent the blue draw positions, namely 2, 7, 10 and 15 respectively, that they will be drawn randomly and without replacement to determine the draw positions for Players 13 to 16 in that order and that these will be the first-round opponents of Players 1 to 4.
- 6.3 Announce Player 13's name, give a brief comment if appropriate, and draw a ball blindly from the bag. Show the ball to the audience and announce its number and the draw position it represents. Do not return the ball to the bag. Announce that Player 13 (give name) is therefore in draw position X. Player 13's name should be placed on the Display Board in draw position X.
- 6.4 Repeat the process in 6.3 twice for Players 14 and 15 in that order.
- 6.5 Announce that the remaining red draw position is Y and therefore Player 16 is in that position. Player 16's name should be placed on the Display Board in draw position Y.

7. Practical Implementation Notes

See Section A1 paragraph 8.

Section B: Golf Croquet

1. Block Separation by Grade seeding

- 1.1 The KO Stage of a GC Singles Event is seeded using the Block Separation by Grade Method, which is a grade-adjusted form of position-based seeding.
- 1.2 It applies to a KO Stage consisting of 32, 16 or 8 players.
- 1.3 The seeding is adjusted as needed to separate players from the same block, by means of a defined process in which no pairings in the KO Stage arise from deliberate human decision.



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1.4 For transparency, the process of placing players into the KO Draw will if feasible be viewable by the players (and the public), e.g., by means of a large display board or screen, or a publicly-accessible livestream.

2. 32 players

2.1 The players who have qualified to the KO Stage are placed into groups of eight by block position, the block first through fourth-place finishers placed into Groups 1 to 4, respectively. The players within each group are ranked in descending order of Dynamic Grade, after the Dynamic Grades have been updated to include the results of the Block Stage and any play-offs.

2.2 The players from Group 1 are placed in order into the top eight seed positions. On a standard display board for a 32-player Knock Out these are lines 1, 32, 17, 16, 9, 24, 25, and 8, respectively.

2.3 The players from Group 2 are placed in order into the 9–16 seed positions (lines 5, 28, 21, 12, 13, 20, 29, and 4), but adjusting positions as needed so that no Group 2 player is in the same quarter as the Group 1 player from the same block, as follows:

2.3.1 Player 2.1 (i.e., the block runner-up with the highest Dynamic Grade) is placed in the first of the 9–16 seed positions that is in a different quarter to the Group 1 player from the same block.

2.3.2 Player 2.2 (i.e., the block runner-up with the second-highest Dynamic Grade) is placed in the first of the remaining 9–16 seed positions that is in a different quarter to the Group 1 player from the same block.

2.3.3 The same procedure is followed for players 2.3 through 2.8.

2.3.4 If player 2.8 cannot be placed in the 16th seed position, player 2.8 is swapped with the lowest-ranked Group 2 player with whom a swap is suitable, such that neither player will be in the same quarter as the Group 1 player from the same block.

2.4 The players from Group 3 are placed into the 17–24 seed positions (lines 3, 30, 19, 14, 11, 22, 27, and 6), following the same procedure used for placing Group 2, noting that the final step (swapping places with a player who had already been placed) may need to begin earlier.

2.5 The players from Group 4 are placed into the 25–32 seed positions (lines 7, 26, 23, 10, 15, 18, 31, and 2) following the same procedure used for placing Groups 2 and 3, except that a Group 4 player may be placed in the same quarter as another player from the same block, as long as they are not in the same eighth.



3. 16 players

3.1 The players who have qualified to the KO Stage are placed into groups of four by block position, the block first through fourth-place finishers placed into Groups 1 to 4, respectively. The players within each group are ranked in descending order of Dynamic Grade, after the Dynamic Grades have been updated to include the results of the Block Stage and any play-offs.

3.2 The players from Group 1 are placed in order into the top four seed positions. On a standard display board for a 16-player Knock Out these are lines 1, 16, 9, and 8, respectively.

3.3 The players from Group 2 are placed in order into the 5–8 seed positions (lines 5, 12, 13, and 4), but adjusting positions as needed so that no Group 2 player is in the same quarter as the Group 1 player from the same block, as follows:

3.3.1 Player 2.1 (i.e., the block runner-up with the highest Dynamic Grade) is placed in the first of the 5–8 seed positions that is in a different quarter to the Group 1 player from the same block.

3.3.2 Player 2.2 (i.e., the block runner-up with the second-highest Dynamic Grade) is placed in the first of the remaining 5–8 seed positions that is in a different quarter to the Group 1 player from the same block.

3.3.3 The same procedure is followed for players 2.3 and 2.4.

3.3.4 If player 2.4 cannot be placed in the 8th seed position, player 2.4 is swapped with the lowest-ranked Group 2 player with whom a swap is suitable, such that neither player will be in the same quarter as the Group 1 player from the same block.

3.4 The players from Group 3 are placed into the 9–12 seed positions (lines 3, 14, 11, and 6), following the same procedure used for placing Group 2, noting that the final step (swapping places with a player who had already been placed) may need to begin earlier.

3.5 The players from Group 4 are placed into the 13–16 seed positions (lines 7, 10, 15, and 2) following the same procedure used for placing Groups 2 and 3, except that a Group 4 player may be placed in the same quarter as another player from the same block, as long as they are not first-round opponents.

4. Eight players

4.1 The players who have qualified to the KO Stage are placed into groups of four by block position, the block winners placed into Group 1 and the block runners-up into Group 2. The players within each group are ranked in descending order of Dynamic Grade, after the Dynamic Grades have been updated to include the results of the Block Stage and any play-offs.



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4.2 The players from Group 1 are placed in order into the top four seed positions. On a standard display board for a 8-player Knock Out these are lines 1, 8, 5, and 4, respectively.

4.3 The players from Group 2 are placed in order into the 5–8 seed positions (lines 3, 6, 7, and 2), but adjusting positions as needed so that no first-round match is between players from the same block, as follows:

4.3.1 Player 2.1 (i.e., the block runner-up with the highest Dynamic Grade) is placed in the number 5 position, unless the number 4 position is occupied by the Group 1 player from the same block, in which case Player 2.2 is placed in the number 6 position.

4.3.2 Player 2.2 (i.e., the block runner-up with the second-highest Dynamic Grade) is placed in the first of the remaining 5–8 seed positions that will not result in a first-round pairing with the Group 1 player from the same block.

4.3.3 The same procedure is followed for players 2.3 and 2.4.

4.3.4 If player 2.4 cannot be placed in the 8th seed position, player 2.4 is swapped with the lowest-ranked Group 2 player with whom a swap is suitable, such that neither player will be in the same quarter as the Group 1 player from the same block.

Section C: Withdrawals or disqualification after the KO Stage draw

1. In the event that a Player withdraws or is disqualified for any reason after the KO Stage draw has been published but before they have started their first match, they shall be replaced in the same position in the draw by the next eligible Player from their block as determined by the TM, who, if necessary, will organise tie-breaks to determine that Player.

2. In the event that a Player withdraws or is disqualified for any reason after they have started their first match in the KO Stage, they shall not be replaced.



Appendix 8: Singles Events – consolation events

1. General

1.1 This Appendix gives an outline of the general structure to be used for consolation events held during Singles Events. The specific format of each consolation event is to be determined by the TM when the number of entrants has become known.

1.2 Entry in any consolation event is not mandatory. However, if a Player enters a consolation event with a block phase, they are expected to complete all their block matches.

1.3 Double-banking may be used in all AC consolation events.

1.4 Time limits may be used in all consolation events.

2. Plate event

2.1 The Plate event is open to Players who do not qualify for the KO Stage.

2.2 The Plate will consist of a qualifying phase followed by a knock out phase. The TM will decide whether matches in either phase are played as single games or matches of the best of 3 games. The knock out phase matches may be single games in the early rounds but the final must be a match of the best of 3 games.

2.3 The qualifying phase will either be played in blocks or using the Swiss format and the highest-placed players will qualify for the knock out phase. If announced in advance, ties at the end of the qualifying phase may be broken without recourse to play-offs using the procedure set out in Appendix 6, paragraph 2.4.3, modified to allow the use of net games and points for AC events.

3. Developing Nations Plate

3.1 The Developing Nations Plate is an event which may be held at an AC Singles Event and is restricted to players from the smaller, developing Members who have not qualified for the KO Stage. The MC will determine prior to the Singles Event which individuals are eligible for entry to the Developing Nations Plate.

3.2 Competitors in the Developing Nations Plate may also compete in the Plate. If this results in a player blocking the completion of either event in the final stages, the TM may require them to scratch from one or other event.

3.3 The format to be used will be determined by the TM but will usually take the form of one or more blocks with or without a subsequent play-off or knock out phase.



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4. Bowl

- 4.1 The Bowl is open to Players who lose in the first round of the KO Stage.
- 4.2 It will be played as a knock out event with matches of the best of 3 games.
- 4.3 The draw may use the same draw as the KO Stage or be unseeded at the TM's discretion.

5. Shield

- 5.1 The Shield may be used for either of two purposes as set out in paragraph 5.2 and 5.3 below as determined by the TM.
- 5.2 KO Stage second round losers
 - 5.2.1 The Shield is open to Players who lose in the second round of the KO Stage.
 - 5.2.2 It will be played as a knock out event with matches of the best of 3 games.
 - 5.2.3 The draw may use the same draw as the KO Stage or be unseeded at the TM's discretion.
- 5.3 Players eliminated from the KO Stage
 - 5.3.1 The Shield may be used as an extra event for Players eliminated from the KO Stage and who have completed all their scheduled games in other consolation events on any given day.
 - 5.3.2 The primary aim of the format should be to make games available to these Players rather than necessarily having a robustly fair format. The aim should be to produce four qualifiers (who must by this point have been eliminated from all other consolation events to be eligible) for single game semi-finals and final.



Appendix 9: Team Events

1. Introduction

1.1 Definitions and Interpretation

- 1.1.1 Eligible and Country: have the meaning given in Appendix 1.
- 1.1.2 Event Capacity: the maximum number of teams that can be accepted for an Event.
- 1.1.3 ACWTC: Association Croquet World Team Championship.
- 1.1.4 GCWTC: Golf Croquet World Team Championship.

1.2 Scope

This Appendix applies to all Team Events other than Tier 1 of the ACWTC which is governed by the MacRobertson Shield Regulations.

1.3 Aims

- 1.3.1 to allow Members to compete in the World Team Championships. All Full and Associate Members are entitled to enter a team and Recognised Croquet Organisations, if they so request, may be allowed to do so at the discretion of the MC.
- 1.3.2 to recognise the different levels of playing strength between Members and to limit the amount of time required to complete the competition by dividing each Event into Tiers and, if necessary, by sub-dividing Tiers into Divisions.
- 1.3.3 to recognise the geographical locations of WCF Members by locating the Tiers or Divisions of the World Team Championships at suitable venues and times of year.

2. Entitlement to enter

The WCF retains ultimate authority over who shall be selected to play in an Event. It is not expected that this power will have to be used but, if an occasion arises, the MC will discuss the matter with the Member concerned and attempt to reach a mutually satisfactory conclusion.

3. Process

3.1 Administration

- 3.1.1. The administration of the Event is carried out by the ESC.



3.1.2 ESC decisions shall be subject to review, adjustment and approval by the MC before publication.

3.2 Use of World Rankings

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

3.2.1 are the latest published at the end of the Team Seeding Date; and

3.2.2 use the calculation method approved by the WCF at the date of preparation of the list.

4. Procedure

4.1 Invitation Date

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

4.1.2 It is the date on which the MC formally announces the details of the Event on the WCF website, including the expected Event Capacity and the first draft of the Playing Regulations for the Event, the venue(s) and dates of the Event and the key dates set out below, and invites Members to participate.

4.2 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. Team members do not have to be known or announced at this stage.

4.3 Announcement Date

This is normally not more than 14 days after the Response Date. It is the date on which the MC will confirm the Event Capacity and announce the names of the participating Members and in which Tier or Division of the Team Event their teams will compete. If, following discussions with the relevant Members, a merger of Tiers 2.2 and 3 of an ACWTC has been agreed, it will be announced at this stage.

4.4 Team Announcement Date

This is normally set two months before the start of the Event. It is the date by which Members are required to name the players selected for their teams or squads. A team for the ACWTC Tiers 2.1, 2.2 and 3 and for the GCWTC consist of four players but a Member is entitled to select a squad of up to six players from which to select a team of four for each Test Match.

4.5 Team Seeding Date

This is normally set one month before the start of the Event. The grades in the World Rankings published at the end of the Team Seeding Date are used to



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calculate the average grade of the members of a team or of the four highest-graded members of a squad is calculated for the purpose of seeding the teams in descending order of average grade. The MC will announce the team seedings shortly after the Team Seeding Date (but note paragraph 6.2).

4.6 Event Start

The Event starts on the day when the first game starts or, if earlier, the day of any Player Briefing.

5. Entry procedure

5.1 Entry fees must be paid by the Team Announcement Date.

5.2 Competing Members must submit photographs (if requested) and updated biographical details of their team or squad members to the S-G within two weeks of the Team Announcement Date.

6. Replacement procedure

6.1 If a competing Member suffers a withdrawal of a Player after it has announced its team or squad, it must inform the S-G without delay. It must also inform the S-G of the name of any replacement and submit a photograph and biographical details of that Player as soon as possible.

6.2 If the withdrawal occurs after the Team Seeding Date, the average grade of the relevant Member's team will be recalculated as at the Team Seeding Date. If it is necessary for the team seedings to be amended as a result, the MC will make an announcement as soon as possible.

7. Playing Regulations

7.1 The MC shall publish detailed Playing Regulations for each holding of the ACWTC other than Tier 1 and for the GCWTC to govern the conduct of these Events. The first draft of the Playing Regulations should be published to Members on the Invitation Date.

7.2 The Playing Regulations must be consistent with the relevant version of the Event Regulations and of these Regulations but may be amended by the MC before the Event starts provided they remain so consistent and any changes are notified to the competing Members and their teams.

7.3 The MC should consult the competing Members on any proposals for material amendments.