



2025 WCF PFC Mallets GC World Team Championship Tier 1 Playing Regulations

Effective Date
13th December
2024

1. Introduction

- 1.1 The Golf Croquet World Team Championship is held once every four years and consists of one or more Competitions (“Tiers”).
- 1.2 Tier 1 is the competition for the WCF Golf Croquet World Team Championship and the Openshaw Shield. It is referred to below as “the Competition”.
- 1.3 In 2025, the Competition will be contested by teams representing:
Australia
Egypt
England
Ireland
New Zealand
South Africa
Spain
United States of America.

2. The Competition

- 2.1 The Competition will be held from Monday, 17th to Sunday 23rd February 2025 at the Northern Tasmanian Croquet Centre, St Leonards, Tasmania, Australia.
- 2.2 Key Dates
 - 2.2.1 Invitation Date: Saturday, 18th May 2024
 - 2.2.2 Response Date: Thursday, 18th July 2024
 - 2.2.2 Team Announcement Date: Tuesday, 17th December 2024
 - 2.2.3 Team Seeding Date: Monday 10th February 2025
 - 2.2.4 Start Date: Monday, 17 February 2025

3. Governance

- 3.1 The Competition shall be played in accordance with the WCF Rules of Golf Croquet, and any Official Rulings, in force on the Start Date and the WCF Refereeing Regulations in force on the Start Date.
- 3.2 These Playing Regulations are published by the WCF Management Committee (“MC”) to govern the conduct of the Competition. They amplify and are consistent with the contents of the latest versions of WCF regulations as published on the start date, and specifically:
 - 3.2.1 WCF Event Regulations, Appendix 6 (WCF team events);
 - 3.2.2 WCF Sports Regulations, Appendix 9 (WCF team events).
- 3.3 The MC may amend these Playing Regulations before the Start Date provided that they remain consistent with the WCF Regulations and any



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changes are notified to the competing teams. The MC will consult the competing WCF Members about any proposals for material amendments.

4. Hosting and administration of the Competition

4.1 Event Host and Officials

Event Host: Australian Croquet Association
Tournament Director: Elaine Hazell
Tournament Manager: Peter Freer
DTM/Plate Manager: Sylvia Wing
Tournament Referee: Lizzie Bassett
Appeals Panel: Published on website

4.2 WCF Event Sub-Committee

WCF Event Lead: Graeme Roberts
Other members: Debbie Lines, Roberts Stafekis, Jeff Soo, Samir Patel.

5. Player qualifications

The eligibility of an individual player to represent a WCF Member in the Competition is governed by Appendix 1 of the WCF Sports Regulations.

6. Size of squads and teams

- 6.1 Each team must declare to the Tournament Manager a squad of up to six players to be used in the Competition, specifying if any are to be treated as reserves and only expected to play in case of a casualty, by no later than the Team Announcement Date.
- 6.2 Subject to Regulation 11, the team for any Test Match shall consist of four players chosen from the team's declared squad.

7. Team seeding and block composition

- 7.1 Teams will be seeded on the basis of the average grade of the four highest graded players in their squad that they expect to play. Any players listed as being reserves, included in the event of a casualty to the main team, will not be included in the team seeding. Seeding will be done using the DGrades available from the GC World Rankings at the end of the Team Seeding Date.
- 7.2 The eight teams will be divided into two seeded blocks of four teams:
Block A: the teams seeded 1st, 3rd, 6th and 8th
Block B: the teams seeded 2nd, 4th, 5th and 7th.
- 7.3 In Regulation 8.3.1, the teams listed above for each Block are referred to in order as Seeds 1, 2, 3 and 4.

8. Formats

- 8.1 General
The Competition will consist of a three-day Block Stage and a four-day Championship and Plate Stage.



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- 8.2 Test Match and match formats
- 8.2.1 Test Matches may consist of 6, 7, 9 or 13 matches (see Appendix A, A2 to A5 for full details of singles and doubles matches), depending on the stage of the Competition.
- 8.2.2 All matches will be best-of-three 13-point games.
- 8.2.3 In the absence of emergencies, time limits and double_-banking will not be used (see WCF Sports Regulations 7.2.3 and 9.3.1).
- 8.3 Block stage format and outcome
- 8.3.1 Each team will play a 6-match Test Match against each of the other three teams in its block according to the following order of play, namely:
Round 1: Seed 1 v Seed 3, Seed 2 v Seed 4
Round 2: Seed 1 v Seed 4, Seed 2 v Seed 3
Round 3: Seed 1 v Seed 2, Seed 3 v Seed 4.
- 8.3.2 Each team will be awarded two points for each Test Match it wins by winning a majority of the matches and one point for each Test Match that it draws by winning the same number of matches as the opposing team. At the end of the Block Stage, the teams shall be placed in descending order of the number of points awarded to each of them.
- 8.3.3 Subject to Regulation 8.3.4, the winner of each block will play the second placed team in the other block in the Championship semi-final round. The other teams will compete in the Plate. Subject to Regulation 8.3.6, it is a requirement of entry that teams complete all the matches scheduled in their Test Matches, including Test Matches in the Plate, even if the winner of the Test Match has already been determined.
- 8.3.4 If two or more teams are tied for first or second place on the number of points awarded, the teams that are tied shall be ranked according to the number of matches that each has won. If this does not resolve the tie, Appendix B applies.
- 8.3.5 If two teams are tied for third place, for the purposes of deciding the order of play in the Plate, a coin shall be tossed to determine which of them shall be placed third and which fourth.
- 8.3.6 In the Championship and Plate stage, it is acceptable for dead matches not to be played if this is agreed by both captains of the affected teams and the Tournament Manager.
- 8.4 Championship format
- 8.4.1 The semi-finals and the Final will be 13-match Test Matches.
- 8.4.2 The 3rd/4th place play-off will be a 9-match Test Match.
- 8.5 Plate format
- 8.5.1 The following schedule will apply:
Day 4: Block A 3rd v Block B 4th and Block B 3rd v Block A 4th
Day 5: Block A 3rd v Block B 3rd and Block A 4th v Block B 4th
Days 6, 7: 5/6th place Test Match: Team 1 v Team 2



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7/8th place Test Match: Team 3 v Team 4.

- 8.5.2 Appendix C applies for the determination of Teams 1 to 4 after Day 5.
- 8.5.3 The Test Matches on Days 4 and 5 will be 6-match Test Matches.
- 8.5.4 The 5/6th and 7/8th play-offs will be 9-match Test Matches.

9. Announcement of teams

- 9.1 The names of the players, the singles orders of merit and the doubles pairings of the competing teams in a Test Match shall be submitted by each team captain, or their nominee, to the Tournament Manager either in writing or electronically not later than 1630 on the day before the start of the first Test Matches or, if they are to be changed, not later than 1300 on the day before the start of subsequent Test Matches.
- 9.2 Subject to Regulation 11, the singles order of merit shall be designated 1, 2, 3 and 4 in descending order of strength on current singles form. The doubles pairings shall be designated 1 and 2 in descending order of strength.
- 9.3 A singles order of merit may be challenged only if a player (“the relevant player”) is placed higher than another player in the same team whose latest available DGrade is more than 100 points higher than that of the relevant player.
- 9.4 The ordering of the doubles pairings may be challenged only if the latest available combined DGrades of the higher placed pair are more than 150 points lower than the latest available combined DGrades of the lower placed pair.
- 9.5 Challenges
 - 9.5.1 For the purpose of agreeing the submitted team orders for the first Test Matches, any challenges to them must be made by 1800 on the day before or, if earlier, during the player briefing session. For subsequent Test Matches, any challenge must be received by the Tournament Manager by 1600 on the day before the Test Match.
 - 9.5.2 If a challenge is received, a meeting will be arranged by the Tournament Manager on the day before the Test Match and at least one representative must attend from each team with authority to challenge and respond to challenges to team orders. If the team orders cannot be agreed by those present, the matter shall be referred to the Appeals Committee.

10. Casualties

- 10.1 A casualty is a player that the Tournament Manager agrees is unable to compete due to illness, injury or other circumstance beyond their control.



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- 10.2 Before the Start Date, any declared squad member who becomes a casualty may be removed from the squad and replaced or, if fewer than six players have been initially declared, additional players added to the squad provided that the maximum squad size of six is not exceeded.
- 10.3 Once a Competition has commenced, no change may be made to a squad except between Test Matches if casualties have reduced the number of players a country is able to field to fewer than four players. In these circumstances, sufficient players who are eligible and available may be added to the squad to enable the country to field a team of four players. Such players must be removed from the squad as soon as the country is again able to field a team of four players from its original squad.
- 10.4 If, after the declaration of a team for a Test Match but before the Test Match has commenced, a team suffers a casualty, the casualty may be replaced by another squad member and the team order declared again accordingly. If the team does not have four available players, Regulation 11 will apply.
- 10.5 If a team suffers a casualty during a Test Match, the Tournament Manager shall alter the order of play in order to try to complete the matches involving the casualty within the scheduled period of the Test Match. At the end of that period, any match involving the casualty that has started but not finished or has not started shall be conceded to the opposing team and any such match will be regarded as a completed match for the purpose of Regulation 14.
- 10.6 A team conceding a match that has not started shall be considered to have lost that match by two games to nil and, for each game, by 7 hoops to nil. If a team concedes a match that has started, the two sides shall retain the results of any games that have been completed. In addition, the conceding side shall be considered to have lost any game that has not started, or has been started but not completed, by 7 hoops to nil.
- 11. Team with fewer than four available players**
- 11.1 If a team has fewer than three available players at the time a Test Match is due to commence, it shall concede the Test Match to the opposing team.
- 11.2 If a team has only three available players for a Test Match they shall inform the Tournament Manager accordingly and comply with Regulation 9.2 by submitting a singles order of merit designated 1, 2 and 3 in descending order of strength on current singles form and identifying a single doubles pairing which may consist of any two players.
- 11.3 The matches to be played by a three-player team against a four-player team which involve singles player 4 and doubles pair 2 shall be conceded to the



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opposing team and shall be regarded as completed matches for the purpose of Regulation 14. Accordingly, there will be conceded:

- 11.3.1 in a 6-match Test Match, one singles match and one doubles match;
- 11.3.2 in a 7-match Test Match, two singles matches because the doubles match is required to be contested; and
- 11.3.3 in a 13-match Test Match, two doubles matches and two singles matches.

- 11.4 If both teams involved in a Test Match have only three available players, the Tournament Manager will formulate and publish a three-player match format appropriate for the stage of the Competition that has been reached.

12. Unfinished Test Matches or matches – block stage

- 12.1 Extreme weather, other emergencies or over-running play may result in a Test Match or match not being completed within its allotted time. In these circumstances, Regulations 12.2 and 12.3 will apply.
- 12.2 Players in an unfinished match must be prepared to resume play at any opportunity on a subsequent day when directed to do so by the Tournament Manager and, if necessary, on a different lawn. However, an unfinished match will not take precedence over a scheduled match.
- 12.3 If any match remains uncompleted at the end of the scheduled period for the Block Stage and that match affects the determination of the qualifiers for the Championship semi-finals, the tournament will be re-scheduled to allow such a match to be completed. This may include abbreviating the format of the semi-finals and, if necessary, the Final in accordance with Regulation 15 or otherwise as the Manager considers necessary.

13. Unfinished Test Matches or matches – semi-finals

- 13.1 Extreme weather, other emergencies or over-running play may result in a Championship semi-final Test Match not being completed in its allotted time. In these circumstances, Regulations 13.2 and 13.3 will apply.
- 13.2 Players in an unfinished match must be prepared to resume play at any opportunity on a subsequent day when directed to do so by the Tournament Manager and, if necessary, on a different lawn. However, an unfinished match will not take precedence over a scheduled match.
- 13.3 If any match remains uncompleted at the end of scheduled period for the semi-final Test Match and that match can affect the outcome of the Test Match, the tournament will be rescheduled to allow such a match to be completed. This may include abbreviating the format of the Final in accordance with Regulation 15 or otherwise as the Manager considers necessary.



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14. Unfinished Test Matches or matches – the Final

- 14.1 Extreme weather, other emergencies or over-running play may result in the winner of the Final not being determined in the allotted time. In these circumstances, Regulations 14.2 and 14.3 will apply.
- 14.2 If fewer than seven of the scheduled matches have been completed the Final shall be declared drawn and the trophy shall be shared.
- 14.3 If more than six of the scheduled matches have been completed, a team shall be declared the winner if it has already won:
- 14.3.1 seven matches; or
 - 14.3.2 at least two matches more than the opposing side.
- If neither condition is met, the Final shall be declared drawn and the trophy shall be shared.

15. Abbreviating Test Matches

- 15.1 If the Manager decides that there is a risk of the Competition not being completed within the allotted time, the Manager shall be entitled to direct, before the commencement of a scheduled 13-match Test Match, that it shall instead be played as a 9-match Test Match in accordance with Regulation A4.
- 15.2 If the Manager decides that there is a risk of the Competition not being completed within the allotted time, the Manager shall be entitled to direct, before the commencement of a scheduled 9-match Test Match, that it shall instead be played as a 7-match Test Match in accordance with Regulation A3.

16. Team withdrawals before the Start Date

- 16.1 If a team withdraws from the Competition, the highest-ranked team from the tier below (if any) which is willing to take up the place will do so and the seedings of the teams in the Competition will be adjusted.
- 16.2 If this is not possible, the Event Host will be asked to enter a “B” team to provide an eighth team which will play but will not be eligible to win the Competition.
- 16.3 If this is not possible, the Tournament Manager may rearrange the format of the Competition to accommodate the reduced number of teams in consultation with the WCF Event Sub-Committee.



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APPENDIX A

Test Match formats

A1 General

A1.1 The two teams are denoted by the letters A and B. D indicates a doubles pair. Numerals represent the singles order of merit and the doubles pairs in accordance with Regulation 9.

A1.2 Order of play

The matches in a Test Match are set out in the normal order of play which should be followed unless the Tournament Manager decides otherwise in the interests of the scheduling of the Test Match or the Competition.

A1.3 Duration of Test Matches

- (a) 6-match Test Match: should be played in one day.
- (b) 7-match Test Match: should be played in one day.
- (c) 9-match Test Match: should be played over 1.5 days although, if convenient and agreed by the Tournament Manager and both teams, can be played in one day.
- (d) 13-match Test Match: should be played over two days.

A2 6-match Test Matches

Session 1: AD1 v BD1
AD2 v BD2

Session 2: A1 v B1
A2 v B2
A3 v B3
A4 v B4

A3 7-match Test Matches

Session 1: AD v BD (any two players may form a doubles pairing)
A v B (highest positioned players not in the doubles match)
A v B (lowest positioned players not in the doubles match)

Session 2: A1 v B1
A2 v B2
A3 v B3
A4 v B4

If, following the announcement of the doubles pairings, the above will cause any of the second session singles matches to repeat a first session singles match, the Tournament Manager shall alter the singles matches in one of the sessions to avoid



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such a repeat match whilst maintaining as far as possible the principle of players playing their opposite number in the other team in the second session.

A4 9-match Test Matches

- Session 1: AD1 v BD1 (see Note)
AD2 v BD2 (see Note)
- Session 2: A1 & A4 v B1 & B4 (doubles match)
A2 v B3
A3 v B2
- Session 3: A1 v B1
A2 v B2
A3 v B3
A4 v B4

In accordance with paragraph A1.2 above, the Tournament Manager may play Session 2 before Session 3 in one or more of the 9-match Test Matches.

A5 13-match Test Matches

- Session 1: AD1 v BD1 (see Note)
AD2 v BD2 (see Note)
- Session 2: A1 v B2
A2 v B1
A3 v B4
A4 v B3
- Session 3: A1 & A4 v B1 & B4 (doubles match)
A2 v B3
A3 v B2
- Session 4: A1 v B1
A2 v B2
A3 v B3
A4 v B4

Note: In 9 and 13-match Test Matches, if either AD1 v BD1 or AD2 v BD2 is the same as A1 & A4 v B1 & B4, the Session 1 matches will instead be AD1 v BD2 and AD2 v BD1.



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APPENDIX B

Block play-off regulations

B1 General

- B1.1 In accordance with Regulation 8.3.4, where two or more teams are tied for first or second place on match wins at the end of the Block Stage, the provisions of this Appendix apply.
- B1.2 If a team has a squad of more than four players, only those players who played in Round 3 of the Block Stage may play in a play-off Test Match, except that a player who became a casualty before the start of the play-off may be replaced by another member of the squad.
- B1.3 A play-off Test Match consists of three single 13-point games, namely one doubles game and two singles games.
- B1.4 Any two players may be selected to play the doubles game and the other players will be ranked by their singles order of merit for the singles games in Round 3 of the Block Stage.
- B1.5 The names of the players selected to play in the doubles game shall be submitted by each team captain to the Tournament Manager either in writing or electronically not later than 15 minutes after the Tournament Manager has announced that a play-off will take place.

B2 Allocation of Championship semi-final opponents

- B2.1 If one block has a clear winner but two or more teams are tied for first place in the other block, the clear winner is entitled to choose which of the two qualifiers from the other block, after any necessary application of B5 or B7, it wishes to play in the Championship semi-final round.
- B2.2 If neither block has a clear winner, B3 to B7 apply and, after the play-offs, each team awarded first place will play the team awarded second place in the other block in the Championship semi-final round.

B3 Two teams tied for first place

- B3.1 If B2.1 applies, no play-off is required.
- B3.2 If B2.2 applies, the play-off consists of one play-off Test Match between the tied teams.

B4 Two teams tied for second place

The play-off consists of one play-off Test Match between the tied teams.



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B5 Three teams tied for first place

B5.1 Subject to B5.4, up to three rounds of play-off Test Matches are played.

B5.2 The teams are ranked according to B8. The team ranked first is designated X and the others Y and Z.

B5.3 The three rounds are as follows:

Round 1: Y plays Z. The winner is designated W and the loser L.

Round 2: L plays X. If X beats L and B2.1 applies, W and X qualify and Round 3 is not played.

Round 3: If X beats L and B2.2 applies, W and X play-off for first and second place.

If L beats X, L plays X again. If B2.1 applies, W and the Round 3 winner qualify. If B2.2 applies, W is placed first and the Round 3 winner is placed second.

B5.4 If the Tournament Manager decides in their sole discretion that the time available is insufficient for three rounds of play-off Test Matches, X will qualify in first place and Y and Z will play a play-off Test Match for second place.

B6 Three teams tied for second place

B6.1 Subject to B6.4, up to three rounds of play-off Test Matches are played.

B6.2 The teams are ranked according to B8. The team ranked first is designated X, the team ranked second Y and the other Z.

B6.3 The three rounds are as follows:

Round 1: X plays Y. The winner is designated W.

Round 2: W plays Z. If W beats Z, W qualifies and Round 3 is not played.

Round 3: If Z beats W, W plays Z again and the winner qualifies.

B6.4 If the Tournament Manager decides in their sole discretion that the time available is insufficient for three rounds of play-off Test Matches, B6.3 will not apply and two rounds of play-off Test Matches will be played as follows:

Round 1: Y plays Z. The winner is designated W.

Round 2: W plays X and the winner qualifies.



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B7 Four teams are tied for first place

B7.1 The teams are ranked in order of their original seeding.

B7.2 At least one round of play-off Test Matches is played and a coin is tossed in the presence of the team captains to determine whether the pairings are:

- (1) seed 1 v seed 3 and seed 2 v seed 4; or
- (2) seed 1 v seed 4 and seed 2 v seed 3.

B7.3 If B2.1 applies, no further play-off is required.

B7.4 If B2.2 applies, the winners of the first round of play-off Test Matches play a further play-off Test Match for first and second place.

B8 Ranking of tied teams for the purposes of B5.2 and B6.2

B8.1 Teams tied on matches won according to Regulation 8.3.4 are ranked in order of net games won and then, if necessary, on net hoops won, in each case taking account as necessary of Regulation 10.6.

B8.2 If two or more teams still remain tied, the Tournament Manager may direct that the tie or ties be broken by a hoop-running contest in accordance with B8.3 or B8.4 or, if he considers in his sole discretion that there is insufficient time for a hoop-running contest and the subsequent play-off Test Matches, by tossing a coin.

B8.3 Hoop-running contest – two teams

B8.3.1 A coin is tossed to decide which team will be A and which B.

B8.3.2 The order of play is A4, B4, A3, B3, A2, B2, A1, B1 where the numbers refer to the singles order of merit in Round 3 of the Block Stage. If team has had to replace a casualty in accordance with Regulation B1.2, the replacement shall be designated the fourth ranked member of that team.

B8.3.3 Each player has four attempts to run a hoop from 7 yards (e.g. hoops 1, 3, 7 or 9 from the boundary). The Tournament Manager should ensure that hoop rigidity is maintained as much as possible and may direct that each pair of players should use a different hoop (e.g. A4 and B4 use hoop 1, A3 and B3 use hoop 7 etc.).

B8.3.4 The team which runs the most hoops is ranked first. If the scores remain tied, the contest continues on a “sudden-death” basis with one hoop attempt per player in each pair (e.g. A1, B1) using the reverse order of play (i.e. A1, B1, A2, B2 etc.). If the score remains tied after each pair has played, the next pair plays and this continues until one team has established a one hoop lead.

B8.4 Hoop-running contest – three teams

B8.4.1 A coin is tossed to decide which team will be A and which B and C.

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- B8.4.2 The order of play is A4, B4, C4, A3, B3, C3, A2, B2, C2, A1, B1, C1 where the numbers refer to the singles order of merit in Round 3 of the Block Stage. If a team has had to replace a casualty in accordance with Regulation B1.2, the replacement shall be designated the fourth ranked member of that team.
- B8.4.3 Each player has four attempts to run a hoop from 7 yards (e.g. hoops 1, 3, 7 or 9 from the boundary). The Tournament Manager should ensure that hoop rigidity is maintained as much as possible and may direct that each trio of players should use a different hoop (e.g. A4, B4 and C4 use hoop 1, A3, B3 and C3 use hoop 7 etc.).
- B8.4.4 The teams are ranked in descending order of hoops run. If the scores remain tied between two teams, B8.3 applies. If the scores remain tied between all three teams, the contest continues on a “sudden-death” basis with one hoop attempt per player in each triplet (e.g. A1, B1, C1) using the reverse order of play (i.e. A1, B1, C1, A2, B2, C2 etc.). If the scores remain tied after each triplet has played, the next triplet plays and this continues until one team has established a one hoop lead. If only one team runs a hoop in a triplet, that team is ranked first and takes no further part in the play-off. If only two teams run a hoop in a triplet, the other team is ranked third and is eliminated. In either case, the two remaining teams continue until one team has established a one hoop lead.

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APPENDIX C

Plate – order determination for 5-8th place Test Matches

- C1 The principle of the Plate is to allow the competing teams to play as many different teams as possible in the Competition by playing the teams from the other block on Days 4 and 5.
- C2 The result of the Block Stage Test Match between each pair of teams is added to the Day 4 and 5 Test Matches to generate the results of a four team round-robin competition.
- C3 The teams are then ordered from 1 to 4 based on the outcome of the round-robin competition.
- C4 In the Plate, ties on Test Matches won should be resolved in accordance with Appendix B only if they affect the allocation of second and third place because the top two teams will compete in the 5/6th and the bottom two in the 7/8th place Test Matches.

End of Playing Regulations