



# 2025 GC World Team Championship

## Tier 2 & 3 Playing Regulations

Effective Date  
24<sup>th</sup> June 2025  
Version 1

### 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 2 is competing for The Amir Ramsis Naguib Salver and Tier 3 for The José Álvarez-Sala Salver. They are referred to below as “the Competition”.
- 1.3 In 2025, all teams start together and will be split into Tiers during the Competition, which will be contested by teams representing:
- |           |                |          |
|-----------|----------------|----------|
| Canada    | Czech Republic | Germany  |
| Hong Kong | Latvia         | Mexico   |
| Norway    | Portugal       | Scotland |
| Sweden    | Switzerland    | Wales    |

### 2. The Competition

- 2.1 The Competition will be held from **Tuesday 5 to Sunday 10 August 2025** at Sussex County Croquet Club, Southwick, Brighton, England.
- 2.2 Key Dates
- |                               |                          |
|-------------------------------|--------------------------|
| 2.2.1 Invitation Date:        | Friday, 15 November 2024 |
| 2.2.2 Team Announcement Date: | Thursday, 5 June 2025    |
| 2.2.3 Team Seeding Date:      | Monday, 28 July 2025     |
| 2.2.1 Start Date:             | Tuesday, 5 August 2025   |

### 3. Governance

- 3.1 The Competition shall be played in accordance with the 2022 WCF Rules of Golf Croquet, 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:
- 3.2.1 Version 5.2 of the WCF Event Regulations; and
- 3.2.2 Version 9.5 of the WCF Sports Regulations, or the published versions in place at the start of the event.
- 3.3 The MC may amend these Playing Regulations before the Start Date provided that they remain consistent with the WCF Regulations and any changes are notified to the competing teams. The MC will consult the competing WCF Members about any proposals for material amendments.
- 3.4 Following consultation by the MC with the competing WCF Members, it has been agreed that Paragraph 9.4 of the WCF Sports Regulations will be



# 2025 GC World Team Championship

## Tier 2 & 3 Playing Regulations

Effective Date  
24<sup>th</sup> June 2025  
Version 1

suspended to permit the use of double-banking to enable more matches to be played at once.

#### 4. Hosting and administration of the Competition

##### 4.1 Event Host and Officials

Event Host: Croquet England  
Tournament Director: Richard Bilton  
Tournament Manager: John Low  
Tournament Referee: Frances Colman  
Appeals Panel: [tbc]

##### 4.2 WCF Event Sub-Committee

WCF Event Lead: Roberts Stafekis  
Other members: Jeff Soo, Graeme Roberts.

#### 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 by no later than the Team Announcement Date of 5<sup>th</sup> June 2025.
- 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 using the grades available from the GC World Rankings at the end of the Team Seeding Date .
- 7.2 Players with no grade will be allocated a start grade by the Ranking Officer, in line with normal procedure, before the Team Seeding Date.
- 7.3 The twelve teams will be divided into two seeded blocks of six teams:  
Block A: the teams seeded 1<sup>st</sup>, 4<sup>th</sup>, 5<sup>th</sup>, 8<sup>th</sup>, 9<sup>th</sup> and 12<sup>th</sup>.  
Block B: the teams seeded 2<sup>nd</sup>, 3<sup>rd</sup>, 6<sup>th</sup>, 7<sup>th</sup>, 10<sup>th</sup> and 11<sup>th</sup>.
- 7.4 In Regulation 8.3.1, the teams listed above for each Block are referred to in order as Seeds 1, 2, 3, 4, 5 and 6.

#### 8. Formats

##### 8.1 General

The Competition will consist of a four-day Block Stage and a two-day Championship and Plate Stage.

##### 8.2 Test Match and match formats



## 2025 GC World Team Championship Tier 2 & 3 Playing Regulations

Effective Date  
24<sup>th</sup> June 2025  
Version 1

- 8.2.1 Test Matches may consist of 6, 7 or 9 matches (see Appendix A, A2 to A4 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.
- 8.3 Block stage format and outcome
- 8.3.1 Each team will play a 6-match Test Match against each of the other five teams in its block according to the following order of play, namely:
- Round 1: Seed 1 v Seed 3, Seed 2 v Seed 4, Seed 5 v Seed 6
  - Round 2: Seed 1 v Seed 5, Seed 2 v Seed 6, Seed 3 v Seed 4
  - Round 3: Seed 1 v Seed 2, Seed 3 v Seed 5, Seed 4 v Seed 6
  - Round 4: Seed 1 v Seed 4, Seed 2 v Seed 5, Seed 3 v Seed 6
  - Round 5: Seed 1 v Seed 6, Seed 2 v Seed 3, Seed 4 v Seed 5.
- 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 8.3.5, the winner of each block will play the second placed team in the other block in the Championship semi-final round. The teams placed 3<sup>rd</sup> and 4<sup>th</sup> in each block will compete in the Tier 2 Plate, which is played as a full knock-out. The teams placed 5<sup>th</sup> and 6<sup>th</sup> in each block will compete in Tier 3, which is also played as a full knock-out.
- 8.3.4 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.
- 8.3.5 Ties are resolved according to Appendix B.
- 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 following schedule will apply:
- Day 5: The semi-finals
  - Day 6: The Final  
The 3<sup>rd</sup>/4<sup>th</sup> place play-off
- 8.4.2 All Test Matches will be 9-match Test Matches.
- 8.4.3 The winner of the Final wins the Tier 2 trophy, and will receive a place in Tier 1 at the next (2029) GC World Team Championship.
- 8.5 Plate format
- 8.5.1 The following schedule will apply:
- Day 5: Block A 3<sup>rd</sup> v Block B 4<sup>th</sup> and Block B 3<sup>rd</sup> v Block A 4<sup>th</sup>  
7/8<sup>th</sup> place Test Match (Round 1)
  - Day 6: 7/8<sup>th</sup> place Test Match (Round 2)  
5/6<sup>th</sup> place Test Match



## 2025 GC World Team Championship Tier 2 & 3 Playing Regulations

Effective Date  
24<sup>th</sup> June 2025  
Version 1

- 8.5.2 All Test Matches will be 7-match Test Matches.
- 8.5.3 The team placed 8<sup>th</sup> competes in the Relegation/Promotion Play-off on day 6.
- 8.6 Tier 3 format
- 8.6.1 The following schedule will apply:
- Day 5: Block A 5<sup>th</sup> v Block B 6<sup>th</sup> and Block B 5<sup>th</sup> v Block A 6<sup>th</sup>  
9/10<sup>th</sup> place Test Match (Round 1)
- Day 6: 9/10<sup>th</sup> place Test Match (Round 2)  
11/12<sup>th</sup> place Test Match (subject to lawn availability and both teams desire to play).
- 8.6.2 All Test Matches will be 7-match Test Matches.
- 8.6.3 The winner of the 9/10<sup>th</sup> place match wins the Tier 3 trophy and competes in the Relegation/Promotion Play-off on day 6.
- 8.7 Relegation/Promotion Play-off
- 8.7.1 The following schedule will apply:
- Day 6: 8/9<sup>th</sup> place Test Match
- 8.7.2 The Test Match will be a 7-match Test Match, or a 9-match Test Match depending on the level of implementation of Regulation 8.3.5.
- 8.7.3 The winner of this match receives a place in Tier 2, and the loser receives a place in Tier 3, at the next (2029) GC World Team Championship.
- 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 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.



## 2025 GC World Team Championship Tier 2 & 3 Playing Regulations

Effective Date  
24<sup>th</sup> June 2025  
Version 1

- 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 the end of play in the previous Test Match.
- 9.5.2 If a challenge is received, a physical or virtual meeting will be arranged by the Tournament Manager later that same day. 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.
- 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 a squad to less 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



## 2025 GC World Team Championship Tier 2 & 3 Playing Regulations

Effective Date  
24<sup>th</sup> June 2025  
Version 1

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 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 9-match Test Match, two singles matches and one doubles match.
- 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 court. 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



## 2025 GC World Team Championship Tier 2 & 3 Playing Regulations

Effective Date  
24<sup>th</sup> June 2025  
Version 1

- 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 court. 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.
- 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 five of the scheduled matches have been completed, the Final shall be declared drawn and the trophy shall be shared.
- 14.3 If more than four of the scheduled matches have been completed, a team shall be declared the winner if it has already won:
- 14.3.1 five matches; or
- 14.3.2 at least two-thirds of the completed matches.
- If neither condition is met, the Final shall be declared drawn and the trophy shall be shared.
- 15 Abbreviated 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 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 Event Host will be asked to enter a “B” team to provide a twelfth team which will play but will not be eligible to win the Competition.
- 16.2 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.



# 2025 GC World Team Championship

## Tier 2 & 3 Playing Regulations

Effective Date  
24<sup>th</sup> June 2025  
Version 1

## 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 in one day.

#### 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 the first session to avoid such a repeat match.

#### A4 9-match Test Matches

Session 1: AD1 v BD1 (see Note)



## 2025 GC World Team Championship Tier 2 & 3 Playing Regulations

Effective Date  
24<sup>th</sup> June 2025  
Version 1

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 D4

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.

Note: In 9-point 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.



# 2025 GC World Team Championship

## Tier 2 & 3 Playing Regulations

Effective Date  
24<sup>th</sup> June 2025  
Version 1

## APPENDIX B

### Resolving ties in Block play

#### **B1 General**

B1.1 This Appendix specifies how ties involving two or more teams are resolved in order to establish the complete ranking of the six teams in a block.

#### **B2 Resolving a tie involving only two teams**

B2.1 At any stage in the tie resolution process described in this Appendix, if there is a tie involving only two teams, the higher ranked of the two teams will be determined by successively using the criteria in B2.2 below as far as is necessary to resolve the tie.

B2.2 The successive criteria to be used are:

B2.2.1 the team that won the test match between them;

B2.2.2 the team that won the greater number of net games in the test match between them;

B2.2.3 the team that scored the greater number of net points in the test match between them;

B2.2.4 the winner of the play-off match between them in accordance with B4 below.

#### **B3 Resolving a tie involving more than two teams**

B3.1 The rankings of the teams involved in the tie will be determined by using the first of the criteria in B3.2 that has not already been used. Following the use of that criterion, a further tie involving only two teams will be resolved in accordance with B2 above. If there remains a tie involving three or more teams, the procedure described in this clause will be repeated.

B3.2 The successive criteria to be used in resolving a tie involving more than two teams are:

B3.2.1 the number of individual matches each team won in all of the tests it played in the block stage;

B3.2.2 the number of net games each team won in all of the tests it played in the block stage;

B3.2.3 the number of net hoops each team scored in all of the tests it played in the block stage.

B3.3 If the application of all of the above criteria still results in a tie involving more than two teams, there shall be a hoop-scoring contest among the teams in accordance with B5 below.

#### **B4 Play-off match**

B4.1 The play-off match shall comprise three single 13-point games: one doubles game and two singles games.

B4.2 Each team may select any two of its players to play the doubles game. The team's other two players shall be the two who are available and had played



## 2025 GC World Team Championship Tier 2 & 3 Playing Regulations

Effective Date  
24<sup>th</sup> June 2025  
Version 1

- most recently in the team's block stage matches. They shall be ranked according to their team ranking at the start of the event.
- B4.3 The names of the players who are to play in each 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 announces that a play-off will take place.
- B5 Hoop-scoring contest**
- B5.1 The teams taking part in the contest shall draw lots to determine their place in the starting line-up.
- B5.2 Each team shall name any four of its players to participate in the contest and they shall be ranked according to their team ranking at the start of the event.
- B5.3 The order of play shall be the fourth ranked players, playing in the order determined in B5.1 above, followed by the third and then second and then first ranked players, in each case in the same team order.
- B5.4 Each player has four attempts to run a hoop from 7 yards. The Tournament Manager may direct each of the four sets of players to use a different one of the corner hoops, and may require the contest to proceed concurrently at all hoops. The Tournament Manager should ensure that hoop rigidity is maintained as much as possible. Once all players have completed their four attempts, the teams are ranked in descending order of hoops run.
- B5.5 If any two or more teams are then tied they shall continue the contest on a sudden-death basis with one hoop attempt per player. The team starting order shall be maintained and within each team the players shall play in ranking order, starting with the highest. After one player from each team has played, the teams shall again be ranked. The contest shall then be continued by any teams that remain tied.

**End of Playing Regulations**