

Croquet North Golf Croquet League 2020

Background

1. Division 1 will this year comprise of 8 teams - Alnmouth Reds are now joined by Alnmouth Blues who played in Division 2 last year. This means that Division 2 will consist of 5 teams the remaining Alnmouth team is now retitled as "Greens".
2. Alnmouth CC and Bamburgh CC each share their venues with cricket teams and will again play their home matches in both divisions away from the weekend when their grounds would not be available.
3. This stricture also makes it extremely difficult for them to rearrange matches at short notice. Both clubs have stated that they cannot cater for postponements of matches at short notice. Other clubs have also expressed concern at matches being postponed at very short notice. There was an overwhelming majority on the CN Committee in favour of clubs establishing the availability of players or venues for each fixture in the season and planning accordingly.
4. **Rearrangement of matches can only be sanctioned in the month of April, except in exceptional cases, such as waterlogged lawns, that could not possibly have been foreseen early in the season.** The unavailability of a player for instance, would not be such a case. Clubs must find replacements, albeit of higher handicaps, or the rules cater for teams being a player short.
5. All matches will be at level play (but see para 8 line 6), in Division 1 so that results count for the GC Rankings, and in Division 2 because of perceived anomalies between clubs in setting handicaps.

League Format

6. There are eight teams in Division 1 this year that will play each other once, giving seven matches each. Similarly, the five teams in Division 2 will also play each other once giving each team four matches.
7. Division 2 games will be on level play but I will not forward these results to the WCF. Although there will be no hard and fast restriction on the handicaps of players in Division Two, there will be players on the cusp, a 6 or 7 handicap, who may be required to play in both divisions as circumstances dictate but players stronger than this should only play in Division 2 in exceptional circumstances and games involving any such players should be handicap play rather than level play, in both singles and doubles. **The objective of the league is to get as many people as possible playing competitive croquet**, not to have clubs winning both divisions with the same squad of players.
8. Players who are members of more than one club can only represent one club in any one Division.

Match Format

9. Substitutes during matches should only be used in exceptional circumstances.
10. Each team will normally consist of four players (but see paragraph 27).

11. Team members will be ranked by team captains according to their handicaps and entered on the score sheet accordingly. Players 1 and 5 will be the lowest handicaps; 4 and 8 will be the highest handicaps. Team captains have discretion in ranking players of the same handicap
12. In the singles, each team member will play three games against members of the opposition. The top ranked player in each team will play the 1st, 2nd & 3rd ranked players from the other team. The 2nd ranked player will play the 1st, 2nd & 4th, the 3rd ranked player will play the 1st, 3rd & 4th and the 4th ranked player will play the 2nd, 3rd & 4th. **It is therefore vital to use a current score sheet**
13. The order of play allows for all six possible combinations of doubles pairings. Each double pairing will play against a double pairing of the same combination from the other team (i.e. players 1 & 2 will play 5 & 6, 3 & 4 will play 7 & 8 etc.)
14. Each match will consist of 18 games. A match will consist of 12 singles games and six doubles games.
15. All 18 games should be played even if one team is already guaranteed to win the match. If both teams win nine of the 18 games the match will be drawn with each team being allocated one league point. Otherwise the winning team will receive two league points.
16. In the event of a tie on league points at the end of the season, the number of individual games won will be the first tie-breaker. If still tied, the result of the head to head match will decide. If still tied, the team who won a league match by the biggest margin will be the winner

Games

17. Full lawns should be used for all games except in extreme circumstances. The use of two lawns will enable the singles games to be “double banked” on one lawn with the doubles played on the other. It is possible to use a single full lawn for all games in which case a different order of play and score sheet should be used, as provided. Although the order of play will be different from the two lawn format, the match-ups will be exactly the same.
18. Each player will play in three doubles and three singles.
19. Each game will be played to the best of 13 points, the game ending when one team reaches seven points.
20. The games will use the 5th Edition of the World Croquet Federation’s Golf Croquet Rules as amended from time to time.
21. Games shall have a time limit of 45 minutes.
22. In double banked games the clock should be paused whenever play in one game is stopped to wait for the other game to move on. It is strongly recommended that double banked games both start from the normal starting corner at staggered intervals rather than from opposite corners.
23. The Expiry of Time procedure in the CA Tournament Regulations will be adopted for all CN GC tournaments, including league matches. At the end of time:

23.1 For the sole purpose of determining whether the striker's turn ends before or after time is called, it is deemed that the striker's turn ends and the adversary's turn begins as soon as the striker's ball is struck.

23.2 After time has expired, play continues for an extension period of a further eight turns.

23.3 At the end of the extension period, the side that has scored the greater number of points is the winner. If the scores are equal the match is halved.

24. If possible, the home team should provide a match referee. In most cases this will not be feasible. Therefore, players should referee their own games as much as possible. Any disputes should be brought to the attention of the more experienced players in both teams.

25. Results should be passed to the League Manager no later than the Wednesday following the game. **(Clubs might find it easier and quicker to photograph the score sheet and e-mail the picture).**

Unfulfilled Fixtures

26. League matches should take place on the date allocated by the League Manager unless rearranged by mutual consent before May 1st. The rearranged date should be notified to the League Manager immediately. If a mutually agreed rearranged date cannot be agreed then a 9-9 draw will be declared.

27. Where a team cannot get a team of four available, a match with a team of three against a team of four should take place. The six games that the missing player would have appeared in will be forfeited.

28. If each team can only field three players, please contact the League Manager for an appropriate format.

29. If a rearranged fixture has still not been played by the agreed alternative date, the points should be awarded to the team which could have originally fulfilled the fixture with a 12-6 score. If neither team could have fulfilled the original fixture, a draw will be declared with a 9-9 score.

Handicaps

30. Club Handicappers are urged not to rely solely on the Automatic Handicapping System but to cut the handicaps of players in line with the Croquet Association prescribed limits for Club Handicappers

31. All players must maintain a current handicap card of the present format. Cards should be brought to matches and completed on the day whenever possible. Do not be afraid to ask for guidance on completion of your card if you are not sure. For guidance on how to complete your handicap card see the Belsay Hall website at <http://www.belsaycroquet.org/gc-handicap-card.php>). Although all games are now level play, it is still important that **all** players maintain their GC handicap cards as their index, and therefore ultimately their handicap, will be affected by their results.

32. Authentic handicaps that reflect a player's performance over a number of games are a means of comparing players from different clubs and can be used to rank players within a team. It is unfair on those players who do conscientiously

maintain their handicap cards if someone is playing with an inauthentic handicap. The impact on the loser's handicap in level play is that much greater if the winner has a nominally higher handicap than it should be.

33. Match results will be appraised by the League Manager and Derek Johnston who is both the Federation handicapper and a CA Handicapper. Results that consistently indicate an incorrect handicap may prompt a revision of players' handicaps in accordance with CA guidance.

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