

GC League Rules Commentary - Cancellations, No-Shows, and Retirements

Over the past year we have had several “situations” involving each of the above circumstances. The current League Rules do not adequately cover how to resolve these issues.

This document attempts to correct this **and should be considered as part of the formal League Rules from now on.**

Match Cancellations

The primary objective of all the GC Leagues is for people to play and enjoy competitive croquet. Hence when a club has a significant problem fielding a team for a planned fixture it is hoped, and expected, that the opposing team will make every effort to find an alternative date for the match.

However, if a club **Cancels within 5 clear days** of a scheduled match, then **the opposing team are entitled to claim a walk-over**, and will be awarded 2 match points.

This is already covered in Rule 3c for the Handicap and 3+ Leagues, and Rule 2c for the Open League.

No-Shows

We currently have no official ruling for how to handle no-shows, i.e. where a team fails to turn-out the required number of players for a match.

The standard procedure is:

1. List all the players who are present in ascending handicap order.
This produces two lists: H1-to-H4 and A1-to-A4, with either A4 or H4 as the absentee. Assume for this example that A4 is absent.
2. **All A4's games are now forfeit, giving the H side 4 game wins.**
3. **For any doubles games**, those that involve A4 are played by A4's designated partner on their own, *say it is A2*, as one ball against two. Let's say the actual A2 player wins the toss. They then play Blue, then the sequence is followed as normal, but without the Black ball taking part, so Blue, Red, Yellow, Blue, R, Y, Blue, R, Y, etc. If they lose the toss they only ever play Red, and the yellow ball is never played.
Winning a 1 ball v. 2 ball game is very tough, but can be done...
4. Whatever score results in the one-sided doubles goes on the match sheet as the result.
5. **The final issue is what hoop score is used for the defaulted singles games?** This affects the Net Hoops score for the match, and potentially this could affect resolving

a tie for position in the league at the end of the season. The order of deciding criteria being Match Points, then Net Game Score, and finally Net Hoops.

6. There is no standard for this in the CqE Tournament Regulations, as these don't cater for season-long Leagues, where you can have drawn matches.
7. There are 3 obvious possibilities: **7 – 0 , or 0 – 0 , or 7 – x** . Each can be argued, but 7-0 seems overly harsh on the offending team, but 0-0 seems overly harsh on the non-offending team. After much discussion the fairest value for 'x' seems to be 3.5, as this assumes the 4 games would have been won with an average 50% oppo score, although you clearly can't have half a hoop! This doesn't matter, as this is scored on the match sheet by "scoring the forfeited games 0 – 0" and then adding 14 to the non-offending sides total hoop score.

Retirements

This is not the same as (planned) substitutions, which must be agreed upon in advance, and are already covered in the rules. (Rule 1.j).

A **retirement** is defined as a player being unable to complete his game(s) due to injury or illness. The default rules for handling this are:

1. The game in progress at the time of the retirement is awarded to the non-offending player with a hoop score of $7 - x$, where x is the retiree's actual score at that point.
2. Any further games the retiree is due to play are awarded to the non-offending player with a hoop score of $0 - 0$

However, as with cancellations **the two team captains**, not just the players involved, can agree to waive these rules, and simply treat the unfinished and unplayed games as "not played by mutual agreement", and thus not entered on the match scoresheet.