

THE EAST ANGLIAN CROQUET FEDERATION

Indoor croquet formats

The Indoor programme over the winter at Soham has been running for a very long time and I suppose it has been blithely assumed that everybody knows what it is about. There has been a succession of 'regulars' who have supported the programme over that time, but it is becoming increasingly difficult to fill the 7 slots for each of the Association Croquet days although the Golf days can be oversubscribed.

The programme comprises six week-ends, one per month from October through March, usually about mid-month. At present 3 of these are AC, 2 GC and one split. An AC week-end comprises two tournaments each involving 7 teams of two played in the course of a single day, Saturday or Sunday. Some gluttons for punishment play on both days, but that is entirely at their or their Club's choice. Each team plays each of the other six teams.

At its simplest, the indoor AC game comprise standard Association Croquet played on a smooth carpet the size of a standard short croquet court which is roughly half the size of a full croquet court. The format is 14-point handicap doubles with each team having a time limit currently of 25 minutes. Time is monitored using 2 clocks so that as soon as one side finishes their turn, one clock is stopped and the other started. A 2-position switch achieves this switch over very simply. The standard laws of Short Croquet have been modified over the years to meet the different conditions that the carpet introduces and a simplified calculation for apportioning bisques has also evolved over time. The huge difference from an outdoor court is the speed of the carpet. Power is hardly ever needed.

Originally the tournaments were run over two days, but with the increasing cost of travel and hall hire the current arrangement was developed. Although at any one time 3 teams are sitting out it is still a pretty intensive day's croquet. Games start at 9.00 am on Saturdays and 8.30 am on Sundays when we have to vacate the hall by 6.00 pm. There is considerable competition for the late starts on Sundays! Saturday tournaments can run longer, sometimes up to 7.00 p.m.

Golf Croquet days follow a very similar programme to the more long-established Association days but have not had to adjust the G.C. rules to make it work. As in Association, 7 doubles teams participate each day and all play all. Games are 13 point, handicap, double-banked of 40 minute duration, starting at 9am each day and finishing by 5.00 – 5.30 p.m. at the latest. Standard Golf croquet rules apply and great fun is had by all.

Entry fees are £30 per team per day which is controlled largely by the cost of hiring the hall at nearly £200 per day which does include laying and lifting the carpet. Previously we had to lift the carpet on Sunday evenings and I can assure everybody that it is money well spent to avoid that chore!

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Rules of Doubles Speed Croquet (Association)

This is a timed version of Short Croquet (see the Laws p.57 App.5) and the laws of handicap doubles play apply, subject to the following modifications:

1. **Handicaps.** Each side is entitled to a number of bisques, or is required to make a number of mandatory peels as given in the schedule of Bisques and Mandatory Peels on the next page.

If both sides are entitled to bisques they receive the appropriate number as in full bisque handicap play. No bisques may be used by a side once they have run out of time.

In addition, each side containing a -2 handicap player shall have 3 minutes deducted from its time allowance for each -2 handicap player in the side, a similar time being added to its opponent's time allowance. A side incurring 3 mandatory peels will forfeit a further 2½ minutes which will be added to the opponents' time allowance.

2. **Ordinary Peels.** In handicap doubles a player may not peel the partner's ball through more than two hoops.
3. **Mandatory Peels.** Either ball of a side may be peeled by its partner ball to count as a mandatory peel. When the number of mandatory peels outstanding is equal to the number of hoop points remaining to be scored by the side no point can be scored by running a hoop.

If an opponent's ball is peeled and the number of that side's mandatory peels is equal to the number of points remaining to be scored, then that side's outstanding mandatory peels are reduced by one for each peel made on his ball. One point is deducted from a side for every mandatory peel not made.

4. **Pegging Out.** Law 38 applies. If an adversary's rover ball is pegged out when that side has mandatory peels outstanding, all those peels are cancelled.
5. **Wiring Lift.** Law 13 applies as in normal Association Croquet
6. **Timing.** Each game will be allocated a specific time and each team has half that time. The clock for the team in play will be stopped when the striker and partner have quit the carpet at the end of the turn, having replaced all balls in their legal positions. The opponents' clock will be switched on at the same time. However, an opponent may come on to the carpet and start his/her turn after the team in play has played the last shot of its turn whether clips and balls have been replaced or not. **An exception to this concession is that if the opponents are down to single shots having run out of time, then the new striker's clock is started as soon as he/she steps onto the court.**
7. **Time.** When Time is called the striker has, in that turn, one more shot, which may be a croquet, but with no continuation stroke. For all subsequent turns, only single ball shots are allowed (no croquets). These conditions apply for the second side as well as the first. Hoop and peg points may be scored and lifts claimed. A time limit of 10 seconds is placed on these single ball shots.
8. **Score.** If the score is level when both sides have run out of time the result is a draw. It may be appropriate to appoint a 'Referee in Charge' to monitor the end of tight games in critical situations.
9. **Baulks.** A and B baulks extend from corners 1 and 3 to hoops 1 and 3 respectively, not the centre-line.
10. **Stopping the Clocks.** Timekeepers should stop the clocks only at the strikers request if the striker has to wait for a double-banked game, if a referee is called on, until he has adjudicated, or is ready for the stroke to be played. **Whilst clocks are stopped, players must not discuss tactics with a partner or adjust the position of balls. If this occurs, clocks will be started.**

Handicap arrangements

To arrive at your Bisque entitlement/Mandatory Peel requirement, add your C.A. Handicaps together, find the total in the Total C.A. Handicap column below and read off the number of bisques you are entitled to, or peels you are required to complete. Note that for the purposes of arriving at an Indoor Handicap only, a maximum C.A. Handicap of 18 shall be used even if the player has a higher handicap.

Total CA HANDICAP	BISQUES	PEELS
-2 & below		3*
-1½ to - ½		3
0 to 1½		2
2 to 3½		1
4 to 5½	0	0
6 to 7½	½	
8 to 9½	1	
10 to 11½	1½	
12 to 13½	2	
14 to 16½	2½	
17 to 19½	3	
20 to 23	3½	
23½ to 27	4	
27½ to 30½	5	
31 to 33	6	
34 to 36	7	

- No player may perform more than two peels on his/her partner ball.
- Each -2 player has 3 minutes deducted from their playing time which is added to the opponent's time.
- * 2½ minutes will be deducted and added to the opponent's time.

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