Golf Croquet B-Level League Rules – 2018

1. General
   a. All games shall be played under the current CA-approved Laws of Golf Croquet (4th Edition, March 2014) unless modified below.
   b. The start time of the match should be agreed by team captains.
   c. Any number of courts may be used: but note that the format differs substantially depending on the number available. Standard Courts should be used wherever possible, and all courts must be at least ¾-size with the correct proportions. All courts should be in adequate condition such that there is a possibility of accurate positioning, and of hitting a ball from one corner of the court to the opposite corner. Play should be spread where the quality of the courts differs.
   d. Where the home club has two or more courts available, then each team shall consist of four players, not necessarily the same players each match. Prior to the start of each match, the Captains will exchange team lists with players listed as A (H1/A1), B (H2/A2), C (H3/A3) & D (H4/A4). The listings shall be in order of appearance in the Golf Croquet rankings (best player first) with any individual not appearing in the rankings being inserted into the list in order of handicap.The order of play shall be: - First (normally in the morning): A&B players of both sides play doubles; and C plays D and D plays C singles. - Second (normally in the afternoon): all singles, A plays A, B plays B, C plays C and D plays D.Each of the seven games will comprise best-of-three 13-point games.
   e. Where the home club has one court, then each team shall consist of three players, not necessarily the same players each match. Prior to the start of each match, the Captains will exchange team lists with players listed as A (H1/A1), B (H2/A2) & C (H3/A3). The listings shall be in order of appearance in the Golf Croquet rankings (best player first) with any individual not appearing in the rankings being inserted into the list in order of handicap.The match shall consist of nine 13-point singles games, all-play-all.
   f. There should be no time limit on individual games. However, in those rare circumstances where the two captains agree a time limit is essential (for example, because of bad weather) then 50 minutes plus an extension period of eight further strokes is to be preferred to a flat 60 minutes. If at the end of the extension period, the scores are level, then play continues and the side for which the next point is scored shall be the winner.
   g. Substitutes in matches shall be allowed only by prior agreement between the Team Captains.
   h. No player may play for more than one team in a season. In the event of a violation all illegal games won by that player shall be forfeit to the opponent with a 0-0 hoop score; all illegal games lost by that player remain valid.
   i. For those Clubs with two teams in the same region, the matches between those teams must be played as the first fixture otherwise the result of that game will be void.
   j. Teams may wear coloured attire, provided all team members (other than those wearing white) wear the same design. [Comment: This is in line with CA Tournament Regulation P4(d)(2).]

2. Handicaps
   a. Players must have a valid handicap and play off their current handicap on the day of the match.
   b. Teams of four playing at a home club with two or more courts may include one player with a handicap of less than 3, but where team does so, the team shall have a minimum aggregate handicap of 20. Note, no aggregate team handicap applies where all players in a team are handicap 3 or higher. Teams of three playing at a home club with a single court may not include players with a handicap of less than 3. [Comment: The competition is aimed at players in the B-Level handicap range 8 to 3. But in response to comments from some teams that they may struggle to find sufficient players in this range consistently, and to allow for a change of handicap during the season which would otherwise debar players, some leeway has been allowed. Such flexibility is permitted only in the four-player format where the potential advantage is mitigated by the format of the match, which would not be the case in the three-player format. To be reviewed at the end of the year.]
   c. Subject to the application of Rule 2b above, where a player's handicap changes less than a week before a match, that player and/or team shall remain eligible in accordance with CA Tournament Regulations.
   d. Handicap Cards should be handed to opposing Team Captain before the start of play. All handicap cards must be up to date and verified correct by the Team Captain, Club handicapper or Official CA Handicapper. If a player forgets their card, they should orally declare their handicap, but must provide a copy of the card to the opposing Captain and/or League Manager within 24 hours of the match. If a player's handicap turns out to be lower than that declared on the day, and the change would have been material in establishing eligibility for the individual or the team, then all illegal games won by that player shall be forfeit to the opponent with a 0-0 hoop score; all illegal games lost by that player remain valid. [Comment: Although all games are level play, entry to the league is handicap-limited for individuals and/or teams. Eligibility is set out in rules 2(b) and 2(c) above.]

3. Results
   a. The home Team Captain should submit to the League Manager a copy of the completed score-sheet within 48 hours. [Comment: The score sheet must show the club names, location, date, full names of all players, handicaps, and all results. Email is preferred.]
   b. The home Team Captain should submit results for inclusion in the Golf Croquet Grading System within 5 days.
   c. Matches not played by the published cut-off date will be declared void and no points awarded unless a later date has been agreed beforehand by the League Manager. If a team cancels a match unilaterally less than 5 clear days before a scheduled match, then that team forfeits its points and the non-offending team shall be awarded the match and 2 points.
   d. In the case of a tie on points between two or more teams in an Area Group, then the winner will be determined by net hoops in all matches; and, then by other means determined by the Manager.

4. Disputes: In the event of a dispute, the League Manager's decision shall be final.

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