



WCF Sports Regulations

Effective Date 06.05.09
Version 7

0.1 Introduction

The World Croquet Federation (WCF) is responsible for the arranging of events held under its control. Although most or all of these events will be delegated to a Member for hosting purposes, it nevertheless falls to the WCF to ensure that commonality of purpose is maintained over time. This reduces unnecessary re-examination of different organisational aspects and provides consistency of approach year on year.

0.2 Scope

This will apply to all WCF Licensed Association and Golf Croquet events except where indicated.

0.3 Compliance

- 0.3.1 WCF Rule 103.5
- 0.3.2 WCF Rule 105.13

0.4 Related Documentation

- 0.4.1 WCF Equipment Regulations
- 0.4.2 WCF Events Regulations
- 0.4.3 "Laws of Association Croquet", 6th Edition, with their associated "Official Rulings on the Laws of Croquet" and "Commentary on the Laws"
- 0.4.4 WCF Rules of Golf Croquet.

0.5 Input Responsibilities

Consideration of hosting event	National Association
Provisional Bid made	National Association
Formal bid made	National Association
Compliance with these regulations	National Association, Players, Officials and WCF

0.6 Output Responsibilities

Acceptance of bid for hosting a WCF event	WCF Management Committee
Amendment of Regulations	WCF Management Committee
Interpretation of Regulations	WCF Management Committee



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0.7 Definitions and Revisions

Definitions	WCF	World Croquet Federation
	Events	World Championship, Tournament, Competition or Match
	Test Average	The average grade of the players in a group, that remain after removal of the top ranked and bottom ranked player.
	Grade	The grade derived from the relevant WCF World Rankings.
	He	He or she
	His	His or Her
Revisions	07.10.05 Version 1	0. Original
	08.11.05 Version 2	<ol style="list-style-type: none"> 1. Clarification of extent of adoption for WCF Association and Golf Croquet events in various regulations. 2. Rectification of sequential numbering error at Regulation 8.12.2 – 8.12.7
	01.11.06 Version 3	<ol style="list-style-type: none"> 1. Complete re-write to include all relevant matters including, nomination and selection of players and conduct of WCF Championships
	11.02.07 Version 4	<ol style="list-style-type: none"> 1. Amendment to Appendix A, the “invitation date” to allow for time flexibility in the administration of the invitations made. 2. Amendment to Regulation 26.2 Impasse Rules (Association Croquet Only) to deny referees interceding by observation alone.
	16.05.07 Version 5	<ol style="list-style-type: none"> 1. Amendment of typographical error - Regulation 2.2.3 to read 2.3
	07.09.08 Version 6	<ol style="list-style-type: none"> 1. Improvement to the clarity of the wording of Appendices A and B. 2. Amended Regulation 2 (Qualification of a player to represent a country) following changes to the WCF Statutes at the WCF Council Meeting on 6th February 2008. 3. Amendment to Appendix E to reflect changes made in February 2008.



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	06.05.09 Version 7 (In red italics)	<ol style="list-style-type: none"> 1. Addition of 14.5 to allow possible replay for rejected hoops that are too tight. 2. Amend 15.2.1 to allow best of 5 games in all KO stages of AC events. 3. Amend 16.1.1.2 to allow for time limits to be imposed by TM if necessary.
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1 WCF Recognised Games

WCF recognise all forms of croquet, including, without limit:-

- 1.1 Association Croquet
- 1.2 Golf Croquet
- 1.3 Short Croquet
- 1.4 Two-ball Croquet
- 1.5 U.S. Six-wicket Croquet
- 1.6 Nine-hoop Croquet
- 1.7 Ancient Croquet
- 1.8 Extreme Croquet

2 Qualification of a Player to represent a Country¹

- 2.1 A player is qualified to represent a country in a croquet event if:
 - 2.1.1 he was born in the country; or
 - 2.1.2 either of his natural or adoptive parents was born in the country; or
 - 2.1.3 he is a citizen of the country, is entitled to hold a passport issued by the country and has lived there for thirty-six consecutive months at some time; or
 - 2.1.4 he has been a permanent resident of the country for a period of twelve months immediately prior to the event.
- 2.2 In 2.1.3 and 2.1.4 above:
 - 2.2.1 residence solely for the purpose of education at a school, technical college or university shall not be included; and
 - 2.2.2 if a player lives in two countries he must nominate one country as his home country. A player must live there for a minimum of four months per year.
- 2.3 A player who has represented a country in an International croquet event controlled by the WCF or by one or more of the participating National Governing Bodies may not represent another country for which he is qualified unless a period of 13 consecutive months has elapsed since his last appearance for his former country.

¹ WCF Rule 303



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2.4 Where, in the opinion of the World Croquet Federation, unusual circumstances exist regarding a player's nationality and/or residence position, or where a player qualifies only for a non member country or association, the World Croquet Federation Management Committee shall determine that person's eligibility and qualification for one or more member associations, and/or their suitability for participating in any International croquet event controlled by the WCF or by one or more of the participating National Governing Bodies.

2.5 2.1, 2.2, 2.3 and 2.4 above, applies to all International croquet events played under the authority of a member association or the World Croquet Federation.

2.6 Where a team or teams in an International croquet event is comprised of players from more than one World Croquet Federation member association, the players must declare which constituent member association they are representing prior to participation within it, be bound by any previous relevant eligibility status and acknowledge that any lawful change of eligibility will affect their status pursuant to 2.1, 2.2, 2.3, 2.4 and 2.5 above.

2.7 Discipline

Where a player is found to transgress 1 to 6 above:-

2.7.1 Before an event.

Upon discovery the relevant member association may substitute another eligible player. In addition, the relevant player is not disqualified from participation in any other International croquet event for a member association for whom they are eligible.

2.7.2 During an event

All matches played by the relevant player in a singles event, or by the team in a team event, which included the active participation of the relevant player, shall be declared, at the discretion of the organising body, lost to the relevant opponent(s), by the maximum score allowed under the Laws or Rules of the Game or nullified completely.

The relevant player is disqualified from further participation in any International croquet event for two years.



In a team event, the member association may continue to play in the event provided they do not use the relevant player.

2.7.3 After an event has finished

All matches played by the relevant player in a singles event, or by the team in a team event, which included the active participation of the relevant player, shall be declared, at the discretion of the organising body, lost to the relevant opponent(s), by the maximum score allowed under the Laws or Rules of the Game or nullified completely.

The relevant player is disqualified from further participation in any International croquet event for two years.

2.8 Adjustment of results of competitions

Where a relevant player has been adjudged to have been ineligible during an International croquet event or after it has finished, the relevant governing body of the event shall decide whether to:-

- 2.8.1 allow the overall results of the event to stand; or
- 2.8.2 adjust the results of the event or part of it, having regard to the stage of the event when discovery of the ineligibility was made and overall fairness to other players in the event.

3 Definition of a National²

- 3.1 A player shall be deemed to be a national of a country for the purposes of these Rules if he is qualified to represent that country pursuant to Regulation 2 above.

4 Age Limits

- 4.1 A player may compete in a tournament, match or competition subject to a maximum age limit if his age does not exceed the limit on the preceding 31 December.
- 4.2 A player may compete in a tournament, match or competition subject to a minimum age limit if he has attained the minimum age on the preceding 31 December.

² WCF Rule 304



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- 4.3 Players who have attained the age of 60 are described as Veterans.
- 4.4 Players who have not attained the age of 18 are described as Juniors.

5 Management of a WCF Event

- 5.1 All WCF Association Croquet Events shall be played in accordance with the English language version of the "Laws of Association Croquet", 6th Edition, Advanced Singles or Advanced Doubles Play, together with their associated "Official Rulings on the Laws of Croquet" and "Commentary on the Laws",
- 5.2 All WCF Golf Croquet Events shall be played in accordance with the current WCF Rules of Golf Croquet.
- 5.3 With the prior approval of WCF, the host Member shall appoint the following suitably qualified tournament officials for the event. None shall be a participant in any part of the event:-
 - 5.3.1 Tournament Manager;
 - 5.3.2 Tournament Referee.
- 5.4 The WCF and the Host Association shall appoint a WCF Event Appeals Committee formed by not less than three persons to deal with matters referred to it. Where possible at least one member shall be a WCF Management Committee member. No appointee shall be a participant, Tournament Manager or Tournament Referee in any part of the event.

6 Tournament Officials (Golf Croquet)

- 6.1 In Golf Croquet, the powers and duties of the Tournament Manager, Tournament Referees, and other officials, shall be those described in the WCF Rules of Golf Croquet.



7 Tournament Manager (Association Croquet)

- 7.1 The duties of the Tournament Manager are as follows:-
- 7.1.1 To decide when play shall start and finish each day of the tournament;
 - 7.1.2 To decide when players may practise on the courts and, where necessary, to inform them if they are not permitted to practise;
 - 7.1.3 To decide the order in which events and games are played;
 - 7.1.4 To allot courts to competitors and to declare any court to be unfit for play;
 - 7.1.5 To keep players and spectators informed of any alterations to the programme and of the progress of the tournament. If so agreed with the WCF, to submit results and other information for wider publication and to assist anyone reporting or sponsoring the tournament;
 - 7.1.6 To co-ordinate the presentation of any trophies in conjunction with WCF, having regard to Regulation 17 below;
 - 7.1.7 To discuss with WCF prior to the event and agree any proposed alterations to the published tournament programme which do not contravene the WCF Rules or these WCF Sports Regulations;
 - 7.1.8 To take such other actions as may be appropriate in an emergency to safeguard the well-being and interests of players, spectators, any host club and WCF.
- 7.2 The powers of the Tournament Manager are as follows:-
- 7.2.1 These should be exercised by the manager as required, but must be exercised in a manner which is both consistent and equitable;
 - 7.2.2 To adjourn an unfinished game, provided that no ball is in a critical position and to record the state of the game or to nominate another to do so on his behalf;
 - 7.2.3 To grant or refuse leave of absence to players;
 - 7.2.4 To alter the event programme at his discretion, namely:-
 - 7.2.4.1 to impose time limits under Regulation 16;
 - 7.2.4.2 with the agreement of WCF only and in exceptional circumstances, to play a single-life event as two-life, best of three, American or Swiss, or to play later rounds of an event advertised as best of three, as best of some larger odd number;
 - 7.2.4.3 to impose tie-breaks in accordance with Appendix C;



- 7.2.4.4 to introduce double-banking;
- 7.2.4.5 where a time limit has been imposed, to allow extra time for double-banked games or in an emergency;
- 7.2.4.6 apply the WCF lateness policy at his discretion;

- 7.2.5 To impose such sanction as he sees fit, including, in the last resort, disqualification, on any player who is found to be:
 - 7.2.5.1 practising on the courts without the Tournament Manager's permission; or
 - 7.2.5.2 refusing to play in appropriate footwear that will not damage the lawn, particularly in wet conditions; or
 - 7.2.5.3 guilty of any misconduct;

8 Tournament Referee (Association Croquet)

- 8.1 There is no appeal from the decision of a Referee except to the Tournament Referee, before the next stroke, on questions of law and decisions under Law 55 of the Laws of Association Croquet.
 - 8.1.1 There is no appeal against the decision of a Tournament Referee or an appointed deputy acting as a Tournament Referee
- 8.2 The powers and duties of the Tournament Referee are as follows:-
 - 8.2.1 To nominate in conjunction with WCF, Referees from an official list of referees to assist him in the duties specified below. If there are insufficient official referees available, he may, subject to WCF approval, nominate other suitable persons.
 - 8.2.2 To check that the accuracy of court settings and tournament equipment is in accordance with the WCF Regulations.
 - 8.2.3 To place himself or a Referee nominated under 8.2.1 above, in charge of a game, at his discretion and after informing the players accordingly or, at the request of either side.
 - 8.2.4 To be available or to see that a Referee nominated under 8.2.1 above, is available to act as a Referee on Call or as a Referee on Appeal.
 - 8.2.5 To appoint Umpires. Unless specifically identified otherwise by the Tournament Referee, all players entered into a WCF event shall be deemed to be appointed Umpires by the Tournament Referee.
- 8.3 If the Tournament Referee will be absent or unavailable at any time, he must appoint a Deputy.



9 Referee in Charge (Association Croquet)

- 9.1 The powers and duties of a Referee In Charge of a game are as follows:
- 9.1.1 If he takes charge of a game already in progress, to ascertain the state of the game. If the players disagree, he must settle the dispute as a Referee on Appeal. He may take charge of the whole of the remainder of the game or for a part of it.
 - 9.1.2 To give his attention entirely to the game, or part of it, and to act as an ever-vigilant adversary. The presence of a Referee In Charge neither relieves the striker of his obligation nor deprives the adversary of his right to warn that a questionable stroke is about to be played or to draw attention to any error that may have been committed.
 - 9.1.3 To take up the most favourable position for adjudicating the fairness and effect of a questionable stroke.
 - 9.1.4 To decide all questions of fact and law, subject to the right of either player to appeal to the Tournament Referee under Regulation 8.1 above.
 - 9.1.5 On request, to give any information to any player concerning the state of the game at any time subject to the Laws of Association Croquet.
 - 9.1.6 To state at his discretion or if appealed to, what the law on any matter is. Such information may be given before any stroke likely to be affected is played. He may not otherwise advise a player. He must not state whether a ball has been moved or shaken when a wiring lift may ensue unless asked by a player.
 - 9.1.7 To explain to a player who has committed a fault the nature of the fault, either at his discretion or on request.
 - 9.1.8 If practicable and not detrimental to any other game on the court:-
 - 9.1.8.1 at the request of either player, to correct the setting of the court and its equipment before the start of a game;
 - 9.1.8.2 at the request of either player, to reset a boundary marking, a hoop or the peg to its previous state following a material change to it;
 - 9.1.8.3 at the striker's request only, to correct the setting, other than location, of a hoop or the peg, performing tests and adjusting balls as specified in Laws 3(a)(3) and 3(b)(3) of the Laws of Association Croquet.



- 9.1.9 At his discretion, to repair any special damage on the court.
- 9.1.10 To penalise any player for breaches of the Laws or other blameworthy conduct as best meets the justice of the case. In the last resort, he may disqualify a player. These powers should be exercised sparingly and any player aggrieved by a decision of a Referee may appeal to the Tournament Referee under Regulation 8.1 above.
- 9.1.11 To do anything else necessary to discharge his duties as a Referee in Charge.

10 Referee on Call (Association Croquet)

- 10.1 A Referee on Call is the Tournament Referee or other Referee nominated under these Regulations who is asked to act before an event has occurred. Subject as follows, his powers and duties are identical to those of a Referee in Charge while he is so acting. He remains in charge until he quits the court in the belief that his duties have been discharged.
- 10.2 He must first inform himself of the state of the game so far as it relates to the matter on which he has been called. If the players disagree, he must settle the dispute as a Referee on Appeal.
- 10.3 Either player may appeal against the decision of a Referee on Call to the Tournament Referee under Regulation 8.1 above.

11 Referee on Appeal (Association Croquet)

- 11.1 A Referee on Appeal is the Tournament Referee or other Referee nominated under these Regulations who is asked to give a decision on any matter of fact or law after an event has occurred. He may decide the matter by observation or investigation or both. Subject as follows, his powers and duties are identical to those of a Referee in Charge while he is so acting. He remains in charge until he quits the court in the belief that his duties have been discharged.
- 11.2 If the Referee on Appeal witnessed the relevant event and is satisfied that he can decide the matter without investigation, he must inform the players that he is deciding the appeal by observation and give his decision accordingly.
- 11.3 In other cases the Referee on Appeal must decide the appeal after investigation. He should hear both sides and, at his discretion, other witnesses. He must inform the players of



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anything that he has observed which may be relevant. He must then decide the matter to the best of his ability.

- 11.4 In the last resort the Referee on Appeal may give a compromise decision. This may involve arbitrary adjustment of the positions of the clips and balls, the number of bisques outstanding or the amount of time remaining and the order of play. The Referee on Appeal may direct that a game must be restarted.
- 11.5 The Referee on Appeal may not decide that a fault has been committed under Law 28(a) of the Laws of Association Croquet unless he is satisfied of the fact by personal observation or by the evidence of the striker or a Spectator Referee who personally observed the fault.
- 11.6 Either player may appeal against the decision of a Referee on Appeal to the Tournament Referee under Regulation 8.1 above.

12 Spectator Referee (Association Croquet)

- 12.1 A Spectator Referee is a Referee not in charge, on call or on appeal whose powers and duties are confined to the following.
- 12.2 To intervene to ensure that play is lawfully continued after an error is claimed or admitted.
- 12.3 To intervene if he hears a player giving erroneous information on the Laws to his adversary.
- 12.4 To volunteer relevant information to a Referee on Appeal.
- 12.5 To apply to the Tournament Referee to be placed in charge of a game, or part of it. If so appointed after he has observed that a particular error has been committed, he may not act in respect of that error or draw attention to a misplaced clip until the error has been claimed or admitted or the limit of claims has passed.

13 Umpire (Association Croquet)

- 13.1 An Umpire is a suitable person appointed by the Tournament Referee under these Regulations whose powers and duties are confined to the following.
- 13.2 To act as a Referee on Call to decide whether:
 - 13.2.1 a ball hits another ball; or
 - 13.2.2 a ball is moved or shaken; or
 - 13.2.3 a ball hits the peg.



- 13.3 To act as Referee on Appeal to decide whether:
 - 13.3.1 a ball has run a hoop in order or is in position to do so; or
 - 13.3.2 a ball is off the court.

14 Hoops and Setting, Ball Specification and Inspection Requirements

14.1 The Tournament Referee shall ensure that all equipment to be used in a WCF event shall conform to the requirements of the WCF Equipment Regulations.

14.2 Hoops

14.2.1 The clearance between ball and hoop is defined as the difference between the distance between the inside edges of the uprights at half-ball height and the maximum diameter of the largest ball to be used on the court. Hoops must be set such that the clearance is as near as possible equal to, but not less than, 1/32" (0.8mm).

14.2.2 Hoops shall be set as firmly and securely as possible such that no perceptible movement occurs when the crown is pushed/pulled with considerable force.

14.2.3 As far as possible:-

14.2.3.1 hoops shall be set in ground that is level and flat;

14.2.3.2 The jaws of hoops shall be free of "rabbit runs";

14.2.3.3 the hoop approach areas shall not contain defects that will deflect a ball from its intended course.

14.2.4 Hoop Holes.

14.2.4.1 To satisfy acceptable standards on hoop width and rigidity and maintain them throughout an event, the hoops should be set into new holes immediately prior to it commencing. The size and depth of the initial "core" that is removed is important and depends critically on the nature of the ground. The objective is to generate a tight grip on the carrots throughout the tournament without the need for excessive packing in the later stages. For soft ground, small and shallow "cores" should be cut and substitute carrots driven in partially to form the conical holes before insertion of the hoop proper. In hard ground, the initial "core" can be larger and deeper.



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14.2.4.2 Initially, hoop carrots may be left standing slightly proud of the ground to allow a margin for further penetration and, therefore, improved ground grip. However, should a protruding carrot interfere with the state of the game or an intended stroke, the striker should ask a Referee that the relevant hoop be knocked into the ground until the outer edge of the top of each carrot is level with the surface of the court whilst maintaining the width of the hoop at half-ball height. Any balls adjacent to the hoop must be carefully marked so that they can be accurately replaced should they be moved during the operation. No adjustment to the position of balls should be made under Law 3(b)(3) of the Laws of Association Croquet or the WCF Rules of Golf Croquet. The protruding carrots should be ignored when applying Laws 13, 14 or 17 of the Laws of Association Croquet or the WCF Rules of Golf Croquet; if they do not interfere, any tests should be conducted before adjusting the hoop, otherwise the hoop should be adjusted first.

14.3 Balls

14.3.1 The diameter of all balls used on a court is to differ by no more than 1/32" (0.8mm).

14.4 Inspection

14.4.1 Prior to the event commencing, the Tournament Referee shall inspect all the balls to be used and match them, as closely as possible, for size and bounce characteristics into sets, suitable for play.

14.4.2 The Tournament Referee or his agent shall inspect every hoop each morning before play begins for both width and rigidity. Hoops which do not satisfy the acceptable standards should be re-set.

14.5 Stroke replay

14.5.1 *If a player suspects that the outcome of a stroke they have just played was affected by a ball being in contact with both uprights of a hoop simultaneously, they are entitled to have the equipment checked and, if necessary, adjusted or replaced. If it is found that the ball does touch both uprights of that hoop on some axis, they may elect to replay the stroke, unless their turn has ended for another reason.*



15 Number of Games

15.1 Association Croquet

15.1.1 Group matches or Qualifying resolution group:-

15.1.1.1 Single game.

15.1.2 Knock Out Matches:

At the discretion of the Tournament Manager but subject to WCF approval:

15.1.2.1 Best of three or five games at all stages.

15.2 Golf Croquet

15.2.1 Group matches or Qualifying resolution group:-

15.2.1.1 Best of three, 13 point games, unless otherwise agreed between the WCF and the host association.

15.2.2 Knock Out Matches:-

15.2.2.1 Best of three, 13 point games, unless otherwise agreed between the WCF and the host association, up to and including the quarter-finals.

15.2.2.2 Best of five, 13 point games, unless otherwise agreed between the WCF and the host association, in the semi-finals and final stage.

16 Conduct and Time Limits of Games

16.1 Association Croquet

16.1.1 Group matches or Qualifying resolution group:-

16.1.1.1 All play may be double-banked at the Tournament Manager's discretion.

16.1.1.2 At the discretion of the Tournament Manager but subject to WCF approval, the Tournament Manager may decide the time limit of any game or games but they shall not be less than two and half hours.

16.1.2 Knock Out matches:-

16.1.2.1 All play shall be single banked unless, in the opinion of the Tournament Manager, exceptional circumstances prevail and, subject to WCF permission.

16.1.2.2 All games shall be un-timed subject only to the restriction of an overall cumulative time limit of :-

16.1.2.3 For matches that are best of three games, cumulative limits of 4, 7 and 9 hours for the first, second and third game respectively;

16.1.2.4 For matches that are best of five games, cumulative limits of 4, 6, 8, 9 and 10 hours for the first, second, third, fourth and fifth game respectively.



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16.1.3 Time Limit

- 16.1.3.1 For matches that are best of three or five games, the time limits specified for the first, second, third, fourth and fifth games respectively, are cumulative. The time taken to complete a game after time has expired is deducted from that available for subsequent ones.
- 16.1.3.2 The players should arrange for an independent person or, failing that, one of themselves to be responsible for announcing audibly that the time limit has been reached.
- 16.1.3.3 Play then continues for an extension period in which the striker completes his turn and his adversary plays one subsequent turn. For the sole purpose of determining whether the striker's turn ends before or after time is called, it is deemed that his turn ends and the adversary's turn begins as soon as he strikes the striker's ball or is deemed to have played it in the last stroke of his turn.
- 16.1.3.4 The side which has scored the greater number of points at the end of the extension period is the winner. If each side has scored the same number of points, play continues and the side for which the next point is scored is the winner (any points scored subsequently in the stroke are ignored).

16.1.4 Restoration or adjustment of time.

- 16.1.4.1 This Regulation is subject to Law 53(g)(2) of the Laws of Association Croquet and Regulation 11.4 above.

16.2 Golf Croquet

16.2.1 Group matches or Qualifying resolution group:-

- 16.2.1.1 All play shall be single banked unless, in the opinion of the Tournament Manager, exceptional circumstances prevail and, subject to WCF permission.
- 16.2.1.2 All games shall be untimed, except that the Tournament Manager shall have discretion to impose one if required for the good management of the event.

16.2.2 Knock Out matches:-

- 16.2.2.1 All play shall be single banked unless, in the opinion of the Tournament Manager, exceptional circumstances prevail and, subject to WCF permission.
- 16.2.2.2 All games shall be untimed, except that the Tournament Manager shall have discretion to impose one if required for the good management of the event.



16.2.3 Time Limit.

16.2.3.1 Subject to 16.2.1.2 and 16.2.2.2 above, the Tournament Manager may impose a time limit of:-

16.2.3.1.1 before a game, not less than 45 minutes for a single banked game, or 50 minutes if double-banked;

16.2.3.1.2 during a game, not less than a further 15 minutes on any game that has been in progress for at least 45 minutes or 50 minutes if double banked;

16.2.3.1.3 for matches that are best of three games, a cumulative limit not less than 50, 90 and 120 minutes for the first, second and third game respectively. If a match consists of more than three games, the time limits shall be extended by a minimum of 30 minutes for each additional game.

16.2.3.2 For matches that are best of three or five games, any time limits imposed by the Tournament Manager for the first, second, third, fourth and fifth games respectively, are cumulative. The time taken to complete a game after time has expired is deducted from that available for subsequent ones.

16.2.3.3 When the time allowed expires, play shall continue for a further eight strokes. After these strokes, the winner shall be the side which has scored the most points. If the sides are still tied, play then continues and the side for which the next point is scored shall be the winner (any points scored subsequently in the stroke are ignored). For the sole purpose of determining whether the striker's turn ends before or after time is called, it is deemed that his turn ends and the adversary's turn begins as soon as he strikes the striker's ball.

17 Timing of the final stages of an event

The timing of the final stages of an Event will be decided by the Tournament Manager in consultation with the WCF to fit in with the time decided for the presentation ceremony, the sponsor's requirements, media considerations and the need to provide a spectacle for spectators. Notwithstanding this regulation, all games shall be played in accordance with Regulations 15 and 16 above.



18 The Time table and conditions of entry and replacement procedure for a WCF event

- 18.1 With due regard to Regulations, 2, 3 and 4 above, nominations for entries to WCF events, including original nominations, qualification due to past performance in a previous WCF event or any nominations for wild cards, will only be accepted from member associations of the WCF and for players in good standing with his or her member association. This means that the player must not be under suspension or be disaffiliated by a member association or one of its affiliated members or, have been advised in writing that he is not eligible by a member association or one of its affiliated members.
- 18.2 At WCF Discretion, players from non WCF associations may be allowed entry as a Wild Card or to enter and play in any qualification event.
- 18.3 At WCF discretion and subject to the above, WCF retains the right to accept or refuse any nomination or entry from any player.
- 18.4 The time table, entry and replacement procedure shall be as indicated in Appendix A.

19 Allocation of places to WCF events

The total number of entries allowed for each WCF event shall be between 24 and 80 (incremented on an octal basis) agreed jointly between the WCF and the host member based upon the criteria shown in Appendix B.

20 Visa's for Players, Representatives or Officials

The host Member shall use its best endeavours and render all assistance for all visa applications for permission to enter and remain in the host country for the duration of the event, from any accepted or invited player, WCF representative or official of any other WCF Member Association.

21 Formation of Groups and Seeding

- 21.1 Dependent upon the maximum number of players allowed in an event, there will be 4 or 8 groups of players and each group shall, as far a possible, have between 6 to 10 players.
- 21.2 Each of the groups shall to be identified by the letters A to H.
- 21.3 Association Croquet
- 21.3.1 All players will be given their latest available World Ranking Grade. If one does not exist then it shall be estimated by the WCF.



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21.3.2 From the World Ranking Grade each player shall be ranked 1 to the maximum entry allowed)

21.4 Golf Croquet

21.4.1 All players will be given a ranking decided by the WCF from 1 to the maximum entry allowed.

21.5 **Step 1: Initial Allocation** The players are then initially allocated to the relevant groups in accordance with the following table:-

A	B	C	D	E	F	G	H
1	2	3	4	5	6	7	8
16	15	14	13	12	11	10	9
17	18	19	20	21	22	23	24
32	31	30	29	28	27	26	25
33	34	35	36	37	38	39	40
48	47	46	45	44	43	42	41
49	50	51	52	53	54	55	56
64	63	62	61	60	59	58	57
65	66	67	68	69	70	71	72
80	79	78	77	76	75	74	73

21.6 **Step 2. Same-Country Modification.** The initial configuration of Step 1 shall be modified so as to minimize same-country conflict.

21.6.1 This means that a country with 8 or fewer players in the tournament should ideally have, in each group, at most one player, while a country with 9 through 16 players should have, in each group, at least 1 and at most 2 players, and so on.

21.6.2 This modification is done by interchanging players of approximately equal grades. The interchanges (which may involve more than two players at a time) should:-

21.6.2.1 leave the top ranked player of each group unchanged

21.6.2.2 keep the test averages³ of the groups as near equal as possible.

³ For definition of "test average" see Regulation 0.7



21.7 Ranking after Group Results

- 21.7.1 After group play, the players are ranked within each group with the player with the higher number of wins being ranked higher and then in descending order.
- 21.7.2 The four top ranked players from each group advance to the Knock-Out stage.
- 21.7.3 The group ranking will not be used for any other purpose, so the only ties that need to be broken are ties that leave qualification for the Knock-Out stage undecided. Tie breaking, as far as time allows, will be obtained by play-off games arranged by the Tournament Manager in accordance with Appendix C.
- 21.7.4 In the event that a player is for any reason disqualified or withdraws:-
 - 21.7.4.1 during the group stage or prior to the draw for the resolution group, their playing record shall be expunged and the Group ranking re-calculated;
 - 21.7.4.2 during the resolution group stage and prior to the knock-out stage draw, their place shall be taken by the next eligible player as determined by the Tournament Manager;
 - 21.7.4.3 during, or after the knockout stage draw has been made, their place shall be taken by the next eligible player as determined by the Tournament Manager;
 - 21.7.4.4 during the knockout stage, they will not be replaced.

21.8 Ranking of players entering the knock-out stage

21.8.1 Association Croquet

- 21.8.2 The 16 or 32 players that qualify for the Knock-Out stage are ranked for seeding purposes by their Grades in the World Ranking system, as updated immediately after group play.
- 21.8.3 In the event that access to an updated World Ranking after group play is prevented, for any reason, then the World Ranking used in the initial allocation of groups shall be used.
- 21.8.4 The Tournament Manager shall to be aware of this requirement and prepare himself or herself accordingly.
- 21.8.5 Consultation with the WCF Ranking Officer is obligatory.

21.8.6 Golf Croquet

- 21.8.7 Due to the fact that the WCF Golf Croquet Ranking System does not contain sufficient data, at this time, to reasonably accurately measure one player's ability against another, the following shall be temporarily adopted:-
- 21.8.8 The 16 or 32 players that qualify for the Knock-Out stage shall be assessed for seeding purposes by a WCF Seeding Committee.



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21.8.9 WCF shall continue to monitor the progress of the WCF Golf Croquet Ranking System for possible use in future events.

21.9 The Knock-out Stage Draw

21.9.1 The draw for the Knock-Out Stage shall comply with the requirements of Appendix D and be done in a public draw ceremony to demonstrate impartiality.

21.9.2 Any player who is subsequently promoted to the knockout stage in accordance with 21.7.4 above after the knockout stage draw has been made but before the knockout stage has commenced, shall replace the disqualified or withdrawing player in the same position in the draw. For clarity, the knockout stage draw shall not be re-drawn in these circumstances.

21.10 Plate and other supplementary events.

A Plate or other supplementary event shall be played. (see Appendix E)

22 Conditions of Play

22.1 Unless otherwise advertised, and subject to Regulation 17 above, play will commence at 9.30 am. The Tournament Manager may vary this time at his discretion. Players must be prepared to play until dusk;

22.2 All players must report to the Tournament Manager on arrival and before leaving each day. Any player who is not present or is otherwise unable to play when called upon to do so is liable to be penalised under Regulation 27 below;

22.3 Applications for leave on the first day will be considered only after the group match allocations have been made. Leave at other times should be requested as early as possible. The Manager may refuse leave in the interests of the event or any part of it;

22.4 Appropriate footwear, that will not damage the lawn, particularly in wet conditions, must be worn on the courts;

22.5 Players may wear:-

22.5.1 predominantly white clothing; or

22.5.2 a national uniform; or

22.5.3 non-national uniform coloured shirts provided that all players from the same country wear the same colour.

22.5.4 Permission to wear a national uniform or non-national uniform coloured shirt shall only be granted when a coloured photograph



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- of the proposed shirt is provided to WCF for scrutiny, recognition and acceptability, prior to the commencement of the event.
- 22.5.5 In all cases, none shall bear sponsor logos except as provided for in paragraphs 22.10 to 22.13 below.
- 22.5.6 Predominantly white clothing means any article with more than 75% of its surface area white. Clothing which does not meet this criteria, will be subject to rejection as unacceptable. White means white, not grey/off white. This condition does not apply to wet weather clothing or hats or caps.
- 22.6 Clothing will be smart, clean and laundered. Particular attention will be paid to shoes to ensure they do not detract from overall appearance. T-shirts with cartoons or messages will not be worn. Skirts or Shorts will be of a decent length.
- 22.7 Players in any doubt as to what is or is not acceptable should clarify their position before starting a match by consulting the Tournament Manager. If the Tournament Manager considers a player's dress to be in contravention of the above guidelines, he/she shall have the authority to request the player to change into suitable attire before the beginning of a match.
- 22.8 Should such a request be necessary, a player may be penalised for not being ready to play in accordance with Regulation 27 below.
- 22.9 Failure to comply with the requirements will result in the disqualification of the player concerned.
- 22.10 The WCF will advise players and National Associations of the dress requirements agreed with any naming rights or other sponsors. Players and National Associations are expected to adhere to any conditions on the display of logos on clothing/shoes advised by the WCF. Approval from the Tournament Manager must be obtained to display other sponsors' logos on dress, including shoes. Small brand names forming an integral part of any clothing item are excluded from this paragraph unless specifically advised to players and National Associations before the event.
- 22.11 Sponsor clothing, if provided, will be worn as requested, and any other sponsor requirements observed. Players involved in photo calls or playing in the final stages of the competition must wear sponsor clothing as appropriate.
- 22.12 In cases where a player or a WCF member organization is sponsored by a sponsor other than the Event sponsor, the player or National Association concerned must obtain written sanction in advance of the event to permit the wearing of such sponsor's



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logos or the display of any sponsor advertising of any kind at the Event.

- 22.13 The above shall be observed during all matches by all players, including attendance at any interview during the course of the days play or immediately after a game.
- 22.14 Should any dispute arise between the Tournament Manager and a player as to what dress is or is not acceptable, an appeal may be made to the Appeals Committee, whose decision shall be final.
- 22.15 Unless otherwise informed by the Manager, apart from any specifically designated practice days for an event, five minutes practice time shall be allowed before each day's play on the lawn the players are to play on. A shot of sufficient strength, and no more, to hit the ball seven metres will be allowed to practice hoop running, but in doing so, it must not disturb the setting of the hoops.

23 Media Interviews

Players will be expected to cooperate with reasonable demands for media interviews and public relations activities. The Event organisers will ensure that such activities do not take place whilst a player is engaged in competition. A "code of conduct" will be issued to photographers and other media personnel when they first arrive at the venue explaining procedures for photographs and interviews aimed at avoiding distraction of those in play.

24 Attendance at Functions

- 24.1 Unless otherwise excused by WCF, players shall schedule their activities so that they are able to attend any Opening Ceremony, any Civic Reception and the Closing Ceremony of the Event.
- 24.2 Unless otherwise excused by WCF, players shall attend the briefing given before the Event by the Tournament Manager and the Tournament Referee. The briefing shall be conducted in English. Players who may need an interpreter should notify the organisers at the time of entry.
- 24.3 Players are encouraged to stay for the duration of the Event and to compete in all supplementary events within it, but it is not compulsory. This is to ensure that those who stay are not deprived of competition and that spectators are given every opportunity to see croquet at its best.



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25 Anti-Doping, Gambling

25.1 Anti-Doping.

25.1.1 Doping is forbidden in order to protect the rights and health of players and to protect the values of fair play in sport in accordance with any Tournament Regulations of the host association that recognises any National Anti-Doping Agency and the World Anti-Doping Agency.

25.1.2 Where such recognition exists, the substances and procedures prohibited are those included in the World Anti-Doping Agency List of Doping Classes and Methods, with the exclusion of substances agreed between the National Anti-Doping Agency of the host association and host association.

25.1.3 An offence under this Regulation is committed when:

25.1.3.1 Any prohibited substance or procedure is found to be present in a player's body tissue or fluids; or

25.1.3.2 a player is found to have or admits to having used a prohibited substance or procedure; or

25.1.3.3 a player is found to have or admits to having assisted, induced or caused another player to use a prohibited substance or procedure; or

25.1.3.4 a player fails or refuses to comply with, or interferes with or obstructs, the provisions of 25.1.3.5 below.

25.1.3.5 A player must submit to a doping test at any time when requested by an official designated by the National Anti-Doping Agency recognised by the host association. Testing will be carried out by bodies approved or accredited in accordance with the requirements from time to time of the World Anti-Doping Agency and in accordance with their recommended procedures.

25.1.4 A player found to have committed an offence under 25.1.3 above, or comparable regulations of other WCF member associations, shall be disqualified from any events in which he was competing at the time of, or subsequent to, the offence and shall remain ineligible to compete in any WCF event for such period as shall be determined by disciplinary procedures of the host association.



25.2 Gambling.

- 25.2.1 A player or official shall not accept or place any bet or wager on the outcome of any game or match in the event.
- 25.2.2 A player, official or member of any WCF member association, whether or not they are competing in an event, may not accept or offer any inducement to another player, official or member of any WCF member association, to influence them or any other person, nor may such an inducement be accepted except as authorised prize monies or at WCF discretion.

26 Impasse Rule (Association Croquet only)

- 26.1 The referee will declare that an impasse exists if, in the opinion of the referee, the tactical situation is not evolving and neither side appears to be willing to attempt to score a point or otherwise to make a tactically significant move.
- 26.2 This decision may be given in response to an appeal by either side that an impasse exists, or by a referee appointed in charge of the game by the Tournament Referee
- 26.3 If on appeal, the referee decides that there is no impasse, play will continue normally. The referee will monitor the game until the tactical situation changes significantly, or until the referee decides that an impasse now exists.
- 26.4 Once the referee has declared an impasse, play will continue normally for ten further turns (20 if there are only two balls in the game and both are for the peg). If the impasse still exists at the end of this period, the following remedies will be applied:-
- 26.4.1 All balls still in play are removed from the lawn and then played back into the game from baulk. Except in 26.4.3 below, the clips are not moved. A coin toss will determine which side may choose to play first or second, unless there are only three balls remaining in the game, in which case the side with two balls will play first.
- 26.4.2 If there are three or four balls still in the game, the game shall proceed normally.
- 26.4.3 If only two balls remain in the game and both are for the peg, a tie-break contesting the last four hoops and the peg shall be played (the winning score will be recorded as 26-25). Both players are entitled to lifts under Law 36 of the Laws of Association Croquet.
- 26.4.4 If only two balls remain in the game and they are not both for the peg, play shall proceed normally except that no roquet will be allowed until the first strike of: the eleventh turn after the restart, or; the first turn after a turn in which the striker's ball has scored a hoop point for itself. If, during the prohibition on roquets, the



striker's ball hits the opponent ball, the stroke will be treated as though the opponent ball were dead.

27 Lateness

- 27.1 The Manager may impose such sanction as he sees fit, including, in the last resort, disqualification, on any player who is found to be absent or unable to play when called upon by the Manager. Should the Tournament Manager need to take action in this regard, he will do so as follows:-
- 27.2 If any player is unavailable for play when required to do so, the following shall apply:-

27.2.1 1st offence in event:-

- 27.2.1.1 Up to 1 hour late - No penalty
- 27.2.1.2 1 to 1 ½ hours late – 1st game of a series or the next scheduled game, lost
- 27.2.1.3 Over 1 ½ hours late - Best of 3 or 5 games lost

27.2.2 2nd and subsequent offence in event:-

- 27.2.2.1 Up to ½ hour late – 1st game of a series or the next scheduled game, lost
- 27.2.2.2 Over ½ hour late - Best of 3 or 5 games lost

- 27.3 Each event is separate, e.g. the main event penalty does not carry forward into a plate or other supplementary event. For this regulation, the group together with any associated resolution group stage and knockout stages will be treated as two separate events.
- 27.4 Players using any official transport to get to venues will be exempt from lateness penalties at the start of the day, except where they cause a delay to departure.

28 Breaks

- 28.1 Except as proscribed at the discretion of the Tournament Manager, the following shall apply:-

28.2 Between Games

In general, play between games in a match should be seamless and continuous. Players may take a break of up to five minutes for comfort and composure if required. During Group play, subsequent games will commence as soon as both opponents and a lawn are available, irrespective of any advertised schedule. This is subject only to the exigencies of breaks for meals.



28.3 Meal breaks

A one hour lunch break may be taken starting as follows:-

- 28.3.1 No sooner than 11.30am
- 28.3.2 no later than the end of the turn in progress at 2.00pm
- 28.3.3 if a game finishes after 12.00pm then either player (or pair) may specify that the lunch break be taken then.
- 28.3.4 before the start of a turn after 12.30pm the player (or pair) about to play may specify that the lunch break be taken then
- 28.3.5 otherwise, with the agreement of the Tournament Management.
- 28.3.6 Players may take up to 20 minutes for an afternoon refreshment break, commencing no earlier than 3.00pm.

29 Trophies and Medals

- 29.1 Trophies awarded to winners of WCF World Championship events shall be:-
 - 29.1.1 perpetual trophies, owned or managed by the WCF; and
 - 29.1.2 other trophies provided by WCF or the host association or any sponsor at their discretion for the winner to keep.
- 29.2 The winners shall have the right to maintain safe keeping of the perpetual trophy until the next World Championship is held, or at WCF discretion, it is recalled.
- 29.3 The winner shall have the responsibility of returning the perpetual trophy undamaged and intact to WCF in accordance with 29.2 above, at a reasonable cost to WCF.
- 29.4 WCF shall be responsible for maintaining any insurance for the WCF perpetual trophies, provided that the winner of a World Championship shall notify WCF of the place where the trophy will be kept in safe keeping.
- 29.5 All semi-finalists in any WCF World Championship event shall be awarded a WCF medal to keep.

30 Discipline

- 30.1 A player who contravenes these Regulations is liable to disciplinary action by the Tournament Manager or Appeals Committee at the event which may include disqualification or a period of ineligibility to play in future WCF events, in addition to any sanction imposed during the event. Any action taken by the Tournament Manager under Regulation 7 above or a Referee under these Regulations shall be reported to the WCF for this purpose.



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- 30.2 Any appeals, save for any decision taken by the Appeals Committee, regarding such decisions and any continuing or gross violations of behaviour shall be referred to the Appeals Committee who have the power, as a last resort, to disqualify a player from the event.
- 30.3 The decision of the WCF Appeals Committee shall be final with no further appeal, subject to the domestic civil or criminal law of the country of the host member association.

31 Conflict and Omissions

- 31.1 In the event of any conflict or difference between the:
- 31.1.1 English language version of the “Laws of Association Croquet” together with their associated “Official Rulings on the Laws of Croquet” and “Commentary on the Laws”, or “WCF Rules of Golf Croquet” and, any translation into another language, the English language version, shall be definitive and take precedence;
- 31.1.2 WCF Rules, these WCF Sports Regulations and the Tournament Regulations of the host Member, the precedence shall be decided in that order.
- 31.2 Where any circumstances arise during the preparation or hosting of the event that are not covered by the WCF Rules, these WCF Sports Regulations or the Tournament Regulations of the host member, the WCF Management Committee shall decide the matter by a majority decision. Where an immediate decision on any matter is needed, those WCF Management Committee members present shall decide by a majority decision.

32 Acceptance of these Regulations

Attendance at a WCF Event is taken as acceptance of these WCF Sports Regulations, as amended from time to time.



Appendix A (Regulation 18)

The time table and conditions of entry and replacement procedure for a WCF event.

1 The Invitation Date

The WCF shall set a date (“the invitation date”) between 7 and 10 months prior to the start of the month in which the event commences, on which they shall inform member associations of their allocated number of places, invite them to nominate players to fill those places and nominate additional players for consideration for wild card places.

2 The Closing Date

The WCF shall, on the invitation date, also stipulate a date (“the closing date”) by which member associations must respond with their nominations (including wild card nominations.) The closing date shall be between 4 and 6 months prior to the start of the month in which the event commences.

3 Semi-Finalist Places

The WCF shall, at their discretion, invite the semi-finalists from the previous event on the invitation date, and ask them to respond by the closing date.

4 The Wild Card Invitation Period

The WCF shall set a period of time (“the wild card invitation period”) which shall be of no less than two months in duration and commencing between 3 and 4 months prior to the start of the month in which the event commences, during which they shall issue invitations to wild card nominees.

5 The Wild Card Closing Date

The WCF shall set a date (“the wild card closing date”) no less than one month prior to the start of the month in which the event commences, by which all wild card places shall have been taken up.

6 The Qualifier Date

The closing date for entries to the qualifying tournament (“the qualifier date”) shall be a date at least two weeks prior to the qualifying tournament commencing.



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7 Payments of Entry Fees, Player Photographs and Biographical Details

The dates by which the WCF must receive a player's entry fee, photograph and biographical details are as set out in the table below:

	Entry Fee	Photograph and Biographical Details
Semi-Finalists	The closing date	The closing date
Member Nominated Players	The closing date	The closing date
Wild Cards	The wild card closing date	The wild card closing date
Qualifiers	The day before the start of the event	N/A

8 Re-allocation of places of players who withdraw having been nominated by their Member Association

- If a player, having been nominated for a place by their member association and having accepted that place, withdraws from the event, then the timing of the withdrawal shall determine how the place is re-allocated according to the table below.
- If, before the relevant closing date, a player, who has been nominated for direct entry, withdraws from a WCF event, that place may be filled by another player at the discretion of the relevant member association, subject to the requirement that no player selected for direct entry may be weaker than any other player nominated by them for consideration of a wild card place even if that player has already been chosen for a wild card place by WCF.
- If the relevant association chooses a player who they have already nominated for wild card selection, that player shall take the place of the withdrawing player for direct entry.
- Remaining wild card nominees shall remain in the pool for consideration of selection by WCF.
- If the player selected by the relevant association has already been chosen as a wild card by WCF then the wild card place vacated shall be returned to the wild card pool for WCF consideration.



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<u>Time of withdrawal</u>	<u>Remedy</u>
Prior to the Closing Date	Member nominates a replacement player
After the Closing Date but before the Wild Card Closing Date	Space is allocated to the next Wild Card nominee from that Member, or, failing that, the next Wild Card, at WCF discretion
After the Wild Card Closing Date but before the Qualifier Date	Space is as allocated to a further Wild Card or an additional qualifier from the Qualifying Tournament at WCF discretion
After the Qualifier Date but before the end of the Qualifying Tournament	Space is allocated to an additional qualifier from the Qualifying Tournament, subject to the format of the Qualifying Tournament, or otherwise as seems best to fit the case at WCF discretion
After the end of the Qualifying Tournament but on or before the end of the first day's play in the event	The Tournament Manager may fill the place at his discretion, provided that the withdrawing player has not commenced a game in the event
After the end of the first day of the event or after commencing a game in the event	No further entries are allowed. See Regulation 21.7.4 above



Appendix B (Regulation 18) Allocation of places to WCF events

1 Introduction

In allocating places for its events the WCF is seeking to achieve several aims:

- 1.1 To fulfil WCF obligations in the WCF Statutes relating to Full and Associate member associations.
- 1.2 Depending upon the size of the event, ensure that any available player with a reasonable chance of winning the event, which would usually mean any player in the top 50 in the world (on playing strength, not necessarily ranking), is offered a place. In GC events, to ensure as strong a field of players as possible.
- 1.3 Depending upon the size of the event, to ensure a broad representation of its membership in the event, which would usually mean offering at least one place to each member. (However, places are only guaranteed for Full and Associate members).
- 1.4 In the event of 80 entries, WCF would expect to fulfil 1.2 and 1.3 above.
- 1.5 Ensure that the distribution of places among member associations is fair and reasonable.
- 1.6 Provide opportunities for players from member associations where croquet is not yet well established and there is also potential for development.
- 1.7 Through the provision of a qualifying event make possible the participation of any croquet player.

Most places shall be filled by selection by member associations. The mechanism for allocating places is to invite a number of individual players based on performance in the previous event, reserve a number of places for a qualifying event and for wild cards awarded by the WCF, and to invite member associations to nominate players to fill an allocation decided for each member association by the WCF. The purpose of the qualifying event is to give players who have not been selected or otherwise offered places the opportunity to play for a place in the event.

It should be noted that the allocation process is only complete once the wild card places have been chosen and at that point WCF expects the above aims to have been met.



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2 General

- 2.1 Any player, nominated, invited, selected or qualifying to play in any WCF event must be in good standing with his member association. This means that the player must not be under suspension or be disaffiliated by a member association or one of its affiliated members or, have been advised in writing that he/she is not eligible by a member association or one of its affiliated members.
- 2.2 The players selected and subsequently nominated for a WCF event under 3, 5, 6 or 7 below shall be their best available players and they may be determined by the Member association at their discretion.
- 2.3 Without prejudice to 2.1 above, the WCF reserves the right to approach member associations in respect of any player nominated or not nominated, and retain absolute authority over who shall be invited, selected or accepted to play in the event or qualifying event.

3 WCF Membership Places

- 3.1 Full and Associate membership of the WCF entitles each association to a minimum of one place in any WCF main event.
- 3.2 Observer members may, at the discretion of WCF, be allowed a minimum of one place in the next but one WCF Event after first joining WCF in any membership category.

4 Semi-finalists in the previous Event

- 4.1 The four players who reached the Semi-finals of the previous relevant event, at the discretion of the WCF Management Committee.



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5 High Profile WCF Members

5.1 A number of high profile WCF members shall be awarded, at the discretion of WCF, a minimum number of places to include, membership places, semi-finalists from the previous event, other WCF membership places but not wild cards or qualification places on the following scale:-

5.1.1 Association Croquet:- MacRobertson Shield World Team Championship entrants for the last named event – 6 places per 80 entries on a pro rata basis.

5.1.2 Open Golf Croquet:- Egypt – 6 places per 64 entries on a pro rata basis, MacRobertson Shield World Team Championship entrants for the last named event - 3 places per 64 entries, on a pro rata basis.

5.1.3 Women's Golf Croquet:- Egypt - 6 places per 48 entries, on a pro rata basis, MacRobertson Shield World Team Championship entrants for the last named event – 3 places per 48 entries, on a pro rata basis.

6 Host Places

6.1 The host of a WCF event shall be awarded, at the discretion of WCF, a minimum number of places to include:-

- WCF membership places;
- Semi-finalists in the previous event,
- High Profile WCF membership places and
- Other WCF membership places, but not wild cards or qualification places.



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7 Other WCF Membership Places

- 7.1 Places shall be reserved for WCF Member Associations to select their players to play in the event.
- 7.2 The WCF shall offer these places to members predominantly based on playing strength.
- 7.3 The main criteria shall be:-
 - 7.3.1 The percentage of players in the top 50 of the World Rankings rounded up or down at WCF discretion;
 - 7.3.2 The distribution of places in the top 100 of the World Rankings shall, and the performances in recent International Events may, be used in the rounding decisions and to make further changes to meet the overall aims and objectives of the WCF as per paragraph 8 below;
- 7.4 The World Ranking List shall be the latest available at the start of the allocation process based on a minimum of 10 games in the last 12 months in the Interactive Rankings. In exceptional circumstances players who have played less than 10 games in that period may be taken into account.

8 Final Review of Provisional Allocation

- 8.1 The final review of the provisional allocations under paragraphs 3 to 7 above is made at this stage and adjustments may take place in order to ensure that the WCF aims and objectives for the event are met. This shall be the final allocation.

9 Wild Cards

- 9.1 WCF shall select six (6) wild cards and be solely responsible for the choice.
- 9.2 In the first instance, member associations shall be requested to nominate players for Wild Card places, who must not be significantly stronger players than those they have nominated under 3, 5, 6 or 7 above.
- 9.3 The WCF may also nominate players, particularly those who represent countries that are not member associations of the WCF. For Golf Croquet, WCF may nominate up to 3 very strong Association Croquet players not nominated by their own member association or, who represent countries that are not member associations of the WCF.



9.4 Wild Cards shall be issued by the WCF taking into account the following:-

9.4.1.1 For Association Croquet events with 80 places, priority will be given to ensure that players in the top 50 of the World Ranking List, who are available to play, can get a place;

9.4.1.2 The playing strength of a player;

9.4.1.3 The distribution of places between countries;

9.4.1.4 The need to ensure that the event has the minimum number of entrants;

9.4.1.5 A player's performance in previous WCF Events;

9.4.1.6 The need to provide encouragement for developing countries;

9.4.1.7 Additional places for the host country;

9.4.1.8 The support given by each Member Association in previous WCF Events with a bias towards the most recent event.

10 Qualifying Tournament

10.1 4 places shall be allocated to a Qualifying Tournament held immediately preceding the event. If the number of entries exceeds the available places for the qualification event, entry shall be determined by a players World Ranking place as at the invitation date.

11 Re-Allocation of places not taken up by Member Associations

11.1 If a member association fails, wholly or partly, to take up its allocations of places, then the places not taken up shall be treated as extra Wild Card places, or be re-allocated to other member associations, at WCF discretion.

12 Management

12.1 The Allocation Process shall be carried out by the Secretary-General of the WCF in consultation with not less than one other members of the WCF Management Committee.

12.2 The Wild Card selection process shall be carried out by the Secretary-General of the WCF in consultation with not less than two other members of the WCF Management Committee.



Appendix C (Regulation 21.7) Mechanisms for resolution of ties after group play

1. Principle

- 1.1 All group tables shall be decided by the number of wins;
- 1.2 All players from a group, tied on the number of wins but requiring resolution for the knock-out stage qualification, shall form a “resolution group”
- 1.3 In Association Croquet, points will play no part in the resolution method below;
- 1.4 In Golf Croquet points shall be used in the resolution method below to seed players for the various stages, if required.
- 1.5 Where the resolution table below requires a random draw, this shall be done only after determining, whether or not, a player can or shall be given an advantageous position in accordance with 1.6 below.
- 1.6 All players involved in a “resolution group” shall be placed within it with, where possible, the most advantageous position being awarded to a player with the best group record in the following order of precedence:-
 - 1.6.1 a player that has beaten all others in the resolution group;
 - 1.6.2 a player that has beaten more players from the resolution group than other players;
 - 1.6.3 In Golf Croquet a player that has more points than the other players in the resolution group from the group stage;
 - 1.6.4 In Golf Croquet, if still tied, a player that has beaten the other tied players in the resolution group in the group stage;
 - 1.6.5 Random draw.



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1.6.6 Resolution table

Number in the tie	Number of qualifiers required	Resolution method
2	1	Single game
3	1	Single life knockout, 2 players play, winner plays bye for qualification. Note: The most advantageous position is to receive the bye. See 1.5 above
3	2	Knock-out, 2 players play, winner qualifies, loser plays third player and winner qualifies Note: The most advantageous position is to be placed into the first knock-out game. See 1.5 above
4	1	Single life knockout, random draw
4	2	Random draw, two winners qualify
4	3	Single life knockout, random draw, winners qualify, losers play for third qualifying place
5	1	One player given a bye to the semi-final, two other players randomly drawn into a preliminary round, winner plays the player given a bye. Winner of that plays the winner of the two remaining players. Note: The most advantageous position is to be given the bye into the semi final stage. See 1.5 above
5	2	One player given a bye to the semi-final, two other players randomly drawn into a preliminary round, winner plays the player given a bye and winner qualifies. The two other players play each other and winner qualifies. Note: The most advantageous position is to be given a semi final place. See 1.5 above
5	3	One player given a bye, four other players randomly drawn into two semi-final rounds, winners qualify. The losers play each other and the winner plays the player given the bye, the winner qualifies. Note: The most advantageous position is to be given a semi-final place. See 1.5 above



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5	4	Two players drawn at random to play each other, three others receive a bye. The winner of the draw proceeds into next round. The four remaining players now play single life knock-out with the two winners qualifying. The two losing players play each other with the winner qualifying. The loser of that plays the loser of the original draw round and the winner qualifies. Four rounds in all, two and half hour time limit per round. Note: The most advantageous position is to be given a bye. See 1.5 above
6	1	Impossible
6	2	Single life knockout, two players given byes. The remaining four players randomly drawn into two pairs, the winner playing one of the players with a bye. Winners qualify. Note: The most advantageous position is to be given a bye. See 1.5 above
6	3	Random draw in single life knock-out, three winners qualify.
6	4	Random draw in single life knock-out, three winners qualify. Three losers then enter random draw single life knockout, random draw for the bye, winner qualifies
7	1	One player receives a bye into the second round. The other six players randomly drawn into three pairs. The winners proceed to the second round. From there single life knock-out with winner qualifying. Note: The most advantageous position is to be given the bye into the second round. See 1.5 above
7	2	(Impossible in 8-group). One player receives a bye into the second round. The other six players randomly drawn into three pairs. The winners proceed to the second round. From there single life knock-out with both winners qualifying. Note: The most advantageous position is to be given the bye into the second round. See 1.5 above



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7	3	One player receives a bye into the second round. The other six players randomly drawn into three pairs. The winners proceed to the second round. From there single life knock-out with both winners qualifying. The losers then play each other with the winner qualifying Note: The most advantageous position is to be given the bye into the second round. See 1.5 above
7	4	Three players receive a bye into the second round. The other four players randomly drawn into two pairs. The winner of one proceeds into round two to play one of the byes. The winner of the other qualifies. The two round two winners qualify. The two losers in round two play each other and the winner qualifies. Note: The most advantageous position is to be given the bye into the second round. See 1.5 above
8	1	Impossible
8	2	Single life knockout until two left, random draw,
9	1	Impossible
9	2	Impossible
9	3	Seven players, randomly drawn, given a bye into round two. The two remaining players play each other with the winner proceeding to round two. From there single life knock-out with the two winning finalists qualifying. The two losing semi-finalists play each other with the winner qualifying. Four rounds, two and half hour time limit. Note: The most advantageous position is to be given the bye into the second round. See 1.5 above



Appendix D (Regulation 21.9) The Knock-out Stage Draw

1. Seeding Players in the Knock-Out Stage – General

- 1.1** The following is a Summary of the main seeding features, followed by a detailed Description of the Procedure, accompanied with illustrations in which historic data are used, and by Practical Implementation Notes.
- 1.2** Where there are 16 qualifiers for the knock-out stage, the number 32 shall be replaced with 16 and numbers 17-31 ignored.
- 1.3** Player N will mean the player ranked N-th at the start of the Knock-Out stage (N = 1,2,3,...32).

2 Seeding Players in the Knock-Out Stage – Summary of Main Features

- 2.1** The first round opponents of players 1 through 8 are randomly selected from the players 25 through 32; those of players 9 through 16 from the players 17 through 24.
- 2.2** The likely second round opponents of players 1,2,3,4 are randomly selected from the players 13, 14,15,16; those of 5,6,7,8 from the players 9,10,11,12.
- 2.3** The likely quarter -final pairings and semi-final pairings are like those in the Standard Draw.
- 2.4** The mentioned random selections are done in a manner that minimizes same-group and same-country pairings in the first round. No pairings in the KO stage arise from deliberate human decision.

3 Seeding Players in the Knock-Out ladder – Description of the Procedure

- 3.1** The whole seeding process, in particular the random selections, is to be done in a public DRAW CEREMONY. The Organizing Committee needs to prepare, before commencement of this ceremony, the following items:-
- 3.1.1** A display board for the first round of the KO ladder. It should have lines numbered 1 through 32 on which the Player names could be listed so as to be legible to the audience. The lines to be in two columns of 16. The line numbers should be colour coded as follows:-
- 3.1.1.1** Blue: numbers 5, 12, 21, 28
- 3.1.1.2** Red: numbers 4,13,20,29
- 3.1.1.3** Green: numbers 2, 7, 10, 15, 18, 23, 26, 31
- 3.1.1.4** Pink: numbers 3, 6, 11, 14, 19, 22, 27, 30
- 3.1.1.5** The remaining line numbers 1, 8, 9, 16, 17, 24, 25, 32 can be in any colour distinct from the above colours.



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3.1.2 Four sets of Numbered Tokens, legible by the audience and suitable for making the random selections:-

3.1.2.1 4 Blue tokens to represent the Blue line numbers

3.1.2.2 4 Red tokens to represent the Red line numbers

3.1.2.3 8 Green tokens to represent the Green line numbers

3.1.2.4 8 Pink tokens to represent the Pink line numbers

3.1.3 a Bag from which the tokens can successively be drawn blindly in the random selection process.

3.1.4 for each of the 32 players, a Player Label, legible to the audience, to position on the Display Board displaying the following data: Player Name, Rank, Group, Country. E.g.:-
Player 23: **M.Goodrush 23 B [IOM]**

3.2 The following historic player data will be used in an ongoing illustration of steps in the seeding process:

Player 1 A [SA]	Player 17 C [NZ]
Player 2 B [E]	Player 18 A [E]
Player 3 D [A]	Player 19 E [I]
Player 4 C [E]	Player 20 F [E]
Player 5 G [E]	Player 21 E [A]
Player 6 F [NZ]	Player 22 H [E]
Player 7 H [NZ]	Player 23 D [NZ]
Player 8 E [NZ]	Player 24 C [A]
Player 9 H [NZ]	Player 25 F [NZ]
Player 10 F [USA]	Player 26 A [A]
Player 11 G [I]	Player 27 H [S]
Player 12 G [NZ]	Player 28 D [E]
Player 13 B [I]	Player 29 B [E]
Player 14 A [A]	Player 30 B [USA]
Player 15 G [NZ]	Player 31 E [E]
Player 16 D [E]	Player 32 C [I]



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3.3 **Step 1. Seed the top 8 players.**

3.3.1 This step is predetermined and will be carried out before the Draw Ceremony begins.

3.3.2 On the ladder Display Board, enter the following Player Labels:

Player 1 on line 1

Player 2 on line 32

Player 3 on line 17

Player 4 on line 16

Player 5 on line 9

Player 6 on line 24

Player 7 on line 25

Player 8 on line 8

3.4 **Step 2. Seed Players 9, 10, 11, 12.**

3.4.1 Each player is entered on a line randomly selected from lines 5,12,21,28

3.4.2 Put the four Blue tokens in the bag.

3.4.3 Draw randomly a first Blue token and enter Player 9 on the line represented by that token.

3.4.4 Draw randomly a second Blue token from the three remaining in the bag and enter Player 10 on the line represented by that token.

3.4.5 Draw randomly a third Blue token from the two remaining ones and enter Player 11 on the line represented by that token.

3.4.6 Enter Player 12 on the only remaining Blue numbered line.

3.5 Step 3. Seed Players 13, 14, 15, 16.

3.5.1 Put the four Red tokens in the bag.

3.5.2 Draw randomly a first Red token and enter Player 13 on the line represented by that token.

3.5.3 Draw randomly a second Red token from the three remaining in the bag and enter Player 14 on the line represented by that token.

3.5.4 Draw randomly a third Red token from the two remaining ones and enter Player 15 on the line represented by that token.

3.5.5 Enter Player 16 on the only remaining Red numbered line.

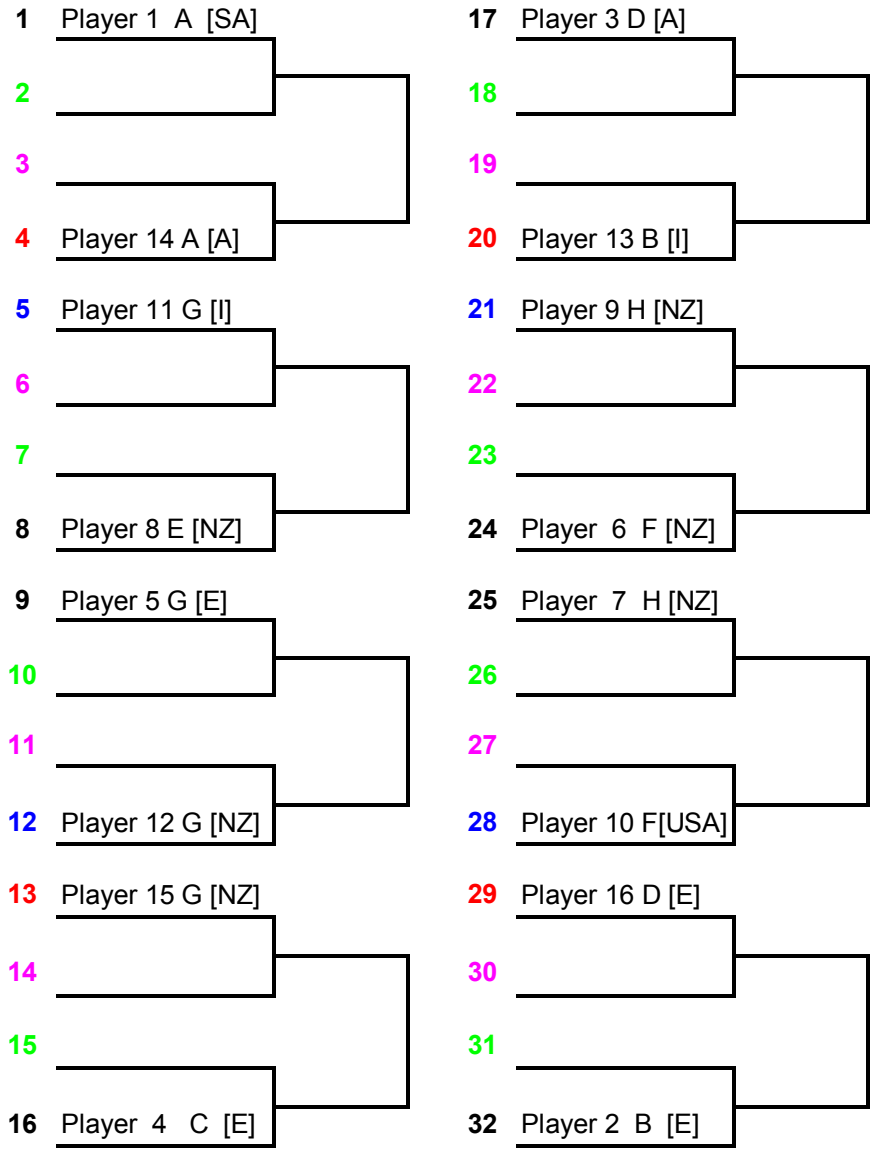


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3.6 On-going illustration of the KO ladder after entry of the 16 Seeded players appears as follows.

KO-LADDER





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- 3.7 Step 4. Determine first round opponents for Seeds 1, 2, ..., 8.**
- 3.7.1 These opponents are to be found from the list of un-seeded Players 25 through 32 and are to be entered on the Green lines 2, 7, 10, 15, 18, 23, 26, 31.
- 3.7.2 Start by sorting these un-seeded players by country and list the countries with greater populations above those with smaller populations. The order among countries of equal population is immaterial.
- 3.7.3 In the ongoing illustration, the sorted list of un-seeded players looks like this (the three [E]'s appear above the others, which all have just one representative; the order among the latter is immaterial):
Player 28 D [E]
Player 29 B [E]
Player 31 E [E]
Player 25 F [NZ]
Player 26 A [A]
Player 27 H [S]
Player 30 B [USA]
Player 32 C [I]
- 3.7.4 For every unseeded player a search is conducted for a suitable Green line. For the present purpose a line is deemed *suitable* if it is unoccupied and if the group as well as the country of the Seeded player facing this line is different from the group and country of the un-seeded player in question.
- 3.7.5 The search for a suitable line begins by randomly drawing a Green token. If the line represented by that token is already occupied, then select as a *start line* the first unoccupied Green line that comes up in numerical order. For this purpose, the numerical order wraps around to the smallest line number after the largest. For example, if the unoccupied Green lines are 2, 10, 15, 26 and Green token 23 is randomly drawn, then the start line for this search is line 26 (i.e. the first unoccupied Green line that comes up in numerical order) and the search for a suitable Green line continues, if necessary, on line 2.
- 3.7.6 If no suitable Green line exists, then the search is repeated under the milder constraint of a different group only. If this search also fails, the un-seeded player in question is entered on the randomly selected line where the search started.
- 3.7.7 See the “Worked Example” below for a detailed demonstration of how this search procedure unfolds when executed with historic data.



3.8 Step 5. Determine first round opponents for Players 9, 10,... 16.

- 3.8.1 This is analogous to step 4 above (3.7). The eight Pink lines 3, 6, 11, 14, 19, 22, 27, 30 play the role had by the eight Green lines in Step 4 while the seeded Players 9 through 16 play the role of the Players 1 through 8.

4. Practical Implementation Notes

- 4.1 Colour coding of lines is not essential, but is recommended to expedite execution of the procedures and to minimize the risk of errors.
- 4.2 As a further measure to minimize errors, it is strongly recommended that the Organising Committee appoint a panel of aids to keep an eye on the procedures being executed. Even though the procedures are not inherently difficult, anybody can get distracted. So if one aid can focus just on group conflicts, another just on country conflicts, another on the set of unoccupied lines, the risk of oversight on one of these fronts can be greatly reduced.
- 4.3 In any human endeavour, risk of oversight can never be totally eliminated (even in non-public procedures). If despite all precautions, some avoidable group or country conflict goes undetected, it is hardly a serious defect, but it may be prudent to announce beforehand a limit of claims for corrections.
- 4.4 The Display Board could be a magnetic board on which labels are attached via magnetic force, or a cork board on which cardboard labels are attached by thumbnails or an ordinary blackboard with chalk writing or a white board with felt-tipped pens or an Excel spreadsheet on a computer if its monitor could be legibly projected for viewing by the audience. Organizing Committees could put their creative skills to good use.
- 4.5 The random draws could be done by one or more people who deserve a little exposure to the audience.



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Worked Example of Step 4 above

This is a demonstration in detail of the procedures of step 4 (determining opponents for Seeds 1..8).

Proceed from the list of unseeded players (sorted by country, and countries by population):

- Player 28 D [E]
- Player 29 B [E]
- Player 31 E [E]
- Player 25 F [NZ]
- Player 26 A [A]
- Player 27 H [S]
- Player 30 B [USA]
- Player 32 C [I]

Suppose that for the first unseeded Player 28 D [E], the randomly selected start line is 18. The following table provides details of the search process, which starts on this line 18 and ends on line 23, the first suitable line.

SEARCH TABLE FOR Player 28 **D** [E]

Green line	Seeded Opponent	Group vs D	Country vs [E]	Entry on line
2	Player 1 A [SA]			
7	Player 8 E [NZ]			
10	Player 5 G [E]			
15	Player 4 C [E]			
18 start	Player 3 D [A]	Conflict	OK	
23	Player 6 F [NZ]	OK	OK	Player 28 D [E]
26	Player 7 H [NZ]			
31	Player 2 B [E]			

Suppose the next unseeded Player 29 B [E] gets the randomly selected start line 10. Then we obtain similarly



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SEARCH TABLE FOR Player 29 B [E]

Green line	Seeded Opponent	Group vs B	Country vs [E]	Entry on line
2	Player 1 A [SA]			
7	Player 8 E [NZ]			
10 start	Player 5 G [E]	OK	conflict	
15	Player 4 C [E]	OK	conflict	
18	Player 3 D [A]	OK	OK	Player 29 B [E]
23	Player 6 F [NZ]			Player 28 D [E]
26	Player 7 H [NZ]			
31	Player 2 B [E]			

Suppose the next unseeded Player 31 E [E] gets the randomly selected start line 31. Then we obtain

SEARCH TABLE FOR Player 31 E [E]

Green line	Seeded Opponent	Group vs E	Country vs [E]	Entry on line
2	Player 1 A [SA]	OK	OK	Player 31 E [E]
7	Player 8 E [NZ]			
10	Player 5 G [E]			
15	Player 4 C [E]			
18	Player 3 D [A]			Player 29 B [E]
23	Player 6 F [NZ]			Player 28 D [E]
26	Player 7 H [NZ]			
31 start	Player 2 B [E]	OK	conflict	

Suppose the next unseeded Player 25 F [NZ] gets the randomly selected start line 15. Then we obtain



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SEARCH TABLE FOR Player 25 F [NZ]

Green line	Seeded Opponent	Group vs F	Country vs [NZ]	Entry on line
2	Player 1 A [SA]			Player 31 E [E]
7	Player 8 E [NZ]			
10	Player 5 G [E]			
15 start	Player 4 C [E]	OK	OK	Player 25 F [NZ]
18	Player 3 D [A]			Player 29 B [E]
23	Player 6 F [NZ]			Player 28 D [E]
26	Player 7 H [NZ]			
31	Player 2 B [E]			

Suppose the next unseeded Player 26 A [A] gets the randomly selected start line 26. Then we obtain

SEARCH TABLE FOR Player 26 A [A]

Green line	Seeded Opponent	Group vs A	Country vs [A]	Entry on line
2	Player 1 A [SA]			Player 31 E [E]
7	Player 8 E [NZ]			
10	Player 5 G [E]			
15	Player 4 C [E]			Player 25 F [NZ]
18	Player 3 D [A]			Player 29 B [E]
23	Player 6 F [NZ]			Player 28 D [E]
26 start	Player 7 H [NZ]	OK	OK	Player 26 A [A]
31	Player 2 B [E]			



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Suppose the next unseeded Player 27 H [S] gets the randomly selected start line 7. Then we obtain

SEARCH TABLE FOR Player 27 H [S]

Green line	Seeded Opponent	Group vs A	Country vs [A]	Entry on line
2	Player 1 A [SA]			Player 31 E [E]
7 start	Player 8 E [NZ]	OK	OK	Player 27 H [S]
10	Player 5 G [E]			
15	Player 4 C [E]			Player 25 F [NZ]
18	Player 3 D [A]			Player 29 B [E]
23	Player 6 F [NZ]			Player 28 D [E]
26	Player 7 H [NZ]			Player 26 A [A]
31	Player 2 B [E]			

Suppose the next unseeded Player 30 B [USA] gets the randomly selected start line 31. Then we obtain

SEARCH TABLE FOR Player 30 B [USA]

Green line	Seeded Opponent	Group vs B	Country vs [USA]	Entry on line
2	Player 1 A [SA]			Player 31 E [E]
7	Player 8 E [NZ]			Player 27 H [S]
10	Player 5 G [E]	OK	OK	Player 30 B [USA]
15	Player 4 C [E]			Player 25 F [NZ]
18	Player 3 D [A]			Player 29 B [E]
23	Player 6 F [NZ]			Player 28 D [E]
26	Player 7 H [NZ]			Player 26 A [A]
31 start	Player 2 B [E]	Conflict	OK	



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The remaining player to be entered has to go on the only remaining open Green line. So we complete step 3 by entering Player 32 C [I] on line 31.



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Appendix E (Regulation 21.10) Plate (Supplementary) Event

1. Outline.

- 1.1 The structure of the event shall be decided by the WCF Management Committee from time to time.

End of WCF Sports Regulations