

# **SWF SPRING/AUTUMN SHORT CROQUET TEAM TOURNAMENT RULES AND PROCEDURES**

## **Entries**

Maximum number of entries is 30 teams. A club may enter as many teams as it wishes. But, if over-subscribed, priority for new entrants will be given to teams from clubs new to the competition.

## **Teams**

Teams must consist of four players. Five-person teams are permitted with one player sitting out each round, but the playing order must be pre-specified to the manager/organiser giving at least 48 hours' notice.

A team should comprise club members, but guests are permitted in accordance with the guidance below.

## **Guests**

Guests can fall into one of three categories.

A guest from a club that is not involved in any division of the 3-day tournament is accepted as a qualifying member of the team.

A guest from a club that already has a team in any division of the 3-day tournament can play and be allowed to score such that the team can win their divisional trophy with the guest's points included but, they cannot gain promotion. In that case the second placed team in the division will be promoted.

An un-notified guest is allowed to play, but will not contribute points to the team's final position in their division. If a team is a player short on the day, every effort will be made to find a guest of this category, so that the opposition team's player does not have to miss a game.

If no guest can be found, the opposition team will receive a walk-over point.

## **Structure**

There will be up to six divisions of five teams. Teams will be placed in divisions one to six according to their finishing positions in the previous year's competition. New entrants must start at the bottom of the pyramid.

Divisions five and six will play on Friday, divisions three and four will play on Saturday and Divisions one and two will play on Sunday.

The winning team in division one are the champions, and the winning teams in all other divisions will be promoted to the next higher division in the following year. Similarly, the team finishing bottom of their division will be relegated.

The Spring and Autumn tournaments are separate competitions, and the results in one do not affect the divisional positions in the other.

## **Play**

Play will be in accordance with the rules for Short Croquet as determined by Croquet England.

There will be five rounds of play in each division with one team sitting out each round.

Players are ranked within their team in handicap order and will play their opposite number. Players within a team with the same handicap will be ranked according to their captain's wishes. The ranking cannot change during the day.

Most games will be double-banked. Divisions one, three and five will play with primary colours, divisions two, four and six with secondaries. Secondaries will start at hoop three, playing in the sequence three, four, one, two, penult, rover.

If there are not five teams in a division, the manager will organise play in such a way that all teams have four games. In that case, colour allocation may differ from the above.

Time limits will be eighty minutes, or seventy-five if double banking is not required.

## **Scoring**

Final division positions will be according to number of games won, NOT MATCHES WON. So, a team can achieve a maximum of sixteen points if they win all their games.

In the event of a tie for champion, promotion or relegation places, there will be a shoot-out at the peg from any point on a yard-line. Each of the four players in a team will have one shot at the peg and the team with the most hits, wins. If there is still a tie after these four shots each, the winner will be decided by a sudden death shoot-out. Once again, all players must take it in turn until there is a winner, but the shooting order need not be the same as the original. First to score wins, although there must be an equal number of shots, so the team playing second will have the chance to equalise if the previous player has hit.

Shoot-outs are not required to determine second place. If it subsequently becomes necessary to promote a second team and two or more teams have an equal number of wins, it will be decided by the result of the game between the respective No. 1s when those teams met.

## **Other**

Should a team fail to arrive, or leave early without completing their matches, opposition teams will be given a walkover. In the event of a team leaving early, it would be unfair to award a 4-0 to the opposition, as this may result in an unjust final position in the block. In this case, the opposition will be awarded the average score that all other teams achieved against the defaulting team. A defaulting team may be barred from entering in the following season at the discretion of the SWF.

Any other matter arising and in dispute, shall be decided by the manager and their decision shall be final and without appeal.