

Guildford and Godalming Croquet Club

Pat's Plate 2017: Rules

ELIGIBILITY TO ENTER

The competition is open only to current members of Guildford and Godalming Croquet Club.

ENTRY FEE

The entry fee for this year is £5

FORMAT AND RULES OF THE COMPETITION

The competition is a **handicap singles** competition played according to the laws of Association Croquet. Games are to be **shortened games of 18 points with a time limit of 2½ hours in the first group phase**. In the semi-finals and final it is expected that the games will be played to the **full 18 points**. The variation to be used is that laid down in Law 44(b) (4). For the benefit of those who haven't got a copy of the laws, I quote the appropriate passage:

"The game is started with all the clips on hoop 1, but as soon as one of the balls of a side scores hoop 1 for itself, or by being peeled through hoop 1, 3-back becomes the next hoop for its partner ball and the appropriate clip is placed on 3-back immediately. If both the striker's ball and the partner ball complete the running of hoop 1 in the same stroke, it is deemed that hoop 1 was only scored by the striker's ball."

Otherwise, the normal rules of handicap singles play apply.

The competition will feature two qualifying groups (all play all) followed by semi-finals and a final.

THE FIRST PHASE

The first part of the competition is in the form of a 'round robin'. There are two groups, one of six people and one of five (with a spare space for A N Other if anybody materialises in the near future).

Games in the first phase must be played before, or on, **Sunday 3rd September**. So, you have most of the summer to play your 4 or 5 games. Results must be recorded on the score-sheet in the green secure container. **It would help if the winner would also email me and Jennifer the result**. Games for which a valid score has not been recorded by close of play on **3rd September** will be deemed not to have taken place. **This deadline will be rigidly adhered to.**

THE KNOCKOUT PHASE

This involves the top two players from each of Groups A and B. **The competition must be finished before our end-of-season get-together and presentation evening.**

DETERMINING THE GROUP WINNERS AND RUNNERS-UP

This follows a slightly unusual format in the interests of encouraging everybody to play their games. The determining factors will be, in order of precedence:

- 1 Number of valid games played (you can lose every game and still win the group!)
- 2 Number of valid games won
- 3 Results (not scores) between two or more tied players
- 4 Total points difference (all games)
- 5 Points difference between tied players
- 6 Drawing of lots or tossing a coin

I will act as Tournament Manager and will be the arbiter in case of disputes. If the dispute involves me, Tony Mrozinski will adjudicate.

PLAYER FAILING TO PLAY AT LEAST HALF OF THE SCHEDULED GAMES

If in either group any player fails to complete at least half of the scheduled games (or to record a valid score for an incomplete game according to the rule below) **all games involving that player will be disregarded**. The removal of all results involving the player will take place before the above determining factors are considered.

INCOMPLETE GAMES AND GAMES RUNNING TO TIME

If bad weather or anything else causes the game to finish before the 2¹/₂ hour limit, the score and result may stand provided that the winner has scored at least **10 points** and **provided that both players agree**. Otherwise, the game must be replayed. If the game runs to the 2¹/₂ hour limit, the usual rules for timed games apply and the score stands.

HANDICAP AND BISQUES

Depending on results in this competition, or elsewhere, a player's handicap may vary through the season. **A maximum handicap of 20 applies** – players with higher handicaps must play off 20. Players must declare any such changes and **must play each game to their handicap current on the day of the game**. **Players new to the club should ask Tony Mrozinski to assess their handicaps before playing their first game, unless they have, and are maintaining, a Croquet Association handicap card**. **New players can obtain a Club Handicap Card from me** – I have a supply. Since the games in the competition are shortened, the number of bisques received by the higher-handicapped player is to be determined from the table below.

Schedule of Bisques for an 18 Point Game

Handicap Difference	1	2	3	4	5	6	7	8	9
Bisques	1/2	1 ¹ / ₂	2	3	3 ¹ / ₂	4	5	5 ¹ / ₂	6
Handicap Difference	10	11	12	13	14	15	16	17	18
Bisques	7	7 ¹ / ₂	8 ¹ / ₂	9	9 ¹ / ₂	10 ¹ / ₂	11	12	12 ¹ / ₂
Handicap Difference	19	20		21	22	23	24	25	
Bisques	13	14		14 ¹ / ₂	15	16	16 ¹ / ₂	17 ¹ / ₂	

Remember that a half-bisque is a restricted bisque in which no point may be scored for any ball.

PLAYER NOT TURNING UP FOR AN ARRANGED GAME

In the event of a game having been arranged and one player not turning up, the player who did arrive may appeal to the tournament manager to be awarded a win by default. I will, having spoken to the two players concerned, consider the appeal. The most likely outcome, I advise, is that I will ask that the game is rearranged. If there is insufficient time to do so before one of the deadlines then, if all avenues have been explored and discovered to be dead ends, I may award the game to the successful appellant. **I warn you, though, that in such a case the score will be deemed to be 10 points to 9. This may not do you much good in the 'points for' column. Much better to play your games early and avoid such situations!**

Well, I think that about covers everything. The over-riding emphasis in this competition is that you **play your games and have fun!**

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