

Kenilworth Croquet - Competition Rules

Despite this meticulous approach at dealing with most issues arising from competition play it is not possible to avoid giving discretion to the Competition Manager, in some instances.

The Clubs overwhelming desire remains to get as many entries as possible, for those entries to be made by the stated deadline, and for entrants to play all their matches by the relevant deadline.

A. COMPETITION ENTRIES

1. We have not previously set a cut-off date, because we expect entries to be made via the application form, which we expect to receive by the end of April. To allow as much time as possible for each round of the knock-out competitions, and for ALL of the block matches to be paid, the draw is done in the first few days of May. (This does not apply to one- or two-day tournaments.) However, recognising that (a) there can be good reasons why an entry may be submitted beyond the end of April, and (b) it may be possible, or even desirable, to accept it – the Competition Manager has discretion to accept late entries. In exercising that discretion, (s)he should have regard to (i) the reason the entry was not made on time, (ii) the period of the delay, and (iii) the likely inconvenience to other entrants.

To allow for the possibility of late entries being accepted, Bye numbers will in future be shown in the draw for the Pindi (GC) and St George's (AC), and the first late entry will replace Bye 1, 2, etc.

2. To encourage more entrants for the knock-out competitions (Kenilworth & St George), there will be plate competitions for those who lose their first match – ie in round 1 if there are no byes, or rounds 1 or 2 if there are byes. Their prize will be a glass, but no other trophy.
3. We have had instances where a member has pointed out that they have not yet played any matches and is not going to be able to, and asked if another can take their place. The Committee view is that we should do all we can to get games played, and so are happy that we should formalise our agreement in these precise circumstances.

B. ALONG THE WAY

4. Knock-out Competitions. As in 1, there can be good reason why a knock-out match is not played by the deadline. We recognise that some members advocate zero tolerance here, but to scratch both players for the sake of a day or two can devalue the competition, and so this is another area where the Competition Manager has discretion.
5. Block competitions. Over the years we have experimented with different ways of getting all matches played. The method used in the last two years seems to work reasonably well, and so we will continue to publish a date beyond which only the first two matches played will count towards the overall score.
6. Pindi. Point scoring is aligned with what applies in the GC leagues, where you get:
1 point for playing the game; 1 point for each game won; 1 point for winning a match
and so, scores are 4-1 or 4-2, with credit being given for winning a game in a losing effort.

C. DEALING WITH UNPLAYED GAMES IN BLOCK COMPETITIONS

- 7.
- a) a player will only be scratched, with matches they have played being voided, if they are unable to play the majority of their matches (based on number of active players in their block at the time) for reasons beyond their control, e.g. their illness or that of a close family member;
 - b) whilst members are encouraged to make every effort to play all their matches, we recognise that when a member realises that this will not be possible, it is better to make the remaining opponent(s) aware of the situation, and to concede the match – in which case the opponent will be awarded three points;
 - c) where one player tries to get a match played but their opponent cannot be contacted until too late or demonstrates no inclination to play, the Competition Manager has discretion to award the player attempting to play the match three points;
 - d) otherwise, where two players leave it too late in the season to arrange a game and cannot agree a date, or one player is then unable to play because of illness or injury - no points are awarded.

D. DEALING WITH TIES

8. In the course of discussion over ties in one of the competitions, we have expanded the “who beat whom” criterion beyond that which one might be more accustomed to seeing. As a result, ties in any ONE BLOCK will be resolved as follows. Basically, each time you eliminate a player from the reckoning, you apply that test. Therefore, the order (stopping when you have resolved ties to the extent necessary) is:
- a) total points scored
 - b) who beat whom
 - c) net games won **
 - d) who beat whom **
 - e) net games between players still tied **
 - f) who beat whom **
 - g) net hoops
 - h) who beat whom
 - i) net hoops between players still tied
 - j) who beat whom
 - k) (i) in one-day tournaments – a suitable challenge, or (ii) otherwise - number of matches actually played
 - l) the toss of a coin

** will apply only in “best of three” matches.

Yes, this is complicated, but, except for the Taylor Cup, where players need to know on the day whether (k) will apply, the Competition Manager will do the work!

9. Where there are three blocks and two of the third-placed players are due to proceed into the quarter finals, they will be determined by
- a) the average points in games actually played (ie ignoring points gained in 7(b) and 7(c) above)
 - b) the average net hoops in games actually played
 - c) the toss of a coin.

Added 17.8.17, but established in 2015 – who plays whom for QFs:

A=first block with three
B=second block with three
C=block with two

A1 v B3; B1 v A3; C1 v A2; B2 v C2