



Golf Croquet Handicap League Rules – 2015

Semi-Finals & Finals

1. All games shall be handicap and played under the current CA-approved Laws of Golf Croquet (NB: new 4th Edition, March 2014).
2. The Semi-Final Round dates and neutral venues will be arranged by the League Manager after conferring with the team captains. The Final Round will be arranged by the League Manager, the date and venue stated prior to the start of any league matches being played.
3. Each team shall consist of four players, not necessarily the same players each match. The players shall be listed in order, first by lowest handicap and then by highest index, and doubles pairings should be declared prior to start of play. The doubles pairs with the first listed player on each side shall play each other.
4. Substitutes in matches shall be allowed by prior agreement between the Team Captains.
5. Handicaps:
 - a. Each player shall have a handicap within the range -6 to 14 and shall play off their current EFFECTIVE handicap on the day of the match.
 - b. The team shall have a minimum aggregate ACTUAL handicap of 12.
 - c. Subject to rule 5.d, in the event of handicap changes less than a week before a match, a player and/or team remains eligible in accordance with CA Tournament Regulation H1.f.
 - d. No more than one team member may have a handicap less than 2 on the day of the match.
6. No player may play for more than one team in a season. In the event of a violation all illegal games won by that player shall be forfeit to the opponent with a 0-0 hoop score, but all illegal games lost by that player shall remain valid.
7. The match shall consist of 2 doubles games and 16 singles games. Each Team member will play 1 doubles game and 4 singles games. If a match is drawn at the end of all games, Captains will choose any 2 players to play a deciding 13-hoop game. To determine who starts, all four players to hit one ball from the same boundary line across the lawn; whichever ball is closest to the far boundary line without going over it commences play.
8. 13-point handicap games will be played with a 60 minute time limit, excluding stoppages. If a game is drawn when time is called the players must play one more hoop to determine the winner. Bisques may not be used for this extra hoop.
9. Handicap Cards must be submitted to each Team Captain prior to the start of play. All handicap cards are to be up to date and verified correct by either the Team Captain, Club handicapper or Official C.A. Handicapper. If a player forgets their card they can verbally declare their handicap but must provide a copy of the card to the League Manager within 24 hours of the match. If a player's handicap turns out to be lower than that declared on the day then the same penalty as in Rule 6 applies. Additionally if a player forgets their card for the Final they shall play off a handicap 2 below their declared handicap.
10. Any number or size of lawns may be used. Adjust the format accordingly. Spread the play if the quality of lawns varies.
11. Semi-final results and a copy of the score-sheet are to be notified by each Team Captain to the League Manager after the match.
12. In the event of a dispute the League Manager's decision shall be final.

*John Noble
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