

# THE MACROBERTSON INTERNATIONAL CROQUET SHIELD

## 2022 MacRobertson Shield Regulations

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## **PREAMBLE**

The 2022 MacRobertson Shield Regulations govern the Test Matches in Tier 1 of the 2022 Association Croquet World Team Championship ("the Event") to be held in Australia at the Victorian Croquet Centre, Melbourne, Victoria from **Saturday 12 November to Tuesday 29 November 2022**.

These Regulations have been agreed by the Australian Croquet Association, the Croquet Association, Croquet New Zealand Incorporated and the United States Croquet Association ("the Governing Bodies"), with the involvement of the World Croquet Federation ("WCF") as an observer. They include specific arrangements for the Event set out in Appendix 1.

## **GENERAL REGULATIONS**

### **1 The Competition**

1.1 The MacRobertson International Croquet Shield ("the Shield") is the trophy for Tier 1 of the Association Croquet World Team Championship. In 2022, it will be competed for by teams representing:

- Australia
- England
- New Zealand and
- United States of America.

1.2 Teams representing other countries may apply to compete in future Tier 1 events in accordance with the procedure set out in Appendix 2.

1.3 The Event Host is the Australian Croquet Association.

### **2 Amendments to these Regulations**

These Regulations may only be amended with the agreement of a 75% majority of the four Governing Bodies.

### **3 Applicable Laws and Regulations**

3.1 The applicable Laws of Association Croquet shall be the Laws, Rulings and Commentary published by the WCF which are current on the first day of play in the Event. Disputes relating to the Laws and their interpretation shall be the subject of an appeal only to the Tournament Referee or, if unavailable, the Deputy Tournament Referee.

3.2 These Regulations shall govern play in the Event and are deemed to incorporate the provisions of:

- 3.2.1 The Croquet Australia Adverse Playing Conditions Policy (available at <https://croquet-australia.com.au/wp-content/uploads/2021/06/Adverse-Playing-Conditions-Policy.pdf>); and
- 3.2.2 the ACA anti-doping policy [see [Australian National Anti-Doping Policy](#)].

### **4 Hosting of the Competition**

The Event Host shall:

4.1 determine the venue and dates for the Test Matches and provide courts of a satisfactory standard;

- 4.2 provide hoops which meet the WCF Equipment Regulations in force at the start of the Event and which shall be set to an internal width which is between 0.4 mm (1/64 inch) and 0.8 mm (1/32 inch) wider than the largest diameter of any ball to be used on the relevant court;
- 4.3 provide balls of satisfactory manufacture which have been agreed in advance with the other Governing Bodies;
- 4.4 appoint a Manager for the Event;
- 4.5 appoint a Tournament Referee, a Deputy Tournament Referee and Referees for each Test Match;
- 4.6 appoint an Appeals Committee consisting of the Manager and one representative of each competing country which may be convened at the request of a team captain to adjudicate in disputes between two or more teams on all matters other than the Laws and their interpretation.

## **5 The Trophy**

- 5.1 The Event Host shall accept delivery of the Trophy from the previous holders at the start of the Event, display it at the Event venue if practicable and, if necessary, deliver it to the WCF Member of the winning team.
- 5.2 The WCF Member of the winning team shall be responsible for safe custody, engraving, transport to the venue of the next Tier 1 event and delivery to the Event Host at the commencement of that event.

## **6 Player qualifications**

Each team shall consist of players duly qualified to represent their respective countries. The qualification criteria to be used those set out in Appendix 1 of the WCF Sports Regulations that will be in force at the start of the Event.

## **7 Format of the Event**

- 7.1 The Event shall consist of three rounds of Test Matches in which each team plays each of the other three teams.
- 7.2 Round 1 seeding
  - 7.2.1 The Team Seeding Date will be Tuesday, 1 November 2022 UTC (Universal Time Coordinated).
  - 7.2.2 Each team captain is responsible for submitting the names of the players expected to form their team to the Secretary-General by no later than Monday, 31 October 2022 UTC.
  - 7.2.3 The teams will be seeded on the Team Seeding Date in descending order of the average dynamic grade of the players in each team.
  - 7.2.4 Round 1 will consist of Test Matches between Seeds 1 and 4 and between Seeds 2 and 3.
- 7.3 Round 2 seeding
  - 7.3.1 Subject to Regulation 7.3.2, Round 2 will consist of Test Matches between each winner of a Round 1 Test Match and the loser of the other Round 1 Test Match.
  - 7.3.2 If, by the end of the first rest day (17 November 2022 AEDT (Australian Eastern Daylight Time)), fewer than ten matches have been completed in a Test Match,

or if an equal number of completed matches have been won by each team, the higher-seeded team will be deemed to be the winner of the Test Match for the sole purpose of Regulation 7.3.1.

- 7.4 Round 3 will consist of the remaining Test Matches.
- 7.5 Test Matches shall be played between teams of six players according to the schedules set out in Regulation 18, reduced if necessary because of casualties in accordance with Regulations 11 to 14. Teams may be changed between Test Matches.

## **8 Announcement of teams**

- 8.1 The names of the players, the singles orders of merit based on current singles form, as defined in paragraph 8.3, and the doubles pairings of the competing teams in a Test Match shall be submitted to the Manager not later than 4.30 p.m. on the day before the Test Match starts. Each team will submit in writing or electronically the names of the six singles players in order of merit (1-6) and the names of the players comprising the three doubles pairs, designated 1, 2 and 3 (which need not necessarily be in order of merit).
- 8.2 For the purpose of agreeing the team orders submitted a meeting will be arranged by the Manager on the day before the test match starts, at least one representative from each competing team appointed by the team captain with authority to challenge and respond to challenges to the team orders must attend. Challenges to team orders may be made only at this meeting and no team order shall be rejected in the absence of a challenge. If the team orders cannot be agreed by those present, the matter will be referred to the Appeals Committee.
- 8.3 A singles order of merit shall not be subject to challenge if no player ("the relevant player") is placed higher than another player in the same team whose published current grade is more than 100 grade points higher than that of the relevant player.

## **9 Casualties**

- 9.1 In the event of a team suffering one or more casualties for any reason before or during a Test Match, the following principles apply, subject to the minimum team size requirements set out in Regulation 20.5:
  - 9.1.1 every effort will be made to find a winner for the Test Match rather than declare it a draw or have one side concede to the other; and
  - 9.1.2 regardless of what the sizes of the teams may be, the schedule for the Test Match will include as many matches as possible.
- 9.2 A temporary casualty is defined as a player who, for reasons other than those specified in Regulation 9.4, is unable to begin a match when called upon to do so or becomes unable to complete a match but is expected to recover quickly.
- 9.3 A permanent casualty is defined as a player who is unable to take any further part in a Test Match for reasons other than those specified in Regulation 9.4.
- 9.4 A medical casualty is defined as a player who is required to self-isolate for part or all of a Test Match as a result of themselves or a close contact becoming ill either before or during the Test Match.

## **10 Temporary casualties**

- 10.1 If a team suffers a temporary casualty, the Manager shall have discretion to alter the playing schedule in order to complete the matches involving the casualty within the scheduled period of the Test Match.
- 10.2 If, at the end of the Test Match, a match involving the casualty remains outstanding and could affect the result of the Test Match, the Manager shall have discretion to direct that the match shall be played no later than the day following the final Test Match.
- 10.3 If a temporary casualty is unable to resume play soon enough to ensure, in the opinion of the Manager (in consultation with the relevant captains), that at least all but one of the player's matches can be completed in the scheduled period of the Test Match, the player shall be deemed to be a permanent casualty and the provisions of Regulation 12 shall apply.

## **11 Permanent casualties before a Test Match**

- 11.1 If a team suffers one or more permanent casualties before the start of a Test Match, the Appeals Committee (per 4.6) will decide how to proceed:
  - 11.1.1 to introduce one or more substitutes (this to be the default position if pre-listed substitutes are available), or
  - 11.1.2 to field a smaller team, or
  - 11.1.3 to introduce one or more substitutes and field a smaller team.
- 11.2 Any substitutes introduced after the teams have been announced in accordance with Regulation 8 shall be placed at the bottom of the singles order of merit but the doubles pairings may be changed.
- 11.3 If a team is reduced in accordance with Regulation 11.1 above, the opposing team shall re-declare itself with the same number of players.
- 11.4 Teams that are reduced in size under Regulation 11.1 or 11.3 above are subject to challenge under Regulation 8.2 in the same way as teams of six players.
- 11.5 The order of play for Test Matches between teams of five, four and three players is specified in Regulations 19.1, 19.2 and 20.3 respectively.
- 11.6 If a Test Match that is played with smaller teams is further reduced by permanent or medical casualties occurring during the Test Match, the winner of the Test Match shall be determined in accordance with Regulation 16.

## **12 Permanent casualties and medical casualties during a Test Match**

- 12.1 If a team suffers a permanent casualty or a medical casualty after a Test Match has begun, any match started and not yet finished involving that casualty shall be conceded to the opposing team. Any remaining matches involving such permanent or medical casualties shall be cancelled and the Test Match shall be deemed not to include the cancelled matches.
- 12.2 If a team suffers more than one permanent or medical casualty during a test match, the team should rearrange its doubles pairings if necessary to ensure that as many doubles matches as possible can still be played. In such a rearrangement, if a doubles pairing remains unchanged, its position within the order of the doubles pairings must remain unchanged even if this means, for example, that the team retains doubles pairing number 3 but has no doubles pairing number 2.

- 12.3 The outcome of a Test Match affected by casualties occurring during its scheduled play shall be determined in accordance with Regulation 16.

### **13 Medical casualties unavailable for an entire Test Match**

- 13.1 If a team has one or more medical casualties at the scheduled start of a Test Match who cannot become available to play before the scheduled end of that Test Match, those casualties shall be treated as permanent casualties and Regulation 11 shall be applied accordingly.
- 13.2 In addition, if that team has medical casualties who are expected to become available to play before the scheduled end of the Test Match, Regulation 14 shall be applied.

### **14 Medical casualties who become available to play during a Test Match**

- 14.1 If a team has one or more medical casualties at the scheduled start of a Test Match and one or more of those casualties is expected to become available to play before the scheduled end of the Test Match, the schedule of matches to be used for the Test Match shall be in accordance with whichever of Regulations 18, 19.1 and 19.2 is applicable, with the inclusion of those casualties who are expected to become available. The team's singles order of merit and its doubles pairings shall include these medical casualties and must be submitted in accordance with Regulation 8.1.
- 14.2 Any matches that would involve a medical casualty scheduled for before that casualty becomes available to play shall be cancelled and the Test Match shall be deemed not to include the cancelled matches.
- 14.3 The outcome of the Test Match shall be determined in accordance with Regulation 16.

### **15 Unfinished matches**

- 15.1 This Regulation deals with the failure to complete a scheduled match on its allotted day for any reason other than player casualty.
- 15.1.1 Unfinished matches will be continued at any opportunity on subsequent days but will not take precedence over scheduled matches and will not start before any scheduled matches.
- 15.1.2 Players with an unfinished match must be prepared to resume play when directed by the Manager. This shall include (if necessary for determining the outcome of the Series) the day following the scheduled end of the final Test Match(es). Priority shall be given to matches in a Test Match the outcome of which could in turn influence the determination of the winner of the Series. Other unfinished matches need not be completed, since there is currently no requirement, for seeding or other purposes, to determine the finishing order of all four teams.
- 15.1.3 Matches may be resumed on different lawns (even if pegged down) and at different venues. Warm-up of 15 minutes shall be allowed prior to the match being resumed.
- 15.1.4 In extreme circumstances, double banking may be necessary.
- 15.1.5 All players must be available for a full day's play on the day following the final Test Match if required to continue unfinished matches.

- 15.2 If any matches still remain uncompleted at the end of the day following the final Test Match, such matches shall be cancelled and ignored for the purpose of Regulation 17 even if they could influence the determination of the winner of the Event.
- 15.3 If, in the opinion of the Manager, it is possible that matches will have to be cancelled under Regulation 15.2 above and there are insufficient playable lawns, priority shall be given to matches required to determine the outcome of the Event.

## **16 Determining the winner of a Test Match**

- 16.1 A Test Match will be won by the side that wins the majority of the matches scheduled to be played under whichever of Regulations 18, 19.1, 19.2 or 20 is applicable for the size of the teams, taking account of any matches completed in accordance with Regulation 15.
- 16.2 If a Test Match has not been won in accordance with Regulation 16.1, it will be won by the side that has won the greater number of matches at the end of scheduled play in the Test Match and any additional play in unfinished matches scheduled in accordance with Regulation 15. The minimum number of match wins to win a Test Match under these circumstances shall be six.
- 16.3 If neither team has achieved a minimum of six match wins in a Test Match by the completion of its scheduled play and any additional play in unfinished matches in accordance with Regulation 15, Regulation 16.5 will apply if each team has won 5 matches. Otherwise, the Manager in consultation with the two team captains will arrange sufficient additional singles matches involving members of the full teams to bring the number of completed matches to 11. These matches should be between players who:
- 16.3.1 have not already played each other; and
  - 16.3.2 differ by no more than three team ranking places in their teams' full singles orders of merit as submitted at the start of the Series.

The Test Match will then be won by the team which has won the majority of the 11 completed matches. These additional matches should be played on any available day or rest day, or the day following the final tests, at the Manager's discretion but they must not take precedence over any other scheduled matches involving those players.

- 16.4 If a winner cannot be found even by using the additional matches described in Regulation 16.3, the Test Match shall be declared a draw.
- 16.5 If a Test Match played under whichever of Regulations 18, 19.1, 19.2 or 20 is applicable ends in a tie, its outcome will be decided by one doubles match involving any two players on each side selected by the team's captain. This match should be played on any available day or rest day, or the day following the final tests, at the Manager's discretion but must not take precedence over any other scheduled matches involving those players.

## **17 Determining the outcome of the Event**

- 17.1 The winner of a Test Match shall be determined in accordance with Regulation 16.
- 17.2 Each team will be awarded two points for each Test Match that it won and one point for each Test Match that it drew.

- 17.3 At the end of the Event (including the day following the final Test Match if any play is required on that day), the teams shall be placed in descending order of the number of points awarded under Regulation 17.2.
- 17.4 Where two or more teams are tied on an equal number of points awarded under Regulation 17.3, the teams in the tie shall be placed relative to each other in descending order of the percentage of the completed matches they won throughout the Event.
- 17.5 The Trophy shall be won by the team placed first, or shared between those placed equal first if there is still a tie even after applying Regulation 17.4 above.
- 17.6 The Event shall be declared void if no team has won more than one Test Match.

## **18 Order of play**

- 18.1 Subject to Regulations 11 to 14, each Test Match shall consist of nine doubles matches and twelve singles matches. All doubles will be played as ordinary advanced doubles, so that Laws 39 and 46 apply. A match is best of three advanced games with no time limits. These matches shall be played in five rounds over five consecutive days.
- 18.2 The rounds are identified in Regulation 18.3. A1 to A6 and B1 to B6 represent the singles players of teams A and B in order of merit based on current singles form as announced in accordance with Regulation 8. AD1 to AD3 and BD1 to BD3 represent the doubles pairings of teams A and B without reference to an order of merit.
- 18.3 Round D1: AD1 v BD2, AD2 v BD1, AD3 v BD3  
 Round D2: AD1 v BD1, AD2 v BD3, AD3 v BD2  
 Round D3: AD1 v BD3, AD2 v BD2, AD3 v BD1  
 Round S1: A1 v B2, A2 v B1, A3 v B4, A4 v B3, A5 v B6, A6 v B5  
 Round S2: A1 v B1, A2 v B2, A3 v B3, A4 v B4, A5 v B5, A6 v B6
- 18.4 For each Test Match, these rounds may be played in the order specified in any of the following three schedules, at the Manager's discretion but taking account of the advice in Regulations 18.5 and 18.6:

	<b>Schedule 1</b>	<b>Schedule 2</b>	<b>Schedule 3</b>
Day 1	D1	D1	D1
Day 2	D2	S1	S1
Day 3	S1	D2	D2
Day 4	D3	S2	D3
Day 5	S2	D3	S2

The schedule that will be used for each Test Match must be announced to the teams before the beginning of the first Test Match.

- 18.5 If two Test Matches that are played concurrently use schedule 1 for one of them and schedule 2 for the other, no more than 9 matches are played on any day. This means, however, that one of the Test Matches will have only 3 matches on day five, increasing the likelihood that that Test Match will have been decided before the start of play on the final day.
- 18.6 As an alternative, it may be desirable to organise the play so that both of the Test Matches in a pair involve six singles on the final day (a total of 12 matches) and on all other days either 6 or 9 matches are played. In that case, two Test Matches that



are played concurrently should use schedule 1 for one of them and schedule 3 for the other. This should be done, however, only if sufficient courts are available to ensure that no more than two late starts are required on day five.

## **19 Order of play for reduced matches**

### **19.1 Teams of five players**

Subject to Regulation 19.3, if a Test Match is contested by teams of five players the order of play shall be as follows:

Round 1: A1 v B4; A2 v B1; A3 v B5; A4 v B3; A5 v B2

Round 2: AD1 v BD2; AD2 v BD1

Round 3: A1 v B2; A2 v B5; A3 v B4; A4 v B1; A5 v B3

Round 4: AD1 v BD1; AD2 v BD2

Round 5: A1 v B1; A2 v B2; A3 v B3; A4 v B4; A5 v B5

The outcome of the Test Match shall be determined in accordance with Regulation 16.

### **19.2 Teams of four players**

Subject to Regulation 19.3, if a Test Match is contested by teams of four players, the order of play shall be as follows:

Round 1: AD1 v BD1, AD2 v BD2

Round 2: A1 v B2, A2 v B1, A3 v B4, A4 v B3

Round 3: AD1 v BD2, AD2 v BD1

Round 4: A1 v B3, A2 v B4, A3 v B1, A4 v B2

Round 5: A1 v B1, A2 v B2, A3 v B3, A4 v B4

The outcome of the Test Match shall be determined in accordance with Regulation 16.

- 19.3 The Manager shall be entitled to vary the order in which the rounds are played in Tests involving either five or four players per side but should if possible schedule the singles matches between players of equal team ranking on the final day. Any proposed variation must be notified to the teams on the day before play is scheduled to start in the Test Match.

## **20 Teams of fewer than four players**

- 20.1 If a team can field fewer than four players at the start of a Test Match but sufficient additional players are expected to become able to play during the Test Match to bring the team up to a minimum of four players, Regulation 14 shall be applied together with whichever of Regulations 18, 19.1 or 19.2 would be appropriate for when the additional player or players would be available.

- 20.2 If a team can field only three players at the start of a Test Match and no additional players are expected to become able to play during the days scheduled for the Test Match, the Test Match shall comprise the matches described in Regulation 20.3. The opposing team shall choose three of its available players to contest the Test Match at its discretion. In Regulation 20.3 the players in each team are designated A1, A2 and A3 and B1, B2 and B3 respectively without identifying doubles pairings.

- 20.3 A five round Test Match involving three players in each team shall be played as follows:
- Round 1: Doubles: A1 & A2 v B1 & B2; Singles: A3 v B3
  - Round 2: Doubles: A1 & A3 v B1 & B3; Singles: A2 v B2
  - Round 3: Singles: A1 v B2; A2 v B3; A3 v B1
  - Round 4: Doubles: A2 & A3 v B2 & B3; Singles: A1 v B1
  - Round 5: Singles: A1 v B3; A2 v B1; A3 v B2
- 20.4 The outcome of the Test Match shall be determined in accordance with Regulation 16.
- 20.5 If a team cannot field a minimum of three players at the start of a Test Match and sufficient additional players are not expected to become able to play during the Test Match to bring the team to a minimum of four players, the following shall apply:
- 20.5.1 if the opposing team is in the same situation, the Test Match shall be declared a draw; or
  - 20.5.2 if the opposing team would be able to field a minimum of four players at some stage during the Test Match, the opposing team shall be declared the winner.

## **21 Warm-up during Test Matches**

- 21.1 A warm-up period will be allowed in the 15 minutes prior to the scheduled start time of each match. During this time, players may warm up on their court using the two balls they will use in their first game and any additional balls available. Hoop running may only be attempted using strokes no harder than would be required to send the ball seven yards if unimpeded by contact with the hoop in order not to disturb the setting of the hoops. Players may not shoot at the hoops or peg. A player may practice after they have finished for the day at Manager's discretion.
- 21.2 A player who returns to participation in a Test Match after having been a casualty for an earlier part of that Test Match or part or all of the team's previous Test Match shall be entitled to a period of practice of up to one hour, including the warm-up period permitted under Regulation 21.1, at the beginning of the day of the player's intended return. The Manager should permit a late start for the match that will involve the player. Other players in the match may also practice for the same period, but the returning player may end the practice period for all players in the match at any time after the 15 minute warm-up period. Following such practice, the returning player is entitled to decide that he or she is not ready to return to the competition, in which case the player's status as a casualty shall be extended. That extension shall be for only one day, however, unless there are exceptional circumstances to be agreed by the team captains and the Manager. A further period of practice will not thereafter be permitted before the player returns to participation.

## **22 Weather**

- 22.1 The Manager shall have discretion to halt play on any court at any time due to:
- 22.1.1 the court being, in his or her opinion, unfit for play; or
  - 22.1.2 lightning or other severe weather (including extreme heat) that may threaten the safety of players and/or spectators.

22.2 If play is halted, the players must remain on site and available to resume play immediately unless given permission to leave by the Manager. All balls and clips will remain in place on the court unless the Manager directs that the match(es) be pegged down or balls marked.

## APPENDIX 1: 2022 ARRANGEMENTS

1. Orders of play
  - 1.1 The order of Test Matches will be:
    - **Saturday 12 to Wednesday 16 November 2022**

Test Match 1: Seed 1 v Seed 4

Test Match 2: Seed 2 v Seed 3
    - **Friday 18 to Tuesday 22 November 2022**

Test Match 3: Winner of Test Match 1 v Loser of Test Match 2

Test Match 4: Winner of Test Match 2 v Loser of Test Match 1
    - **Thursday 24 to Monday 28 November 2022**

Test Match 5: Seed 4 v whichever of Seeds 2 and 3 they haven't played

Test Match 6: Seed 1 v whichever of Seeds 2 and 3 they haven't played

All Test Matches will be played according to the schedules specified in Regulation 18.4. The Tournament Manager's intention is to use Schedules 1 and 3 if possible in each pair of Test Matches and will announce which schedule will be used for each Test on the day before the relevant Test Matches start. Play will be permitted if necessary on the rest days (**17 and 23 November 2022**)
  - 1.2 Court allocations will be announced by the Tournament Manager before each day's play, avoiding, if possible, players having to play on the same lawn on consecutive days.
  - 1.3 If there will be more matches scheduled than there are courts available, the order of play shall be decided by the Tournament Manager and the later matches shall be started at the Tournament Manager's discretion shortly after matches finish and courts become available. Players with late starts will be informed of this no later than 6.30 p.m. the previous day (subject to any appeals under Regulation 8.2).
  - 1.4 If sufficient courts do not become available before 3.00 p.m. (or an earlier time if agreed by the team captains if the Test Match schedule is under pressure) it may be necessary to impose double-banking at the Tournament Manager's discretion. If double-banking is necessary, it will only occur for matches in the same Test Match and two late starting matches will not be double banked on the same court.
2. Balls

Dawson 2000 International balls, as manufactured by Paul Manwaring, shall be used throughout the competition.
3. Starting times

Play will normally start at 9.00 a.m. except that:

  - the start may be delayed by a ceremony on the first day of each Test Match.
  - the start may be brought forward at the discretion of the Tournament Manager in consultation with the team captains.
4. End of play

Play will continue if necessary until impractical due to bad light as determined by the Tournament Manager, subject to the inplayer being allowed to complete their turn if they so wish, except that:

- 4.1 on the last day of the final Test Matches play will continue if necessary until 7 p.m. [and stop then to allow the players to attend the Tournament Dinner]; and
- 4.2 on the day after the last day of the final Test Matches, play will stop at 4 p.m.

In both 4.1 and 4.2 above, the inplayer will be allowed to complete their turn if they so wish.

## 5. Lunch breaks

5.1 For each match, a one hour lunch break may be taken at any time by mutual agreement subject to the following:

- The lunch break may not be taken earlier than 11.30 a.m.
- The lunch break may not be taken any later than immediately after the end of the turn in progress at 1.00 p.m.
- If a game finishes after 12.00 p.m., then either player (or pair) may specify that the lunch break be taken then.
- Before the start of a turn after 12.30 p.m., the player (or pair) about to play may specify that the lunch break be taken then.

5.2 For matches not commencing at 9.00 a.m. the Tournament Manager will modify the times above as appropriate and inform the players concerned before they commence play.

5.3 If the Test Match schedule is under pressure, the Tournament Manager shall have discretion to impose a shorter lunch break.

## 6. Late game breaks

If the second or third game of a match is to start after 5.30p.m., then the players may take a break of up to 20 minutes prior to the start of this game.

## 7. Floodlighting

Not applicable. The venue does not have this facility.

## 8. Mallet end face accidents

In the event of an end face breaking or falling off a mallet, this will not be treated as an unusable mallet and, provided that the end face is re-attached by any suitable means, the affected mallet may continue to be used throughout the Series, provided the player does not deliberately use the affected end face if its playing characteristics have been substantially changed.

## APPENDIX 2: ACWTC TIER 1 NEW ENTRANT REQUIREMENTS

### 1. Purpose

The Governing Bodies and the WCF publish these guidelines to assist in the preparation of applications by other WCF Members ("Applicants") to play in Tier 1 of the Association Croquet World Team Championship ("Tier 1").

### 2. Scope

- 2.1 These requirements are designed for applications to play in Tier 1 on a one-off basis. If an Applicant is accepted for Tier 1 on one occasion, a fresh application will be required for a further appearance, irrespective of actual performance or finishing position. WCF Members may apply to play in Tier 1 on a permanent basis but will have to meet a more stringent set of requirements, including a commitment to act as a Tier 1 Event Host on a regular basis.
- 2.2 Applications to compete in the next holding of Tier 1 shall be lodged with the WCF not less than 39 months before the date of the next such holding (see Paragraph 5) and will be evaluated by the Governing Bodies and the WCF.
- 2.3 These guidelines are broad and each application will be considered individually on its merits. Further information may be required to assist in consideration of any application.

### 3. Eligibility

All WCF Members are entitled to apply to play in Tier 1.

### 4. Obligations

#### 4.1 Playing standards

- 4.1.1 A WCF Member that wishes to apply to play in Tier 1 (an "Applicant") shall be expected to be able to field a team where the average grade of the best five players is comparable to the average grade of the lowest ranked team in the previous holding of Tier 1 at the time of the previous holding. The Applicant is expected to be able to select from a minimum of seven players of adequate standard. Applications may be considered where standards are outside the ranges indicated.
- 4.1.2 If at any time it becomes evident to the Applicant that the characteristics of its proposed team is likely to differ materially and significantly from those indicated in the application to date, the Applicant shall inform the WCF promptly.
- 4.1.3 The Governing Bodies and the WCF reserve the right to reject an application at any stage before the holding of Tier 1 should the expected characteristics of the Applicant's team differ materially and significantly from those specified during the application process.

#### 4.2 Finance

To cover running and administration costs, an Applicant admitted to Tier 1 will be required to pay to the Event Host the following fees:

Item	Amount	Description
Team fee	900 GBP to 1,800 GBP	150-200 GBP per person, for up to nine players and officials, to cover meals and

		hospitality. To be charged at cost.
Event Fee	750 GBP	Per entry, to cover the administration, lawn hire, officials and management costs.

Depending on the level of sponsorship achieved for the event, these fees may be reduced.

#### 4.3 No future obligations

An Applicant incurs no obligation to seek to enter Tier 1 again or to host Tier 1 at any future time.

#### 5. Timetable

Stage	Time (months)	Decision (months)	Information to be provided
Initial application	39	36	Squad list (minimum seven players)
Entry fee due	12		Squad list (minimum seven players) Event Fee (non-refundable)
Entry	0	n/a	Team Fee

#### Notes:

1. All times are relative to the holding of Tier 1 being applied for
2. The initial squad list should include only players whose availability the applicant might reasonably expect to obtain
3. The confirmation squad list should include only players whose availability has been confirmed