



1/07/2026

CROQUET AUCKLAND GOLF CROQUET INTERCLUB RULES 2026/2027

1 PURPOSE OF INTERCLUB COMPETITION

Croquet Auckland (CA) seeks to advance and promote the amateur sport of croquet within the Auckland area.

- 1.1 Participation: Member clubs are to encourage members to participate in the interclub to help increase the expertise and knowledge of playing Golf Croquet in a safe and competitive environment.
- 1.2 Friendship: The interclub is an opportunity for players to meet and play against other member clubs in the Auckland area. Players shall play in a spirit of friendship, good sportsmanship, and fair play. Players shall not engage in behaviour that causes unreasonable offence to another player.
- 1.3 Eligibility: Players **must** be a member of CA and a club affiliated to both CA and Croquet New Zealand (CNZ). Players outside of Auckland area are not eligible to play.

2 RULES OF COMPETITION

- 2.1 Interclub tournaments are to be played under the WFC Rules of Golf Croquet, as outlined in Croquet New Zealand Yearbook.
- 2.2 AHS cards are to be used and presented on arrival.
- 2.3 Hammer shots and jump shots are to be allowed. If a venue does not allow this to occur, the venue is to be changed. *NOTE:* CNZ does not allow the use of AHS cards where hammer shots and jump shots are not allowed.
- 2.4 Tournament and Match Management
 - 2.4.1 The CA nominated GC Interclub Coordinator is the Tournament Manager.
 - 2.4.2 The draw is prepared by CA's Golf Croquet Interclub Coordinator (the Tournament Manager).
 - 2.4.3 The host club's team captain is the Match Manager and is encouraged to treat the event as they would for other tournaments.
- 2.5 Results of games will be entered into *croquetscores.com*.

3 DIVISIONS OF PLAY

Entries are invited for the following Golf Croquet tournament. *NOTE:* A club may enter **up to two teams** in each division. The tournament may start in September to complete the draw and finished by 31 December 2026.

- 3.1 **DIVISION 1**

LEVELS	OPEN
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- 3.2 **DIVISION 2**

LEVELS	Handicaps 5 to 8
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- 3.3 **DIVISION 3**

LEVELS	Handicaps 9 to 12
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- 3.4 If a club enters more than one team in a division, the structure of the teams can be decided by the club. Clubs can decide whether both teams have similar playing capability as each other, or

one team has stronger playing capability than the other. Once allocated to a team, players cannot swap teams during the season.

- 3.5 Players' handicap and eligibility to play in any division is established at the closing date of entry, which will be notified by CA Interclub Coordinator. If a player's handicap becomes 'out of range' after the closing date or at any time during the interclub season, the player can continue to play in that team.
- 3.6 Players can 'play up' a division but cannot 'play down'.

4 TEAMS

- 4.1 All teams must have four players but can choose to have a fifth member if a team member is unable to play a full match because of health or physical reasons (refer also to 4.6-4.8 below).
- 4.2 Any team entered by a club must have at least three "full membership" players belonging to that club.
- 4.3 The fourth member of the team may include a "full membership" member of another club where the member is not required by their club or where the club is not fielding a team in that division. Club captains can contact the Interclub Coordinator to enquire if players from another club are available to play in their teams.
- 4.4 If a player does intend to play for another club, as a matter of courtesy, they should first discuss the matter with their home club.
- 4.5 A player who has played once for any one team is considered a member of that team and cannot play for any other team in the same division.
- 4.6 For all divisions, a team with a member who is unable to play a full match because of health or physical reasons, may have 5 players. Two of the players play two games each; in either the singles or the doubles games.
- 4.7 A team intending to play with 5 members should advise their opponents at least the day before the match and whether the fifth member will be playing in the singles or doubles section.
- 4.8 If the travelling team has advised that they will have 5 members, the host club should advise whether singles or doubles will be played first.
- 4.9 Before the start of play, the players will be listed in handicap order, starting with the lowest handicap.
- 4.10 If 2 or more players have the same handicap, then the team captain may list those players in any order.
- 4.11 The players are labelled A, B, C, D (and E) with A having the lowest handicap and D the highest handicap. The fifth player (E) will be ranked according to their handicap.

5 ARRANGEMENT OF MATCHES

- 5.1 For each division, there are 4 doubles games and 8 singles games.
- 5.2 The home team captain has complete discretion over the order of play and may decide to play the doubles and singles in any order
- 5.3 In the doubles, each player partners another player in their team to play the corresponding pair on the opposing team.
 - 5.2.1 **Game 1**
A and B play opposing A and B, C and D play opposing C and D.
 - 5.2.2 **Game 2**
A and D play opposing A and D, B and C play opposing B and C.
- 5.4 In the singles games each player plays their opposite number followed by a "reverse" singles.
 - 5.3.1 **Game 3**

A plays A; B plays B; C plays C; D plays D

5.3.2 **Game 4**

A plays B; B plays A; C plays D; D plays C

6 REFEREES

- 6.1 The host club should provide a referee or umpire where one is available.
- 6.2 If an independent umpire or referee is not available or is not on site, players should ask an independent suitable observer to watch a difficult shot, (e.g. for a double tap, crush, or mallet edge).
- 6.3 In the event of any dispute, rule 15.2.2 prevails (CNZ Yearbook Rules of Golf Croquet).

7 TIME LIMIT

- 7.1 All games will be 13-point games with no time limit. However, it is expected that players will play with reasonable dispatch.
- 7.2 If the Referee or referee substitute considers a game is impeding the progress of the competition, a time limit may be imposed (CNZ Yearbook Tournament Regulations: rules 9.3 and 9.3.1).
- 7.3 Any time imposed during a game shall provide at least 20 minutes extra time on a game that has been in progress for a minimum of 60 minutes (CNZ Yearbook Tournament Regulations: rule 9.3.1).
- 7.4 After this period, the winner is the side for which the greater number of points has been scored (CNZ Yearbook Rules of Golf Croquet: rule 19.1.3).
- 7.5 If the score is equal, play is to continue and the winner is the side for which the next point is scored (CNZ Yearbook Rules of Golf Croquet: rule 19.1.4).
- 7.6 Doubles and singles games cannot end in a draw. All games **must** have a winner; a tied score in a game is invalid and will be scratched. However, game scores and index changes recorded on the AHS cards remain.

8 TIME AND DAY OF PLAY

- 8.1 Games should start by 10am but is flexible if both team captains agree to an earlier start time. Preference should be given to the wishes of the travelling team.
- 8.2 If players are not available in any game within 15 minutes of the designated start time, their games may be forfeited.
- 8.3 Tuesday is listed as the “traditional” day of play in the draw, but either team captains may request a change in the time and day of play.
- 8.4 The club requesting a change of date holds responsibility for the match to be held, otherwise it is treated as their default. Rescheduled games may be played at the home club, at the visiting team’s club, or at another club with their approval. If the match is not played before the end of the tournament season, the match is treated as in default.

9 LAWN ALLOCATION

- 9.1 At least two lawns will be required for the competition.
- 9.2 Where possible, doubles games should be played single banked.
- 9.3 The visiting team captain has complete discretion over which game takes place on which lawn (e.g. a player can choose to play on the same lawn for all games).

10 POSTPONED AND CANCELLED GAMES

- 10.1 If a match is postponed because of weather or other conditions, the teams should endeavour to complete the match before the next round is played.
- 10.2 If a match is postponed at the instigation of one team, the club that instigates the postponement is at risk of forfeiting the match until the match has been played. It is preferable the match be rescheduled within 2 weeks or as soon as possible.
- 10.3 In extenuating circumstances where teams are unable to reschedule a match and the match is at risk of being cancelled, the CA Interclub Coordinator must be advised. It is expected both teams pursue all solutions to reschedule the match before the end of the interclub season so that the Interclub Coordinator can determine whether a “drawn result” (6-6) for the match is warranted.
- 10.4 If a team withdraws from interclub then all previous results are scratched. However, game scores and index changes recorded on AHS cards remain.

11 PENALTIES

- 11.1 If players are not available in any game within 15 minutes of the designated start time, their games may be forfeited. If players forfeit a game, it is recorded 7-0 to the opponents.
- 11.2 If a team defaults on a match, it is recorded 12-0 to the opponents.

12 RESULTS

Croquetscores.com will be Croquet Auckland’s official Interclub record of results for all members to access.

12.1 Results of the Match

- 12.1.1 Each Match will record results for games won, lost, and drawn plus hoops scored.
- 12.1.2 The result sheet is forwarded to the Interclub Coordinator by the Home Team Captain within 24 hours or as soon as possible. (Download the free app ‘Genius Scan’, with an orange logo, onto your phone if necessary).
- 12.1.3 When the round is complete the Interclub Coordinator will post the result onto *croquetscores.com*.

12.2 Results of the Tournament

This will be decided by

- 12.2.1 Matches won
- 12.2.2 If teams are equal on matches, then games won
- 12.2.3 If still equal on games, then ‘who beat whom’ is the winner.
- 12.2.4 However, if the ‘who beat whom’ was also a drawn game then the winner will be that team with the best net hoop score *throughout the entire competition*. If still equal, then it is a draw.
- 12.2.5 Results of the tournament will be available on *croquetscores.com* for all members to access.

NOTES TO THE RULES

ROLES AND RESPONSIBILITIES

1 Interclub Coordinator

- a At the start of the season consult member croquet club captains to confirm format and rules of interclub
- b Invite teams and develop the draw
- c Post results on croquet scores
- d Resolve queries

- e Set up notes for *croquetscores.com*
 - E1 Set up a separate event for each division and enter start and finish dates of competition.
 - E2 Select 'Teams' for Tournament Type.
 - E3 **Tick the box** for 'Drawn matches are not decided by net hoops'. *****
 - E4 Enter 12 for 'Expected Matches'.
 - E5 Enter 1 for 'Best Of'
- ***** Explanation: The option must be ticked when a test is a draw when matches are equal and it is not then decided by net point - refer to 12.2 above, Results of the Tournament.