



ASSOCIATION CROQUET INTERCLUB RULES 2025/2026

updated 8 May 2025

1 THE COMPETITION

- 1.1 Every Interclub team member must be a member of a club affiliated with Croquet Auckland.
- 1.2 The draw will be made by the Match Committee or Match Committee Convenor.

2 THE TEAMS

- 2.1 Teams will consist of two players, any of whom (subject to 3.2 below) may be substituted on completion of his/her first round doubles game of a match by a substitute team member who then plays the whole of one second-round singles game of the same match.
- 2.2 A club may enter more than one team in the Croquet Auckland AC Interclub Competition. All clubs must inform the match convenor (pukekojim@gmail.com 022 649 6646) of the names of all AC Interclub teams representing their club, together with contact details of at least one member of each entered team (captain or manager) who will act as liaison person between the competing teams.
- 2.3 Any player, having played for any team as a full or substitute player in the Auckland AC Interclub Competition is a member of that team for the entire season, and cannot thereafter be a member of any other team in that season.
- 2.4 Players are responsible for the accuracy of their AHS cards. AHS cards are to be presented to the opposing captain/manager before play starts in any match. (See Regulation 16.1 Tournament Regulations)
- 2.5 Both captains/managers must check all AHS cards. (handicaps and bisques).
- 2.6 The captain of the opposing team must be informed of any substitutions.

3 THE MATCH

- 3.1 A match consists of three games played in 2 rounds with one handicap doubles game in the morning and two handicap singles games in the afternoon.
- 3.2 If one or more players from any team are unable to play more than one game in a day, captains may allocate a substitute to play the second game in accordance with rule 2.1.
- 3.3 All games must be played under the Laws of Association Croquet Seventh Edition 2021.
- 3.4 AHS cards shall be used for all completed singles games.
- 3.5 The time limit for all games is 2½ hours [two and a half hours] plus Law 61, but see rule 3.6 below.
- 3.6 It is desirable that host clubs provide two lawns for all matches. If two lawns are not available, double banking is permitted. An extra 15 minutes will be added to the time limit for any double-banked games.

4 ELIGIBILITY TO COMPETE FOR ANOTHER CLUB

- 4.1 A Croquet Auckland Affiliated Club member shall be eligible to play Interclub for another club. Permission from the player's club must be obtained.
- 4.2 All players must have paid the Croquet New Zealand and the Croquet Auckland levies.

5 HOST TEAM RESPONSIBILITIES

- 5.1 The host club is to provide umpires if possible.
- 5.2 The host club (shown on the draw) of a game played at a neutral venue is responsible for refreshments and for clearing up after the match.

6 MATCH WINNER

- 6.1 The team winning the most games wins the match and scores two match points

7 RESULTS

- 7.1 Home team captain or manager must record the results on the Croquet Auckland AC Interclub Scoresheet and email a signed copy to the AC match convenor within 24 hours of the end of the match.
pukekojim@gmail.com

8 TOURNAMENT WINNER

- 8.1 The team winning the most match points wins the Interclub Tournament.
- 8.2 If there is a tie on match points won, net games will determine the winner.
- 8.3 If there is a tie on match points won and net games, net hoops will determine the winner.
- 8.4 If there is a tie on match points won and net games and net hoops, the winner of the match between the two teams will determine the winner.

9 PLAY DATE & START TIME

- 9.1 The match committee will draw up a schedule of dates and venues of matches.

Example Orewa v Epsom-Remuera February 15 (Hosted by and played at Orewa on 15 February).

The two captains may confer and agree to play the match on another mutually suitable day, including Saturdays or Sundays. (Alternate Tuesdays have been set aside for AC Interclub matches to be played, but Tuesday may not suit some teams)

The host team is the first named team. The match may be played at an alternative club with the acceptance of all three clubs involved. (Interclub co-ordinator to be informed)

- 9.2 Play shall start at 9.45 am, but may start earlier or later by mutual agreement to accommodate the wishes of the travelling team.
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10 CONTINGENCIES

- 10.1 In the event of wet weather, the team captains must decide whether or not to play the match on the scheduled date.
- 10.2 If the decision is not to play, the team captains are to arrange an alternative day. (CA Interclub co-ordinator to be informed)
- 10.3 When any game cannot be completed because of rain and there have been at least 2 hours of play, the points scored during that time shall count, causing games and matches to be won or lost or drawn. Such games will be recorded and scored. AHS cards will not be used for any rain-shortened games.
- 10.4 When no game is completed because of rain, the match will be replayed at a later date agreed to by both teams. (CA Interclub co-ordinator to be informed)
- 10.5 If any player is forced through illness or any other contingency, to withdraw during a game, he/she loses the game with his/her points remaining, and the opponent scores 26 points and wins the game. (If the game is a singles game, AHS cards are to be used for that game.)
- 10.6 The AC Match Committee must be promptly advised, by the host club concerned, of all postponements.

11 UNCOMPLETED GAMES

- 11.1 If a player(s) forfeits a game, it is recorded 26-0 to his/her opponent(s).
- 11.2 If a team forfeits a match, Tournament Regulations 15.3, 20.7.7 and 20.7.9 will apply. (The team and all its matches are scratched from the competition.)

Note Scratching a team from the competition will be the last resort of the match committee. If any team cannot play a match on the scheduled day, the captains/managers of the two teams shall endeavour to find a mutually acceptable day for rescheduling the match. If the two teams cannot agree on an acceptable date, they must refer the matter to the match committee at the earliest opportunity, who may

- (1) nominate a rescheduled day or
- (2) declare one team to be at fault for not playing the match and scratch that team and all their games from the competition after discussing the matter with both teams and taking all circumstances into account.

Any decision of the match committee regarding this matter is final and cannot be appealed against.

- 11.3 If a match is postponed on the instigation of one team, and thereafter the match is not subsequently played, the postponing club is considered to have forfeited the match subject to a match committee review and may be scratched from the competition as in Rule 11.2 above.
- 11.4 If there are extenuating circumstances whereby two teams are unable to play a match before April 1st, the Match Committee may agree to record the match as a “drawn result” (Match score 1-1). (Net games Nil) (Net hoops Nil) (One match point each)
- 11.5 If a team withdraws or is scratched from interclub competition, all its previous matches are scratched. Game scores and index changes recorded on AHS cards remain.

12 OTHER CONTINGENCIES

- 12.1 Should any circumstance arise, not covered by the rules outlined above, it shall be dealt with by the Match Committee as best meets the circumstances of the case.



A/C Interclub 2025/6

Match Round				Date			
Host				Visitor			
Players				Scores			
Morning Play		Bisques		Host	Visitor	Host	Visitor
Doubles	H/cap	Sum	Given	Points		Games	
Host					X		X
Host							
Visitor				X		X	
Visitor							
Afternoon Play		Bisques		Host	Visitor	Host	Visitor
Singles	H/cap	Given		Points		Games	
Host					X		X
Visitor				X		X	
Host					X		X
Visitor				X		X	
Visitor							X
	Match Points			Hoops		Games	
Host					X		X
Visitor				X		X	
			Net				
Signed	Host			Visitor			

Do not fill in boxes marked X

On completion of this match, please forward a copy of this result sheet to the AC Match Convenor - pukekojim@gmail.com 022 649 6646