

SOUTHERN CROQUET FEDERATION

GC LEAGUE RULES

2026 SEASON

There are FIVE League Competitions this year (All are Level Play rules unless stated otherwise)

1. SCF Golf Croquet OPEN League
2. SCF Golf Croquet THREE PLUS League
3. SCF Golf Croquet ADVANTAGE League
4. SCF Golf Croquet ADVANTAGE 'One Court Clubs' League
5. SCF Golf Croquet DOUBLES ONLY League

Changes for 2026 are highlighted, plus a few other passages to which attention is drawn.

GC Rules

- All games shall be played in accordance with the WCF Rules of Golf Croquet 6th Edition.
- Advantage Play must also be in accordance with "How to Play Advantage GC – 2026" (available from CqE website). Both Advantage captains must have a copy of the latest GC Rules book (with any subsequent amendments), and Advantage Target Scores Table (Standard game) (plus Scoring Fraction Percentage Table – see Abandonments section below), in their possession at every match.

Competition Regulations

- Fixtures should be played on courts of no less than 3/4 size (1/2 size for One Court League).
- Hoops should be set to 1/16" for the Open League and 1/8" for the Three Plus, Advantage and Doubles Only Leagues.
- The use of Dawson balls is preferred for all matches.

Eligibility

- Open to any full member club of the SCF.
- Clubs may enter as many league competitions as they wish and may enter more than one team in a given league at the discretion of the Leagues Manager.
- The Three Plus League is restricted to players with a handicap of 3 or higher at any time during the seven days preceding the playing of the match.
- A player may only play for one team in a given LEAGUE during any one season.
- A player may play in as many LEAGUES as they are eligible for (see above & Handicap cards).
- Clubs entering multiple teams into the same league competition must treat those teams as separate entities. Once a player has represented one team, they are not eligible for the other.

Handicap cards

(This section applies to ALL Leagues except the Doubles Only League)

- At each match, all players must produce their current handicap card, properly signed off.
- The maximum eligible handicap is 12.
- All singles games must be recorded on the players' handicap cards and count towards the Automatic Handicap System. Level (L) or Advantage (A)
- Team Captains must indicate on the results sheet, that they have inspected all opposition handicap cards. In the Open league an agreed Dynamic Grade ordering will suffice.
- Players failing to produce their handicap card for inspection, will be allowed to play off their stated handicap BUT must send a photocopy or scan of their card to the Leagues Manager within 7 days. Provided the stated handicap is verified upon the Manager's sight of the card, all results shall stand.

For failure to comply with the above, or the discovery of a discrepancy where a higher handicap was claimed – ALL GAMES INVOLVING THAT PLAYER WILL BE AWARDED TO THE OPPOSING SIDE BY THE MAXIMUM SCORE.

Teams & Formats

- All League matches must be completed by the END of AUGUST. Any matches played after this date without the agreement of the Leagues Manager will be regarded as a failure to contest the fixture (see also the *Fixture Making* section below).
- Teams will consist of four players (two players for One Court League).
- Prior to the start of play, the Captains shall complete and exchange an Official Score Sheet, listing the order of their players, and this order shall not be altered for the duration of that match.
Doubles Only and One Court Clubs Leagues
 - Captains can list their players in any order irrespective of individual handicaps.Advantage and Three Plus Leagues
 - Players must be in numerically ascending handicap order (Captain to decide in the case of identical handicaps).Open League
 - Players must be listed in descending order of Dynamic Grade obtainable from <http://rank.worldcroquet.org/gcrankdg/rank.php> within 24 hours preceding the match. In case of any ambiguity the most recent ordering will take precedence.
- Match formats and score sheets for each league are circulated prior to each season and made available on the SCF website.
- Level and Handicap (Advantage) games may only be timed if BOTH captains specifically agree.
- In a time limited game the CqE Tournament Regulations T.4 will apply.

Fixture Making

- Entry to a league is a commitment to complete all fixtures under these rules. Failure of the home club to provide a date and venue for the fixture, or failure of either club to contest the fixture, is a breach of this obligation.
- All league matches must be scheduled for completion by the END OF AUGUST but clubs must be prepared to play any outstanding matches up until SEPTEMBER 15th (see also the *Administration by Leagues Manager* section at the end of these rules).
- Fixtures are to be scheduled at the start of the season, and not later than 30 April without permission from the Leagues Manager.
- Clubs with two or more teams in the same division must arrange the date of their mutual match(es) to be played before any other of their fixtures in that division.
- Dates and venues should be communicated to the Leagues Manager for inclusion in the SCF website.

Changes to agreed fixture dates

- Fixtures may ONLY be rescheduled IF:
 - BOTH teams wish to do so AND a new date/venue is agreed at the time
 - OR the courts are unavailable for some reason.In either case the hosts shall offer at least one alternative date (to be no later than the end of August). All rescheduling and the new date must be notified to the Leagues Manager promptly who will adjudicate in the event of any problem or disagreement.
- A lack of eligible players prepared to play in the scheduled fixture is NOT an acceptable reason for postponement. If a team is unable to field a full complement of players the opponents MUST be informed as soon as possible in advance, and the match will take place with a reduced team.
- Players in a reduced team must be listed in ascending order from 1 with no vacancies and according to the rules.
- Any games of a match not contested under the above will be awarded to the side which is available to play, or otherwise recorded as a draw.

Abandonments mid-match and unplayed games

- In the event that the fixture has to be abandoned, it should be completed at a later date using the same players and replaying any games not completed.
- If it is not possible to complete the match later with the same players, the entire match should be replayed.
- If neither is possible, the result shall stand based on the completed games in the abandoned match (and all other games in that match shall be recorded as draws for half a point each).
- **Games may not be left unplayed unless subject to EXCEPTIONAL circumstances (eg ground unplayable) which must be reported by the winning (or both) captain(s) to the Leagues Manager for adjudication immediately following the match.**
- If a player is unable to complete a game or games for any reason (eg through injury or illness) the opponent will be awarded the game(s) by default.
- Advantage games abandoned mid-game for any reason may declare a result using the calculation or **Scoring Fraction Percentage Table** described in "How to Play" provided both captains agree.

Final matches

- A league may be split into separate divisions (North, South etc) if the number of entries require.
- If there are TWO divisions a North v South final match will take place in September hosted by the Northern club in odd numbered years and by the Southern club in even numbered years. The date to be mutually agreed from a choice offered by the home club. The usual match format for that league will be used.
- If there are THREE divisions the following applies:
- The top team from each Division will enter the semi-final/final stage. The three teams will be ordered (1, 2, 3) in order of precedence by
 - (a) Number of games won
 - (b) Number of matches won
 - (c) League points gained(If Divisions are of unequal size the *percentage of maximum possible* will be used for ordering).
- Team 2 will play a semi-final match at home against Team 3.
- Team 1 will play a final match at home against the winner of the semi-final match.
- Results criterion 6 below will be used to determine the winner of any drawn final matches.

Results

- The result of each fixture is determined by the number of games (or 'rubbers' in the Open and B-Level Leagues) won by each team.

Fixture win	= 2 points
Fixture draw	= 1 point
Fixture loss	= 0 points
- The full list of criteria for deciding the League position precedence will be:-
 1. League Points.
If two or more teams are tied:-
 2. The number of 'rubbers' won (*a rubber is the best of three result in Open & B-Level*)
 3. The number of game wins.
 4. The result(s) of the match(es) between the tied teams (*this is the 'who beat whom' rule*).
 5. Quality of wins. Each team receives DOUBLE the number of points achieved by opponents they defeated PLUS the number of points achieved by opponents they drew with. This procedure can be repeated if necessary using the new points table.
 6. The result of the singles match 1 v 1, or in a doubles match the result of the final 1&2 v 1&2 match. NOTE this step will apply should any North v South final finish as a draw.
- Hoop scores will be recorded but NOT used to order teams.
- **It is the responsibility of the winning Captain to report the result of the match to the Leagues Manager or, in the event of a draw, the home Captain shall assume this responsibility.**
- BOTH Captains must check and sign the Official Score Sheet, which the winning (or home) Captain shall send to the Leagues Manager without delay.
- The Leagues Manager will then update the SCF website accordingly and forward Level play results to the CqE GC Rankings Officer.

Administration by Leagues Manager

- Teams are expected to arrange their own fixtures on dates and at venues that are mutually convenient.
- Teams must be prepared for the possibility of playing an away match at the ground of any of the other teams in their league (subject to that team having suitable facilities).
The default will be, that the fixture venue will alternate between opposing teams each season.
- If a fixture is left unplayed due to reasons attributed to the away team, then the next time that the two clubs are scheduled to play, the venue will still be that of the original home Club.
If a fixture is left unplayed due to reasons attributed to the home team, then the next time that the two clubs are scheduled to play, the original home team will be required to travel.
- If two teams can't agree on a venue on the occasion of their first league meeting, then the League Manager will toss a coin to decide.
- **Any team that breaches its obligation to complete ALL of its scheduled league fixtures under these rules by SEPTEMBER 15th will be eliminated from the league and its record expunged. In addition, entry to the league in the following season will be at the sole discretion of the Leagues Manager and likely to be refused.**

CqE Tournament Regulations will apply unless otherwise stated above and the decision of the Leagues Manager is final in all matters.

Roy Tillcock
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