

CANBERRA CROQUET CLUB TOURNAMENT CONDITIONS

1. These conditions apply to all tournaments except where special regulations apply.
2. The Club's Inclement Weather Policy applies to all tournaments.
3. All games are played under the latest Laws of Association Croquet. The draw is to be conducted by the Captain or Deputy, and witnessed by two members of the Playing Committee.
4. The draw is to be done in accordance with the *Australian Croquet Association Inc Regulations for Tournaments* as outlined in the *Australian Laws Book* and any amendments thereof. All events to be contested as single-life events (*Reg 18(a)*), with the exception of the President's Tray which is a XY competition.
5. *ACA Regulation 16* (Impasses) applies.
6. For the purposes of the Laws of Croquet, the Club Captain is the Tournament Manager for internal competitions.
7. The timetable for each tournament will be included in the drawsheet. The Playing Committee may change the deadline in the event of extraordinary circumstances, but not to the detriment of other tournaments or the club programme (e.g. Presentation Day).
8. Players should notify the Club Captain of the intention to withdraw from any event once the draw has been made. Players must make every effort NOT to withdraw from a tournament once matches have commenced. If a person withdraws from a knockout event their opponent wins on a forfeit. If a person is unable to play a knockout match when required their opponent wins on a forfeit. If a person withdraws from a round-robin event all their for-and-against scores will be wiped out. If a person is unable to play a round-robin event on a given day they forfeit those games only. The scores in this case will be zero to the player, and their opponent will be credited with a winning score that is the average of all winning scores in that block, upon completion of block play.
9. Double-banking of competition matches is permitted if all players using the court are agreed. If double-banked an extra 15 minutes shall be added to both games if the first game has at least 50% of its time remaining when the second starts. In all other cases no extra time shall be added.
10. When two time-limited games are under way on the same lawn and one game has 5 minutes or less left, it is permissible to stop the clock in the second game to allow the first game to complete before continuing.
11. *Law 49(a)* - Expedition in Play - shall be interpreted as follows:
"The term reasonable despatch shall mean the time between strokes will be no more than 45 seconds with a fifteen seconds warning at 30 seconds, if deemed necessary. Non compliance may invoke a penalty - end of turn."
EXCEPTIONS to the ruling shall be at the Referee's discretion. Examples:
 - Lift and/or contact (*Law 36*).
 - Peeling.
 - Pegging out.
 - Difficulty in placing a ball for a croquet stroke.
 - Interference with a stroke (*Law 34*).
 - Imperfections on the surface of the court (*Law 34(c)*).
 - Players checking on balls, critical positions of balls on the court, including possible wiring situations, at the beginning of a turn and also during a turn.