



**Program
for**

**Inaugural
Australian
Under 21
Golf Croquet
Championship**

Maitland Croquet Club

The Club is located in Maitland Park,
off Blomfield St opposite the netball courts.

15–17 January 2016

AUSTRALIAN CROQUET ASSOCIATION INC
INAUGURAL U21 GOLF CROQUET CHAMPIONSHIP
Maitland, 15-17 January 2016



Inaugural Under 21 Golf Croquet Championship

2016 TOURNAMENT OFFICIALS

Tournament Manager	Peter Smith
Tournament Referee	Bev Smith
ACA Representative	Jacky McDonald
Tournament Handicapper	Peter Smith
Results	Peter Smith

TOURNAMENT FORMAT

Single round robin of best of 3 matches against the other 5 players.
This will be played from noon on Friday 15 January, on Saturday 16 January,
and – if necessary – on Sunday 17 January. There will be no Finals or Plate,
but there will be U21 Squad training on Sunday AM 17 January.

REGISTRATION & PRACTICE

Tournament Headquarters is the Maitland Croquet Club (4 courts),
where hard copies of this program will be available on registration.

Location details are on the front of this program.

Registration & practice will be at HQ from 11am on Friday 15 January.
Courts will also be open from 3pm on Thursday 14 January if requested.

RESULTS

Results will be available on the croquetscores web-site progressively each day:

<https://croquetscores.com/2016/gc/inaugural-aust-u21-champ/championship>

THANKS

Thank you to the members of the Maitland Croquet Club for preparing the courts,
organising the catering, and for all the other work required to run these events.

Thank you to all the participating referees.

Thanks to Peter & Rosie Landrebe for donating the perpetual trophy for this championship.

Thanks also to Peter & Elaine Coles for donating a PFC Hoopmaker mallet
to the winner of this event.

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General Conditions of Play

1. Events will be played under the WCF Golf Croquet Rules adopted by Croquet Australia, and the Australian Tournament Regulations (both available on the ACA website).
2. Players and referees are to wear neat and appropriate sporting attire and flat-soled shoes (ie shoes, the soles of which do not mark the court). Players choosing to wear sandals shall, as all players should, be conscious of surrounding play in order to ensure their own safety. A player presenting at the venue in unsuitable attire will be given the opportunity to dress appropriately or will not be permitted to participate in the event
3. Atkins quadway hoops will be used, set as near as possible to 3 11/16 inches. To allow for inaccuracies in gauges, balls, hoops and setting techniques, a tolerance of $\pm 1/32$ inch is allowed. Hoops may be checked at any time on the request of the player in play, and any hoop out of specification will be reset. Players are asked to help set the hoops at the start of the day if necessary.
4. Dawson International balls will be used.
5. All games will be un-timed. However, the Tournament Manager may impose a time limit of an additional 15 minutes of play after a game has been in progress for at least 1 hour.
6. Courts may be available for practice up to 7.45am on Saturday & Sunday and after the completion of play for the day, subject to club requirements for dressing courts and maintenance. The Tournament/Venue Manager's approval should be sought for such practice and players assistance in preparing and clearing lawns will ensure that this practice can continue.
7. The Tournament Manager will allocate courts and games will be double banked as required.
8. A 5 minute warm up period will be permitted before a player's first game of the day.
9. Matches shall commence at **8.00 am** sharp unless otherwise indicated. Players are requested to be at their designated court before the scheduled starting time.
10. Players may be allowed a break of up to 10 minutes between matches and a lunch break of up to 30 minutes. The Tournament Manager will ensure games go on expeditiously to enable completion of the scheduled program. In best of three matches, games should be 'seamless' - players are expected to commence play in the second and third games immediately after the completion of the previous game.
11. It is mandatory for players to inform the Tournament Manager before they leave the venue for any reason.
12. The Tournament Manager will decide whether play in a match will continue in bad weather.
13. Players' attention is drawn to Rule 14 of the ACA *Rules of Golf Croquet*, Nov 2013 regarding Etiquette, which also covers expedition in play; and to ACA Tournament Regulation 12 concerning responsibilities of players.
14. Referees will officiate according to WCF Regulations as adopted by ACA. They will generally be in Charge. Where there are not sufficient referees present to be in charge of each game, referees will be Supervisory, in charge of several courts.
15. Players may refuse to play more than 6 games per day (actual games, not just rounds).
16. The Australian Handicapping System is in force for this Tournament. Players are to ensure that they have their ACA Handicap Cards with them and give them to the Tournament Manager before the event commences. Handicap cards should be completed after each match. If players reach a trigger point, their handicap changes immediately after that game. Handicaps may be adjusted by the Tournament Handicapper during the events.
17. The Tournament Manager in consultation with the ACA Representative may make any alterations to the program, draw and other arrangements as are necessary in order to complete the tournament in the time available. If available, lights may be used at the Tournament Manager's discretion.

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18. Should an overseas player win an event, any perpetual trophy shall remain in Australia in the custody of the ACA Administrative Officer. Winners of trophies are responsible for arranging the engraving of trophies at the ACA's expense, but must obtain a quote and obtain approval from the ACA Administrative Officer prior to having a trophy engraved.

19. An appeals committee comprising the Tournament Manager, the Tournament Referee and a member of the ACA Board (or nominated representative) shall determine any matters that are in dispute during the course of the tournament.

Specific Conditions of Play

The Draw was conducted by the ACA Events Committee, with help from the ACA GC Selection & Tournaments Committees, using the ACA Seeding and Draw procedures. World Ranking on 5 January 2016 was used for the seeding below. The format for the Championship is as follows:

- a) Play comprises a single block of 6 players, playing each of the other players in a best of 3 match, playing 13 point games.
- b) Rounds 1 & 2 will be played from noon on Friday 15 January. Round 3 may then commence for players willing to continue, but players can decline to play more than 6 games/day. If a Round 3 match is started but not finished on Friday, it will resume after Round 5 is completed (ie not resumed next morning) if it would delay Round 4 being started on time.
- c) If Round 3 did not start on Friday, or all R3 matches are not close to finishing, Round 3 will start at 8am on Saturday 16 January. If not, Round 4 will start instead, followed by Round 5. If time permits, any unfinished Round 3 matches will then resume. If time does not permit, unfinished matches will then be played from 8am on Sunday 17 January.
- d) Note that lights may be used, and that the above schedule is subject to variation by the Tournament Manager.
- e) The winner will be decided by matches won. If tied, then by net games. If that is also tied, then by net hoops. If still tied, by which player beat the other in their match in the block.
- f) There will be no finals, or plate, given the time constraints (re the need to hold U21 Squad training on Sunday morning and to facilitate departure home).

Seed	Player	State	H'cap
1	Jack Williams	(VIC)	1
2	Edward Wilson	(SA)	2
3	Lachlan Mula	(VIC)	2
4	Charlie Sharpe	(NSW)	7
5	Kyle Mula	(VIC)	2
6	Jamie Gumbrell	(NSW)	9

ACA seeded draw for 6 players:

Round 1	3 v 5	1 v 6	2 v 4
Round 2	1 v 4	2 v 5	3 v 6
Round 3	4 v 6	2 v 3	1 v 5
Round 4	2 v 6	4 v 5	1 v 3
Round 5	1 v 2	3 v 4	5 v 6

Note 1: these are not court allocations, which will be decided by the TM

Note 2: if a player does not start, treat that match as a bye.