

16. Handicaps - Australian Version

(a) Handicap games may be played to allow players of different abilities to compete so that they will have more equal chances of success. Rules 1 to 15 above apply except as indicated in this Rule. Each player is allotted a handicap according to ability, ranging from -6 for the strongest players up to 20 for the weakest players.

Commentary on Rule 16(a) *National Croquet Associations where handicap matches are played may choose to vary the range of handicaps used in their matches. The rule given here differs from the World Croquet Federation rule, and is to be used in all handicap games played in Australia.*

(b) In singles the weaker player is allowed a number of extra turns equal to the difference between the players' handicaps for 13 point games and as shown in the table for 7 and 19 point games.

Extra Turns in Handicap Games

Length of Game	Handicap Difference																											
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	
19 point	0	1	3	4	6	7	9	10	12	13	15	16	18	19	20	22	23	25	26	28	29	31	32	34	35	37	38	
13 point	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	
7 point	0	1	1	2	2	3	3	4	4	5	5	6	6	7	8	8	9	9	10	10	11	11	12	12	13	13	14	

(c) In doubles extra turns are given to a player, not a side. The lower (smaller) handicap on each side is subtracted from the higher handicap on the other side, and the difference is halved. The table below shows the number of extra turns available to the higher handicapped player in each comparison. When two players on the same side have the same handicap, they decide in advance which will be considered the lower handicapped player for the application of this rule.

Extra Turns in Handicap Doubles Games

Length of Game	Half the Handicap Difference																											
	0	0.5	1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10	10.5	11	11.5	12	12.5	13	
19 point	0	1	1	2	3	4	4	5	6	7	7	8	9	10	10	11	12	12	13	14	15	15	16	17	18	18	19	
13 point	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	
7 point	0	0	1	1	1	1	2	2	2	2	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	7	7	

(d) No point may be scored for the striker's side in an extra turn.

(e) An extra turn may only be played by a striker at the end of that striker's turn and is to be played with the same ball. A striker may play an extra turn at any stage in the game, and, if receiving more than one, may play extra turns in succession.

(f) At the end of a turn a striker intending to take an extra turn is to give a clear indication of the intention and stop the opponent from playing. When a striker decides to play an extra turn after committing a striking fault, Rule 13(b)(1) does not apply and the balls are replaced in the positions they occupied before the fault was committed. A striker who is entitled to play an extra turn and indicates an intention to do so may revoke that decision at any time before playing the stroke, unless the balls have been replaced after a striking fault. The striker's intention not to play an extra turn shall be indicated clearly. A striker who has indicated that an extra turn will not be played is not permitted to change that decision.

(g) An extra turn may not be taken in place of a turn missed because of a non-striking fault or the playing of a wrong ball. If such an extra turn is played and play is stopped before the opponent plays then any balls moved are replaced, the opponent then plays and the right to the extra turn is restored to the owner. However, if such an extra turn is played, and the opponent then plays before play is stopped, the extra turn stands as valid play.

(h) The administration of the handicap system is the responsibility of each National Croquet Association.

Appendix to the WCF Golf Croquet Rules 2013 Regulations for an Automatic Handicapping System Modified for Australian use from 1 October 2016

This Appendix describes a system used to administer a Handicapping system for use with the WCF GC Rules. National Croquet Associations who play competitive handicap matches may choose to adopt the system as described here, to modify it to better suit their needs or to produce their own Regulations for handling handicaps. In the latter case, National Croquet Associations may select what is appropriate from these regulations.

As in many handicapping systems a Golf Croquet handicap serves two functions. The self-evident one is to provide more opportunity for players to compete successfully against stronger players in special handicap competitions. The second purpose is to enable players to be placed in divisions or grades where they may compete against players of similar abilities.

1. Using handicaps in play

In matches where handicap play is being used, Rule 16 of the WCF Rules applies.

2. An Automatic Handicap System for Golf Croquet

Handicaps are initially set for each player using paragraphs 3 or 4 below. Thereafter they are changed automatically based on player's success in both singles and doubles games as described in paragraph 5 below. Non- automatic changes in handicaps may also be made as described in paragraph 6 below.

3. Setting initial handicaps for players new to any form of croquet

Players who are new to croquet may have their initial handicap set by the following procedure. Start from the fourth corner and count the number of strokes taken to run hoops one to six inclusive. Complete this exercise three times to the best of their ability.

The total number of strokes over the three rounds is the grading score. This score is used to assess their handicap and index from the table below.

Strokes Taken	Initial Index	Initial Handicap
50-54	1350	7
55-60	1300	8
61-64	1200	10
65-70	1100	12
71-78	1050	14
>78	1000	16

This will not be an accurate handicap as it measures only some of the skills and tactics needed. Players should initially play with this handicap and the automatic system will eventually obtain a correct value. Note that players should not be started automatically on 16.

4. Setting initial Golf Croquet handicaps for players with an Association Croquet handicap

Players who start Golf Croquet with Association Croquet experience may have their handicaps and initial index set from the following table. The first column should be modified, if necessary, to fit a National Croquet Association's handicap range in Association Croquet. Similar tables should be devised where other forms of croquet are commonly played.

Association Croquet Handicap	Initial Index	Initial Golf Croquet Handicap
less than -1	2350	-3
-05. to -1	2100	-1
0 to 0.5	2000	0
1 to 1.5	1900	1
2 to 3	1800	2
3.5 to 5	1700	3
6 to 7	1600	4
8 to 9	1500	5

The three times round test described above may be used for players with higher Association Croquet Handicaps.

4. When handicaps change

Golf Croquet Handicaps change when the player's index points reach a trigger point for a handicap which is not their current handicap. They change immediately before the next game played, even if the next game is part of the same best-of-3 or best-of-5 match. The trigger points are shown in the next table. The table also shows the range of index points for which the handicap on that line does not change.

Handicaps	Trigger Points for this handicap	Range for which there is no change for this handicap
-6	2800	2650 or more
-5	2650	2501 to 2799
-4	2500	2351 to 2649
-3	2350	2201 to 2499
-2	2200	2101 to 2349
-1	2100	2001 to 2199
0	2000	1901 to 2099
1	1900	1801 to 1999
2	1800	1701 to 1899
3	1700	1601 to 1799
4	1600	1501 to 1699
5	1500	1401 to 1599
6	1400	1351 to 1499
7	1350	1301 to 1399
8	1300	1251 to 1349
9	1250	1201 to 1299
10	1200	1151 to 1249
11	1150	1101 to 1199
12	1100	1051 to 1149
14	1050	1000 to 1099
16	1000	950 to 1049
18	950	900 to 999
20	900	less than 949

5. When indexes change

A player's index normally changes after every competition game played, whether doubles or singles.

The amounts of index change are given by paragraphs 5.1 to 5.4.

5.1 Index changes in Handicap Singles games

In handicap singles games the winner's index increases by 10 and the loser's index decreases by 10.

5.2 Index changes in Handicap Doubles games

In handicap doubles games the indexes of both winner's increase by 5 points and the indexes of both losers decrease by 5 points.

5.3 Index changes in Level Singles games

Points Exchanged in Level Play

LOSER's HANDICAP

WINNER's HANDICAP

	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	14	16	18	20
-6	10	7	4	2																			
-5	13	10	7	4	2																		
-4	16	13	10	7	4	3	2																
-3	18	16	13	10	7	5	3	2															
-2		18	16	13	10	8	6	4	3	2													
-1			17	15	12	10	8	6	4	3	2												
0			18	17	14	12	10	8	6	4	3	2											
1				18	16	14	12	10	8	6	4	3	2										
2					17	16	14	12	10	8	6	4	3	2	2								
3					18	17	16	14	12	10	8	6	4	3	3	2	2						
4						18	17	16	14	12	10	8	6	5	4	3	3	2	2				
5							18	18	16	14	12	10	8	7	6	5	4	3	3	2	2		
6								17	17	14	12	10	9	8	7	6	5	4	3	3	2	2	
7								18	17	15	13	11	10	9	8	7	6	5	4	3	3	2	
8								18	17	16	14	12	11	10	9	8	7	6	5	4	3	3	
9									18	17	15	13	12	11	10	9	8	7	6	5	4	3	
10										18	17	16	14	13	12	11	10	9	8	7	6	5	4
11											18	17	15	14	13	12	11	10	9	8	7	6	5
12												18	17	16	15	14	13	12	11	10	9	8	7
14													18	17	16	15	14	13	12	11	10	9	8
16														18	17	17	16	15	14	13	12	11	10
18															18	17	17	16	15	14	13	12	11
20																18	18	17	17	16	15	14	13

In level games the winner's index increases and the loser's index decreases by the amount shown in the above table.

5.4 Index changes in level doubles games.

In level doubles games the combined handicaps are found for each side. The difference is found, then the following table shows the points gained by both winners and the points lost by both losers.

Index changes in Level Doubles Games

Difference in the combined handicaps	L a r g e r combined handicaps won	S m a l l e r combined handicaps won
0 to 3	5	5
4 to 7	6	4
8 to 11	7	3
12 to 15	8	2
16 or more	9	1

5.5 Record keeping

Each National Croquet Association should organise a system for keeping track of Index changes and handicap changes. This may be through the use of index cards, tables or other means.

6. Administration of the Golf Croquet Handicap System and Non-automatic handicap changes

Each National Croquet Association where Golf Croquet is played should appoint a National Golf Croquet Handicapper, and each club where Golf Croquet is played should appoint either a Club Golf Croquet Handicapper or Handicapping Committee.

The functions of the Club GC Handicapper would include:

1. Set initial handicaps for new-to-croquet club members or experienced Croquet players starting to play Golf Croquet.
2. Monitor the use of the index cards to ensure they are understood and used correctly.
3. Watch for players whose improvement is outpacing progress on the card and recommend to the National Handicapper that a decrease in handicap be applied. Except where a handicap is grossly wrong such changes should be by either 1 or 2, with the index set to the trigger point for the new handicap.
4. Listen to requests for handicap extensions and make recommendations to the National GC Handicapper. Such extensions should normally be granted only for a player returning to croquet after ill health. Gradual deterioration in play or a return in good health should be dealt with by the automatic system.
5. Maintain a record of Golf Croquet handicaps for club members.

The functions of the National Golf Croquet Handicapper would be to:

1. Assist and advise the Club GC Handicappers
2. Approve applications by Club GC Handicappers for non-automatic reductions or extensions. Non-approval would be rare and would only follow full discussion.