

## Playing internal competitions

### Scheduling

For knock-out competitions, a deadline will be set for playing each round. The organisers (Nick Parish for AC and Bernard Pendry for GC) will endeavour to send a reminder ahead of the deadline, but do not rely on this. If you have difficulties arranging a date with your opponent, or there are exceptional circumstances which prevent you from playing your game by the deadline, please contact the relevant organiser to explain the situation. The organisers will always try to accommodate genuinely exceptional circumstances, such as domestic emergency, serious illness etc, but in some cases it may still be necessary to award a walkover to ensure the competition progresses.

The organisers have responsibility for ensuring competitions progress, and in the event of a match not being played will award a walkover as they see fit, with the aim of progressing the player who has made most effort to get the match played. The default (e.g. if the organiser does not hear from either player, or if both share the blame equally for not playing in time) is that a walkover is awarded to the second player listed in the fixture.

All players are asked to be flexible in arranging games and agreeing dates. In particular, please remember that some players work and will therefore be unable to play during working hours. Please be prepared to offer a range of dates and times, including some outside working hours.

### Block placement criteria

In blocks, players playing less than half their allocated matches are considered to have scratched, and no matches involving those players will be taken into account in calculating block placement. "Allocated matches" do not include matches against players who scratch before 31 August.

Players who play at least half their matches have not scratched. Unplayed matches involving those players do not count toward block placement, but matches played by those players remain valid.

Where there is a tie in a block (whether GC or AC), the higher player will be determined according to the following criteria, continuing down the list until the tie is broken. Criterion 3 only applies to best-of-three blocks such as Bernard's Boxes.

1. Highest number of matches won
2. Highest number of matches played
3. (For best-of-three blocks only) Highest proportion of games won
4. Who-beat-whom
5. Highest net points
6. Highest gross points

You will note that under these criteria a player who wins 3/5 matches is placed above someone who wins 3/3. This is quite deliberate. If you don't like it, make sure you play all your matches!

### Rules

Except where modified above, all competitions will be played in accordance with the Croquet Association's Tournament Regulations, as published on the C.A. website.

One important example of a requirement often assumed to be in the laws, which is actually in the Regulations, is that in AC after time has been called bisques may not be played in that turn, nor in the one immediately following. However if scores are level and the game continues, bisques may again be taken in subsequent turns.