



THE ASSOCIATION CROQUET WORLD TEAM CHAMPIONSHIP 2026

Playing Regulations for Tier 2.1 and Tier 2.2/3

Event Dates	22 nd to 27 th July 2026
Event Host	Croquet England
Event Venue	Nottingham Croquet Club
Event Functions	Practice Session: 21 st July 2026 from 2pm Opening Ceremony: 21 st July 2026, 4.30 pm Players' briefing: 21 st July 2026, 5pm Awards Ceremony: 27 th July 2026 on completion of play.
Play commences	9.30am each day, subject to any modifications in accordance with Appendix 3 of this document.
Contacts	Tournament Director: Phil Cordingley Tournament Manager: Peter Death Tournament Referee: Ian Vincent Organising Committee Chair: Catriona Peterson WCF Event Lead: Stephen Mulliner Croquet England: Ian Lines

These Playing Regulations govern the administration of the Association Croquet World Team Championship ("ACWTC") Tiers 2.1 and, 2.2 and /3, to be held at the Nottingham Croquet Club from Wednesday 22nd to Monday 27th July 2026.

1. Competition description

- 1.1 The ACWTC consists of separate competitions, the first two involving four groups of teams, namely Tier 1, Tier 2.1, Tier 2.2 and Tier 2.2/3. Tier 1 is the competition for the MacRobertson Shield which will be contested between 24th July and 9th August 2025 at other clubs in England with teams representing Australia, England, New Zealand and the United States of America. Tier 1 is governed by different playing regulations and is not dealt with in this document.

- 1.2 References in these Playing Regulations to “the Competitions” refer to those for Tier 2.1 and Tier 2.2/3 only. The matches between countries in each of the Competitions are described as Test Matches.
- 1.3 Based on the AC Country Rankings as at 31 December 2025, the Competitions will be competed for by Association Croquet teams representing the following countries:
 - Tier 2.1: Canada, Ireland, Scotland (holders) and Wales
 - Tier 2.2/3: Czech Republic, Germany, Latvia, Sweden and Switzerland

2. Applicable Laws and Regulations and appeals

- 2.1 The applicable laws of croquet will be the version of the Laws of Association Croquet in force at the start of the Competitions (“the Laws”). Games will be played under the laws of Advanced Play, Law 39, and references to Doubles are to Ordinary Advanced Doubles, Law 46.
- 2.2 The applicable refereeing regulations will be the WCF Refereeing Regulations in force at the start of the Competitions.
- 2.3 The applicable tournament regulations shall be the WCF Sports Regulations in force at the start of the Competitions and these Playing Regulations.
- 2.4 Disputes relating the Laws and the WCF Refereeing Regulations and their interpretation shall be the subject of an appeal only to the Tournament Referee or, in their absence their appointed Deputy, whose decision shall be final.
- 2.5 Disputes relating to team orders and the interpretation of the WCF Sports Regulations and these Playing Regulations shall be the subject of an appeal only to the Appeal Committee appointed under paragraph 3.9 which will operate in accordance with the WCF Sports Regulations in force at the start date of the Competitions.
- 2.6 All players are advised to make themselves aware of the appeal processes prior to the start of the Competitions (see [link required]).

3. Hosting and administration of the Competitions

- 3.1 The Event Host is Croquet England.
- 3.2 The Competitions are administered by an Event Sub-Committee of the WFC Management Committee consisting of Jeff Soo, Graeme Roberts, Roberts Stafekis and the Secretary-General WCF Rosie Landrebe, in conjunction with the Event Host.
- 3.3 The WCF Event Sub-Committee has agreed to the appointment of Phil Cordingley as the Tournament Director.

- 3.4 The WCF Event Sub-Committee has agreed to the appointment of Peter Death as the Tournament Manager.
- 3.5 The WCF Event Sub Committee has agreed the appointment of Ian Vincent as the Tournament Referee for all three Competitions.
- 3.6 Hopewell Championship hoops will be used which shall be set to an internal width which is 1/16 inch wider than the largest diameter of any ball to be used on the relevant court with a downwards tolerance of 1/32 inch.
- 3.7 Approved Sunshiny balls will be used.
- 3.8 The Event Host will ensure that at least two referees in addition to the Tournament Referee are present for each day of the Competitions.
- 3.9 The WCF Event Sub-Committee will ensure that an Appeal Committee is appointed no later than two weeks before the start of the Competitions.

4. Player and Team eligibility

- 4.1 Each team shall consist only of players duly eligible to represent their respective countries.
- 4.2 The eligibility criteria are those set out in Appendix 1 of the WCF Sports Regulations in force on the Team Announcement Date.

5. Casualties during a Match

- 5.1 A casualty is a player that the Tournament Manager agrees is unable to compete due to illness, injury or other circumstance beyond their control.
- 5.2 If a team suffers a casualty during a Test Match, the Tournament Manager shall, if possible, alter the order of play in order to try to complete the matches involving the casualty within the scheduled period of the Test Match. At the end of that period, any match involving the casualty that has started but not finished or has not started shall be conceded to the opposing team and any such match will be regarded as a completed match for the purpose of Regulation 11.

6. Casualties before a Test Match

- 6.1 If a team suffers one or more casualties before the start of a Test Match, the relevant captain may elect to introduce one or more substitutes or to field a smaller team or to introduce one or more substitutes and field a smaller team. However, if a team is unable to field at least three players at the start of a Test Match, it shall concede the Test Match to the opposing team.
- 6.2 If a team is reduced in accordance with paragraph 6.1 above, the opposing team shall re-declare itself with the same number of players.

- 6.3 If any substitutes are introduced because a casualty occurs after the teams have been announced in accordance with Appendices 1 and 2 paragraph 3, the team announcement process must be restarted and a new meeting called as soon as possible.

7. Practice during a Competition

- 7.1 There will be a warm-up period of 10 minutes immediately before the start of play for the day.
- 7.2 During this time players may practise on their allocated court using the two balls they will use in their first game and any additional balls available.
- 7.3 Players may attempt to run hoops gently at a pace that would not exceed 7 yards but may not shoot at the hoops or peg.
- 7.4 Practice after play will be at the discretion of the Tournament Manager.

8. Weather conditions affecting play

- 8.1 The Tournament Manager shall have discretion to halt play on any court at any time due to:
- 8.1.1 lightning or other severe weather that may threaten the safety of players and/or spectators; or
- 8.1.2 if they decide that the court is unfit for play.
- 8.2 If play is halted, the players must remain at their venue and be immediately available to resume play unless given permission to leave by the Tournament Manager.
- 8.3 All balls and clips will remain in place on the court unless the Tournament Manager directs that the match be pegged down or balls marked in the case of temporary flooding.

9. Unfinished Matches

- 9.1 Extreme weather or other emergencies may prevent the completion of a match on its allotted day. If this occurs, the provisions of Appendix 3 paragraph 2 will apply.
- 9.2 Players with an unfinished match must be prepared to resume play at any opportunity on a subsequent day when directed to do so by the Tournament Manager and, if necessary, on a different lawn. However, an unfinished match will not take precedence over a scheduled match.
- 9.3 If a match remains uncompleted at the end of the Competition it shall be cancelled and ignored for the purpose of Regulation 11.

10. The Competitions

10.1 The Competition for Tier 2.1 shall be conducted in accordance with Appendix 1, and that for Tier 2.2/3 in accordance with Appendix 2.

10.2 Specific arrangements for play in the Competitions are set out in Appendix 3.

11. Determining the outcome of a Competition

11.1 The regulations for determining the outcome of a Competition are set out in paragraph 6 of Appendix 1 and paragraphs 6 and 7 of Appendix 2.

APPENDIX 1

SINGLE GAME FORMAT

ORDER OF PLAY REGULATIONS FOR TIER 2.1

1. Preamble

- 1.1 Subject to Playing Regulation 6 (Casualties before a Test Match), each team shall consist of four players. Teams may be changed between Test Matches.
- 1.2 Each team will play a Test Match against each of the other three teams. Each Test Match will be played over two consecutive days and will consist of 4 doubles matches and 16 singles matches.
- 1.3 Each singles match shall be played as a single game subject to a time limit of 3 hours and each doubles match shall be played as a single game subject to a time limit of 3 ¼ hours. All singles matches will be double-banked.

2. Order of Test Matches

- 2.1 The Competition will consist of six Test Matches in three two-day Stages.
- 2.2 The teams shall be seeded according to the combined rankings of their four players at the start of the Competition. The team seeding is used solely to determine which Test Matches are played in Stage 1.
- 2.3 The order in which the Test Matches shall be played is:
 - Stage 1: Test A: seeds 1 v 4 and Test B: seeds 2 v 3
 - Stage 2: Test C: winner of Test A v loser of Test B
 Test D: winner of Test B v loser of Test A
 - The winner of any Stage 1 test that is drawn will be determined by a toss of a coin for the purpose of this regulation.
 - Stage 3: The Tests between the teams that have not yet played each other.

3. Announcement of teams

- 3.1 The names of the players and the singles order of the competing teams in a Test Match shall be submitted to the Tournament Manager not later than 4.30 pm on the day before the Test Match starts.
- 3.2 Unless Playing Regulation 6 applies and one or more teams are reduced to three players, each team will submit in writing or electronically its four singles players in descending order of AC Dynamic Grade or current singles form, designated 1, 2, 3 and 4 declare its doubles pairings, designated as D1 and D2.

- 3.3 If Playing Regulation 6 applies and the teams are reduced to three players, each team will submit in writing or electronically its three singles players in descending order of AC Dynamic Grade or current singles form, designated 1, 2 and 3.
- 3.4 A singles order may be challenged only if a player (“the relevant player”) is placed higher than another player in the same team whose latest available current Dynamic Grade is more than 50 points higher than that of the relevant player.
- 3.5 The ordering of the doubles pairings may be challenged only if the latest available combined current Dynamic Grades of the lower placed pair are more than 75 points higher than the latest available combined current Dynamic Grades of the higher placed pair.
- 3.6 For the purpose of agreeing the submitted team orders, a meeting will be arranged by the Tournament Manager on the day before the Test Match starts and at least one representative from each team with authority to challenge and respond to challenges to the team orders must attend. Challenges to team orders may be made only at this meeting. If the team orders cannot be agreed by those present the matter shall be referred to the Appeal Committee.

4. Order of play – teams of four players

- 4.1 The order of play shall be as follows:

Round 1: Doubles	AD1 v BD2, AD2 v BD1
Round 2: Singles	A1 v B4, A2 v B3, A3 v B2, A4 v B1
Round 3: Singles	A1 v B3, A2 v B4, A3 v B1, A4 v B2
Round 4: Doubles	AD1 v BD1, AD2 v BD2
Round 5: Singles	A1 v B2, A2 v B1, A3 v B4, A4 v B3
Round 6: Singles	A1 v B1, A2 v B2, A3 v B3, A4 v B4

- 4.2 In paragraph 4.2 above:
- 4.2.1 X1 to X4 represent the singles players of team X in order of playing strength or current singles form as announced in accordance with paragraph 3 above.
- 4.2.2 XD1 and XD2 represent the doubles pairings of team X in order of combined playing strength as announced in accordance with paragraph 3 above.

5. Order of play in a Test Match – teams of three players

- 5.1 If a Test Match is contested by teams of three players in accordance with Playing Regulation 6, Paragraph 4 above shall apply subject to the following modifications.
- 5.2 The order of play shall be:
- | | |
|------------------------------|----------------------------|
| Round 1: Doubles and singles | A1 & A2 v B1 & B2, A3 v B3 |
| Round 2: Singles only | A1 v B3, B1 v A2, B2 v A3 |
| Round 3: Doubles and singles | A2 & A3 v B2 & B3, A1 v B1 |
| Round 4: Singles only | A1 v B2, B1 v A3, A2 v B3 |
| Round 5: Doubles and singles | A1 & A3 v B1 & B3, A2 v B2 |
| Round 6: Singles only | A1 v B1, A2 v B2, A3 v B3 |
- 5.3 In paragraph 5.2 above:
- 5.3.1 X1 to X3 represent the singles players of team X in order of playing strength or current singles form as announced in accordance with paragraph 3 above.
- 5.3.2 Xa & Xb refers to the doubles match which must be played by the players ranked a and b in each team in accordance with paragraph 3 above.
- 5.4 All games will have a time limit of 3 hours.

6. Determining the outcome of the Competition

- 6.1 The team winning the greater number of completed matches in a Test Match shall be declared to have won the Test Match, provided that at least 12 matches have been completed (10 matches if the teams were of three players).
- 6.2 If an equal number of completed matches in a Test Match has been won by each team or, if extreme weather conditions or other emergencies cause a Test Match to remain uncompleted by the end of the period scheduled for the Competition and fewer than 12 matches (10 matches if the teams were of three players) have been completed, the Test Match shall be declared a draw.
- 6.3 Each team will be awarded two points for each Test Match that it wins and one point for each Test Match that it draws. At the end of the Competition, the teams shall be placed in descending order of the number of points awarded to each of them.

- 6.4 Where two or more teams are tied on an equal number of points, the teams in the tie shall be ranked in descending order by the percentage of the completed singles and doubles matches that they won throughout the Competition.
- 6.5 Where two or more teams remained tied after the application of paragraph 6.4, the teams in the tie shall be ranked in descending order of the percentage of the completed singles matches they won throughout the Competition.
- 6.6 The Trophy for the Competition shall be won by the team placed first after applying paragraphs 6.1 to 6.5 above or shared between those placed first equal if there is still a tie after applying paragraph 6.5 above.

APPENDIX 2

SINGLE GAME FORMAT

ORDER OF PLAY REGULATIONS FOR TIER 2.2/3

1. Preamble

1.1 The Tier 2.2/3 Competition consists of 5 teams.

1.2 Subject to Playing Regulation 6 (Casualties before a Test Match), each team shall consist of four players.

1.3 The Competition will consist of two Stages.

Stage 1 will be played over four days from Wednesday to Saturday, in which each team will play a Test Match against each of the other four teams. Stage 1 will therefore consist of 10 Test Matches which will be played in accordance with Appendix 2 paragraph 1.4 below.

Stage 2 will be played over two days from Sunday to Monday and will consist of two finals.

The Tier 2.2 final will be contested by the top two teams from Stage 1 in a two-day Test Match with single games in accordance with Appendix 1 paragraphs 1.3, 4 and 5.

The Tier 3 final will be contested by the other three teams who will play a Test Match against each of the other two teams. This will therefore consist of three Test Matches which will be played in accordance with Appendix 2 paragraph 1.4 below.

1.4 Each Test Match in Stage 1 and the Tier 3 final will consist of two doubles matches and eight singles matches and each match shall be played as a single game. In order to permit every player to play in every round, each Test Match will be played using the Jamboree Format, split over several days.

1.5 Teams will be required to announce their singles playing order in accordance with paragraph 3 below.

1.6 Teams may apply to change their singles playing order before the start of the Tier 2.2 and 3 finals if this is evidenced by player performance in Stage 1.

1.7 Teams will be allowed to substitute a player during the Competition only at the Tournament Manager's discretion. However, substitutes will not be allowed to play part of a day's play.

1.8 Each singles match shall be played as a single game subject to a time limit of 3 hours and each doubles match shall be played as a single game subject to a time limit of 3 ¼ hours. All singles matches will be double-banked.

2. Order of Test Matches

- 2.1 The draw to allocate letters to teams will be made at the opening ceremony
- 2.2 The detailed order of play will be as in the attached spreadsheet.

3. Announcement of teams

3.1 Stage 1

- (1) Each team is required to submit the names of its players in descending order of current singles form, designated 1, 2, 3 and 4, to the Tournament Manager in writing or electronically by 4.30 pm on the day before Stage 1 begins. A team with a squad of more than 4 players may designate different teams for each of the (split) Test Matches. If, because of restricted player availability and the timing of games in the detailed playing format, a team with a squad of more than four players cannot designate only four players for a particular Test Match, the team should contact the Tournament Manager, before the event, to discuss the situation and how it should best be accommodated.
- (2) If Playing Regulation 6 applies and there are only three players, the players shall be designated 1, 2 and 3.
- (3) For the purpose of agreeing the submitted team orders, a meeting will be arranged by the Tournament Manager on the day before Stage 1 starts and at least one representative from each team with authority to challenge and respond to challenges to the team orders must attend. Challenges to team orders may only be made at this meeting. If the team orders cannot be agreed by those present the matter shall be referred to the Appeals Committee.

3.2 Stage 2

- (1) If a team wishes to change its team order after Stage 1, it is required to submit the new order, as provided in clause 3.1(1) above, to the Tournament Manager by 4.30 pm on the day before Stage 2 starts together with a short statement of the reasons for the change.
- (2) For the purpose of agreeing any revised team order, a meeting will be arranged by the Tournament Manager on the evening before Stage 2 starts and at least one representative from each team with authority to challenge and respond to challenges to the team orders must attend. Challenges to team orders may only be made at this meeting. If the team orders cannot be agreed by those present, the matter shall be referred to the Appeals Committee.

4. Order of play in the Tier 2.2 Final Test Match – teams of three players

- 4.1 If the Tier 2.2 Final Test Match is contested by teams of three players in accordance with Playing Regulation 6, Paragraph 1.3 above shall apply subject to the following modifications.
- 4.2 The order of play shall be:
- | | |
|------------------------------|----------------------------|
| Round 1: Doubles and singles | A1 & A2 v B1 & B2, A3 v B3 |
| Round 2: Singles only | A1 v B3, B1 v A2, B2 v A3 |
| Round 3: Doubles and singles | A2 & A3 v B2 & B3, A1 v B1 |
| Round 4: Singles only | A1 v B2, B1 v A3, A2 v B3 |
| Round 5: Doubles and singles | A1 & A3 v B1 & B3, A2 v B2 |
| Round 6: Singles only | A1 v B1, A2 v B2, A3 v B3 |
- 4.3 In paragraph 4.2 above:
- 4.3.1 X1 to X3 represent the singles players of team X in order of playing strength or current singles form as announced in accordance with paragraph 3 above.
- 4.3.2 Xa & Xb refers to the doubles match which must be played by the players ranked a and b in each team in accordance with paragraph 3 above.
- 4.4 All games will have a 3 hour time limit.

5. Order of play in Tier 2.2/3 Stage 1 and Tier 3 Stage 2 Test Match – teams of three players

- 5.1 If a team in a Tier 2.2/3 Stage 1 or Tier 3 Stage 2 Test Match can only field 3 players when the stage starts, it is deemed that the affected team has lost its number 4 player so that the six singles matches of players 1, 2 and 3 and the doubles match of the 23 doubles pair are unaffected. However, the two singles games of player 4 and the doubles match of the 14 doubles pair are conceded to the opposing team.

6. Determining the outcome of the Tier 2.2/3 Stage 1 and Tier 3 Stage 2 Competitions

- 6.1 The team winning the greater number of completed matches in a Test Match shall be declared to have won the Test Match, provided that at least 6 matches have been completed. For the avoidance of doubt if a team can only field 3 players the matches involving the #4 player are regarded as completed (and won by the opposition).
- 6.2 If an equal number of completed matches in a Test Match has been won by each team or, if extreme weather conditions or other emergencies cause a Test Match to

remain uncompleted by the end of the period scheduled for the Competition (close of play Saturday in the case of Stage 1) and fewer than 6 matches have been completed, the Test Match shall be declared a draw.

- 6.3 Each team will be awarded two points for each Test Match that it wins and one point for each Test Match that it draws. At the end of the Competition, the teams shall be placed in descending order of the number of points awarded to each of them.
- 6.4 Where two or more teams are tied on an equal number of points, the teams in the tie shall be ranked in descending order by the percentage of the completed singles and doubles matches that they won throughout the Competition.
- 6.5 Where two or more teams remained tied after the application of paragraph 6.4, the teams in the tie shall be ranked in descending order of the percentage of the completed singles matches they won throughout the Competition.
- 6.6 The Competition shall be won by the team placed first after applying paragraphs 6.1 to 6.5 above or shared between those placed first equal if there is still a tie after applying paragraph 6.5 above.

7. Determining the outcome of the Tier 2.2 Final Competition

7.1 The team winning the greater number of completed matches in the Test Match shall be declared to have won the Test Match, provided that at least 12 matches have been completed (10 matches if the teams were of three players).

7.2 If at least 12 matches (10 matches if the teams were of three players) have been completed and both teams have won the same number of matches the tie will be resolved using the following steps. Firstly the team winning the most singles matches in the Tier 2.2 final will be declared the winner. If the tie remains unresolved the winner will be the team that won Stage 1 of Tier 2.2/3, unless that was tied in which case the final will be declared a draw.

7.3 In the event that 12 matches (10 if the teams were of three players) are not completed the winner will be the team that won Stage 1 of the competition, unless that was tied in which case the final will be declared a draw.

Appendix 3

Other Conditions

1. Court allocations

Court allocations will be announced by the Tournament Manager.

2. Hours of play

2.1 Start times

Play will normally start at 0930 except when the start time is brought forward by the Tournament Manager in order to complete a match or matches.

2.2 Finish times

Play will continue for as long as necessary unless ruled impractical due to bad light by the Tournament Manager. If play is stopped, the striker is entitled to complete their turn.

3. Lunch and tea breaks

A lunch break of 45 minutes and a tea break of 15 minutes may be taken at a time mutually convenient to the Tournament Manager, the cooks, and the players in each affected match.