

Round Robin

The round robin format is the most common format for tournaments in Australia – it indicates all players in a block will play each other. This is the easiest way to conduct a club tournament and it certainly is the most favoured way among the players.

Entry numbers will dictate number of blocks. Available time and number of courts will determine the number of games that can be played – see point 7 below.

1. Arrange entries in ranking order – for most club tournaments it will be sufficient to use the handicaps and index to do this ranking. Using world rankings is a more accurate way but this is generally limited to major events with the top players.
2. If you are using one block enter players from lowest handicap/index to highest. Refer to attachments for draws for 6, 8, 10 players.
3. If you are using more than one block enter players in this order – Block A – Ranked players 1, 4, 5, 8, 9, 12; Block B – Ranked players 2, 3, 6, 7, 10, 11 etc.
4. It is advisable to avoid husband/wife, players from same club etc in same block where possible. But this is unavoidable in smaller club tournaments and in single block schedules.
5. Where there is a single block, results will be determined by the number of games won. If equal number of games won then net hoops will decide the winner. If still equal the game(s) between the players involved will determine the winner.
6. Where there is more than one block a knockout final series will be used to determine the winner.
 - a. The number of players to proceed to a knockout will generally depend on the time available.
 - b. Simplest form is to have the two block winners play a single game.
 - c. If time is available the top two players in both blocks proceed to a semi-final with the winners contesting a final. This provides the opportunity for a runner-up in a block to reach the final and a chance to win the event. Winner of Block A will play the runner-up in Block B; Winner Block A will player the runner-up in Block A.
7. When planning your draw, think about the courts you have available and the number of games per round of play. If you have two courts, two blocks of 4 or 5 or one block of 8 are easy to manage.

| Number of players in block | Rounds | Games per round |
|----------------------------|--------|-----------------|
| 4 | 3 | 2 |
| 5 | 5 | 2 + bye |
| 6 | 5 | 3 |
| 7 | 7 | 3 + bye |
| 8 | 7 | 4 |
| 9 | 9 | 4 + bye |
| 10 | 9 | 5 |

8. If there is an odd number of players in a block there will be a bye. It is helpful if you can advise the players when their bye occurs to help them organize their time.
9. Try to advise players the times of their games before the tournament starts. Some players do NOT want to know their opponent – others insist on it! The manger's dilemma.
10. These comments apply equally to both Association Croquet and Golf Croquet. However the nature of Golf Croquet means it is possible to plan more games in the same amount of available time.

Tournament Managers – please feel free to contact John Grieve with any of your queries.