



PENNANT

RULES OF COMPETITION

2020 Season

INTRODUCTION

The South East Queensland District Golf Association encourages and welcomes Club and Player participation in the 2020 SEQDGA Pennant Season. The Conditions of Competition (herein referred to as “**the Rules**”) apply to the 2020 Men’s Division 1 Competition.

DEFINITIONS

Where the following terms are used in these Rules, they are to be given the following definitions:

- ‘Club’** means a current and financial member of the SEQDGA.
- ‘Competition’** means the 2020 SEQDGA Men’s Pennant Division 1 Pennant Competition.
- ‘Finals Stage’** means Matches played as part of the Semi-Finals and Final.
- ‘Group Stage’** means Matches played as part of the Home and Away draw.
- ‘Individual Match’** means each of the individual contests (including Singles and four-ball) within a Match.
- ‘Match’** means a scheduled contest between two Clubs in either the Group Stage of Finals Stage of the Competition and comprises the Individual Matches to be played as part of that scheduled contest.
- ‘Participate’** means to play in an Individual Match. To be clear, a player has participated in a Match upon the completion of the first tee shot of any Player in the Individual Match that the Player is involved in.
- ‘Player’** means an amateur male golfer who is eligible to play in the Competition.
- ‘Rules’** means these Rules of Competition.
- ‘Rules of Golf’** means these Rules of Golf as laid down by the *R & A* and in effect at the date of the Competition.

1. NOMINATIONS

Clubs are invited and encouraged to nominate for and compete in all Divisions. Clubs are entitled to nominate multiple teams for the same division however Clubs are hereby advised that acceptance of multiple teams is not automatic and will be considered and determined upon receipt of final nominations. In respect of nominations:

- 1.1. A Club may nominate a team for each Division.
- 1.2. A Club may nominate multiple teams in a Division.
- 1.3. Nominations must be made by way of provision of nomination form and payment of the entry fee to SEQDGA by 8 December 2019.

- 1.4. Consideration of any nomination received after 8 December 2019 will be at the sole and absolute discretion of the SEQDGA.
- 1.5. In the event that a Club nominates multiple teams in the same division:
 - 1.5.1. One (1) team only will be automatically accepted on receipt of valid nomination form;
 - 1.5.2. Nominations for additional teams will be considered by SEQDGA who will, in their sole and absolute discretion, make a decision on whether to accept multiple teams taking into account relevant matters (such as the total number of nominations received).
- 1.6. In the event that SEQDGA accepts nomination of multiple teams from a Club in the same Division:
 - 1.6.1. The teams will be treated as entirely separate to each other.
 - 1.6.2. A Player, nominated for one team, may not play for any other team in the Division in any Match;
 - 1.6.3. In the event that any Player nominated for one team plays for another team in the Division, the Player will be deemed to be ineligible and the Club will be subject to the loss of the Individual Match the Player has participated in in accordance with section 3 below.

2. ELIGIBILITY

- 2.1. To be eligible to enter the Competition a Club must be a current and financial member of the SEQDGA.
- 2.2. To be eligible to play in the Competition a Player must:
 - 2.2.1. Be a male amateur golfer as defined by the *R & A - Rules of Amateur Status*
 - 2.2.2. Be a current financial member of the Club on the date of each Match he plays in the Competition;
 - 2.2.3. Hold a category of membership which entitles the Player to weekend playing rights at their Club; and
 - 2.2.4. As at 26 January 2020, hold an Australian Golf Handicap and maintain both membership and Handicap for the duration of the Competition;
- 2.3. A Player may only play for one Club in the Competition and upon Participating in any Match becomes ineligible to Play for any other Club in the Competition.
- 2.4. A Player who has his golf playing membership or handicap suspended by:
 - 2.4.1. Golf Australia; and/or
 - 2.4.2. Golf Queensland; and/or

2.4.3. Any District Golf Association; and/or

2.4.4. Any Golf Queensland member club;

is, as of the date any such suspension is imposed, ineligible to play in the Competition and remains so until such time as the suspension expires or is lifted.

3. PENALTY FOR INELGIBLE PARTICIPATION

3.1. In the event that a Player who is, by virtue of the Rules, ineligible to participate in a Match proceeds to participate in the Match the automatic penalty imposed is the loss of the Individual Match the Player Participated in.

3.2. In the event that it is discovered after the completion of a Match that a Club (the Offending Club) has allowed an ineligible Player to Participate in the Match then:

3.2.1. If the result of the Individual Match was a Win to the non-offending Club, the result of the Individual Match will stand unaltered;

3.2.2. If the result of the Individual Match was a Half or a Loss to the non-offending Club, the result of the Individual Match will be amended so as to record a Win to the non-offending Club with an Individual Match score of 1 Up;

3.2.3. In the event that an Individual Match result is amended pursuant to rule 3.2.2, the overall Match Result will be amended to reflect the amended Individual Match result.

NOTE: *In the unlikely event that a Club fields an ineligible player in a Semi-Final or Final, Rule 3.2 will apply. If, as a consequence of an amended Individual Match Result and Match Result, a Semi-Final or Final results in a Draw then the non-offending club will be declared the Winner.*

4. FORMAT FOR DIVISION ONE

General Matters

4.1. All Individual Matches in Division 1 are played without the use of Handicaps (Off the Stick).

4.2. There is no restriction on eligibility to play in Division 1 by way of handicap.

4.3. Each Match will consist of six (6) Individual Matches comprising:

4.3.1. Four (4) Individual Matches of Singles Match Play over 18 holes; and

4.3.2. Two (2) Individual Matches of Four-Ball Match Play over 18 holes.

4.4. The Individual Matches will be designated:

4.4.1. Match One (1) Single Match Play;

4.4.2. Match Two (2) Single Match Play;

- 4.4.3. Match three (3) Single Match Play;
 - 4.4.4. Match Four (4) Single Match Play;
 - 4.4.5. Match Five (5) Four Ball Match Play; and
 - 4.4.6. Match Six (6) Four Ball Match Play.
- 4.5. A maximum of eight (8) players only may participate in a Match for a Club.
- 4.6. All Matches are to be played from the ‘Back Tee Blocks’ (Being those used in the Clubs Honour Board Events) with the precise Location of the Tee Markers at the discretion of the Home Club.
- 4.7. At the time of drafting these Rules it is anticipated that the Competition will comprise a Group Stage and a Finals Stage as contemplated in sections 4.8 to 4.18 below. However, SEQDGA reserves the right alter the format of the Competition after the receipt of nominations at which time SEQDGA will consider the most appropriate format for the Competition which may not include a Finals Stage. SEQDGA will notify Clubs once a final determination has been made on the Format.

Group Stage

- 4.8. The Group Stage will comprise of a draw whereby Teams play Matches against each other Team in a Home Away format.
- 4.9. The precise nature and draw for the Group Stage will not be finalised until SEQDGA has received all nominations and finalised acceptance of Teams.
- 4.10. It is anticipated that the Group Stage will comprise of two (2) Pools of Teams, to be determined by SEQDGA, who will:
- 4.10.1. Play each other Team in the Pool at Home; and
 - 4.10.2. Play each other Team Away.

Note: The precise nature and draw for the Group Stage will be determined by, and at the sole discretion of, SEQDGA after nominations have been finalised and the Group Stage may contain fewer or more than two (2) Pools.

Finals Stage

- 4.11. The Competition will comprise a Finals Stage which will encompass Semi Finals and a Final.
- 4.12. The Semi Finals will be contested by the Top Four (4) ranked teams after the completion of the Group Stage.
- 4.13. In a Competition with a Two (2) Pool Group Stage the Top Four (4) ranked teams will be the Winner of Each Pool and the Runner up Each Pool.
- 4.14. The final position of a Team in a Pool will be determined by the number of Points accumulated by the Team throughout the Group Stage. In the event of Teams finishing level on Points, the Tie Break protocol in Section 9 below will be applied.

4.15. In a Competition with a Two (2) Pool Group Stage the Semi Finals will be contested as follows:

4.15.1. The Winner of Pool A will play the Runner Up in Pool B in a Match to be Played at the Home of the Winner of Pool A– **Semi Final One (1)**;

4.15.2. The Winner of Pool B will play the Runner Up in Pool A in a Match to be Played at the Home of the Winner of Pool B – **Semi Final Two (2)**.

4.16. The Final will be contested by the Winner of Semi Final One (1) and the Winner of Semi Final Two (2) – **The Final**.

4.17. The Final will be contested over Two (2) Matches (Legs) to be Played Home and Away with the First Leg to be played at the Home of the Highest ranked Team.

Note: For the Final, The Highest Ranked Team is the Team who accumulated the most points in the Group Stage. In the event that the Teams accumulated the same amount of points in the Group Stage, the Tie Break protocol in Section 9 below will be applied.

4.18. The Winner of the Final shall be the 2020 SEQDGA Pennant Winner.

Note: In the event that the Group Stage comprises more of less than Two Pools, the format for the Group Stage and Finals Stage will be determined by SEQDGA after nominations have been finalised and prior to the commencement of the competition.

*** Example of the Finals in a Two (2) Pool Format**

Semi Finals

Match One

Winner POOL A (Host)	Vs.	Runner Up POOL B
----------------------	-----	------------------

Match Two

Winner POOL B (Host)	Vs.	Runner Up POOL A
----------------------	-----	------------------

Final

Over Two (2) legs with the first leg played at the home of the Highest Ranked Team.

WINNER MATCH ONE	Vs.	WINNER MATCH TWO
------------------	-----	------------------

5. FORMAT FOR DIVISION TWO

General Matters

5.1. To be eligible to play in Division 2 a Player must have a Golf Australia handicap of not less than 4.0 and not greater than 14.0 as at 26 January 2020.

5.2. Each Match in Division Two will consist of six (6) Individual Matches comprising:

- 5.2.1. Two (2) Individual Matches of Singles Match Play over 18 holes without the use of Handicaps;
- 5.2.2. Two (2) Individual Matches of Singles Match Play over 18 holes with Handicaps;
- 5.2.3. One (1) Individual Match of Four-Ball Match Play over 18 holes without the use of Handicaps; and
- 5.2.4. One (1) Individual Match of Four-Ball Match Play over 18 holes with the use of Handicaps;
- 5.3. The Individual Matches will be designated:
 - 5.3.1. Match One (1) Single Match Play (No Handicap);
 - 5.3.2. Match Two (2) Single Match Play (No Handicap);
 - 5.3.3. Match three (3) Single Match Play (With Handicap);
 - 5.3.4. Match Four (4) Single Match Play (With Handicap);
 - 5.3.5. Match Five (5) Four Ball Match Play (No Handicap); and
 - 5.3.6. Match Six (6) Four Ball Match Play (With Handicap).
- 5.4. A maximum of eight (8) players only may participate in a Match for a Club.
- 5.5. All Matches are to be played from the 'Back Tee Blocks' (Being those used in the Clubs Honour Board Events) with the precise Location of the Tee Markers at the discretion of the Home Club.

Application of Handicaps

- 5.6. A Player's Daily Handicap for an Individual Match to be determined by: taking the Player's exact Golf Australia handicap as at the date of the Individual Match; multiplying that figure by the Slope rating of the course being played; dividing that number by 113; and rounding that number up or down to form a whole number

Note: There are online tools that can be used to assist in the calculating of daily handicaps such as at Golf Australia - www.Golf.org.au.

- 5.7. During the Course of the Competition the Golf Australia Handicap used to calculate the Daily Handicap cannot exceed 14.0. In the event that a Player's Golf Australia Handicap is in greater than 14.0 on the date of the Individual Match, then the Player is to use 14.0 as his Golf Australia Handicap.
- 5.8. The method of applying Handicaps in Individual Matches is for the Low Marker to play off scratch and the other Players to deduct the Low Markers Daily Handicap from their Daily Handicap. For Example:

In a Singles Match between Player A who has a Daily Handicap of 6 and Player B who has a Daily Handicap of 12. Player A will play off scratch and Player B will play off a Handicap of 6.

In a Four Ball Match where Player A has a Daily Handicap of 6, Player B has a Daily Handicap of 8, Player C has a Daily Handicap of 10, and Player D has a Daily Handicap of 12. Player A will play off scratch, Player B will play off a Handicap of 2, Player C will play off a Handicap of 4, and Player D will play off a Handicap of 6.

- 5.9. At the time of drafting these Rules it is anticipated that the Competition will comprise a Group Stage and a Finals Stage as contemplated in sections 5.10 to 5.19 below. However, SEQDGA reserves the right alter the format of the Competition after the receipt of nominations at which time SEQDGA will consider the most appropriate format for the Competition which may not include a Finals Stage. SEQDGA will notify Clubs once a final determination has been made on the Format.

Group Stage

- 5.10. The Group Stage will comprise of a draw whereby Teams play Matches against each other Team in a Home Away format.
- 5.11. The precise nature and draw for the Group Stage will not be finalised until SEQDGA has received all nominations and finalised acceptance of Teams.
- 5.12. It is anticipated that the Group Stage will comprise of Three (3) Pools of Teams, to be determined by SEQDGA, who will:
- 5.12.1. Play each other Team in the Pool at Home; and
 - 5.12.2. Play each other Team Away.

***Note:** The precise nature and draw for the Group Stage will be determined by, and at the sole discretion of, SEQDGA after nominations have been finalised and the Group Stage may contain fewer or more than Three (3) Pools.*

Finals Stage

- 5.13. The Competition will comprise a Finals Stage which will encompass Semi Finals and a Final.
- 5.14. The Semi Finals will be contested by the Top Four (4) ranked teams after the completion of the Group Stage.
- 5.15. In a Competition with a Three (3) Pool Group Stage, the Top Four (4) ranked teams will be the Winner of Each Pool and the highest ranked Runner Up. The Highest Ranked Runner Up will be the Runner Up with the most Points accumulated in the Group Stage. In the event of a Tie, the Highest Ranked Runner Up will be determined in accordance with the Tie Break Protocol.
- 5.16. In a Competition with a Three (3) Pool Group Stage the Semi Finals will be contested as follows:

5.16.1. The Winner of Pool A will play the Winner of Pool B in a Match to be Played at the Home of Higher Ranked Team– **Semi Final One (1)**;

5.16.2. The Winner of Pool C will play the highest ranked Runner up in a Match to be Played at the Home of the Winner of Pool C – **Semi Final Two (2)**.

5.17. The Final will be contested by the Winner of Semi Final One (1) and the Winner of Semi Final Two (2) – **The Final**.

5.18. The Final will be contested over Two (2) Matches (Legs) to be Played Home and Away with the First Leg to be played at the Home of the Highest ranked Team.

***Note:** For the Final, The Highest Ranked Team is the Team who accumulated the most points in the Group Stage. In the event that the Teams accumulated the same amount of points in the Group Stage, the Tie Break protocol in Section 9 below will be applied.*

5.19. The Winner of the Final shall be the 2020 SEQDGA Pennant Winner.

***Note:** In the event that the Group Stage comprises more or less than Two Pools, the format for the Group Stage and Finals Stage will be determined by SEQDGA after nominations have been finalised and prior to the commencement of the competition.*

*** Example of the Finals in a Three (3) Pool Format**

Semi Finals

Match One – To be played at course of the Higher Ranked Team

Winner POOL A	Vs.	Winer POOL B
---------------	-----	--------------

Match Two

Winner POOL C (Host)	Vs.	Highest Ranked Runner Up
----------------------	-----	--------------------------

Final

Over Two (2) legs with the first leg played at the home of the Highest Ranked Team.

WINNER MATCH ONE	Vs.	WINNER MATCH TWO
------------------	-----	------------------

6. FORMAT FOR DIVISION THREE

General Matters

6.1. To be eligible to play in Division 3 a Player must have a Golf Australia handicap of not less than 14.1 and not greater than 30.0 as at 26 January 2020.

6.2. Each Match in Division Three will consist of six (6) Individual Matches comprising:

6.2.1. Two (2) Individual Matches of Singles Match Play over 18 holes without the use of Handicaps;

- 6.2.2. Two (2) Individual Matches of Singles Match Play over 18 holes with Handicaps;
- 6.2.3. One (1) Individual Match of Four-Ball Match Play over 18 holes without the use of Handicaps; and
- 6.2.4. One (1) Individual Match of Four-Ball Match Play over 18 holes with the use of Handicaps;
- 6.3. The Individual Matches will be designated:
 - 6.3.1. Match One (1) Single Match Play (No Handicap);
 - 6.3.2. Match Two (2) Single Match Play (No Handicap);
 - 6.3.3. Match three (3) Single Match Play (With Handicap);
 - 6.3.4. Match Four (4) Single Match Play (With Handicap);
 - 6.3.5. Match Five (5) Four Ball Match Play (No Handicap); and
 - 6.3.6. Match Six (6) Four Ball Match Play (With Handicap).
- 6.4. A maximum of eight (8) players only may participate in a Match for a Club.
- 6.5. All Matches are to be played from the ‘Member’s Tee Blocks’ (Being not the back markers used in the Clubs Honour Board Events) with the precise Location of the Tee Markers at the discretion of the Home Club.

Application of Handicaps

- 6.6. A Player’s Daily Handicap for an Individual Match to be determined by: taking the Player’s exact Golf Australia handicap as at the date of the Individual Match; multiplying that figure by the Slope rating of the course being played; dividing that number by 113; and rounding that number up or down to form a whole number

Note: There are online tools that can be used to assist in the calculating of daily handicaps such as at Golf Australia - www.Golf.org.au.

- 6.7. The method of applying Handicaps in Individual Matches is for the Low Marker to play off scratch and the other Players to deduct the Low Markers Daily Handicap from their Daily Handicap. For Example:

In a Singles Match between Player A who has a Daily Handicap of 15 and Player B who has a Daily Handicap of 20. Player A will play off scratch and Player B will play off a Handicap of 5.

In a Four Ball Match where Player A has a Daily Handicap of 16, Player B has a Daily Handicap of 18, Player C has a Daily Handicap of 20, and Player D has a Daily Handicap of 22. Player A will play off scratch, Player B will play off a Handicap of 2, Player C will play off a Handicap of 4, and Player D will play off a Handicap of 6.

- 6.8. At the time of drafting these Rules it is anticipated that the Competition will comprise a Group Stage and a Finals Stage as contemplated in sections 6.9 to 6.18 below. However, SEQDGA reserves the right alter the format of the Competition after the receipt of nominations at which time SEQDGA will consider the most appropriate format for the Competition which may not include a Finals Stage. SEQDGA will notify Clubs once a final determination has been made on the Format.

Group Stage

- 6.9. The Group Stage will comprise of a draw whereby Teams play Matches against each other Team in a Home Away format.
- 6.10. The precise nature and draw for the Group Stage will not be finalised until SEQDGA has received all nominations and finalised acceptance of Teams.
- 6.11. It is anticipated that the Group Stage will comprise of Three (3) Pools of Teams, to be determined by SEQDGA, who will:
- 6.11.1. Play each other Team in the Pool at Home; and
- 6.11.2. Play each other Team Away.

Note: The precise nature and draw for the Group Stage will be determined by, and at the sole discretion of, SEQDGA after nominations have been finalised and the Group Stage may contain fewer or more than Three (3) Pools.

Finals Stage

- 6.12. The Competition will comprise a Finals Stage which will encompass Semi Finals and a Final.
- 6.13. The Semi Finals will be contested by the Top Four (4) ranked teams after the completion of the Group Stage.
- 6.14. In a Competition with a Three (3) Pool Group Stage, the Top Four (4) ranked teams will be the Winner of Each Pool and the highest ranked Runner Up. The Highest Ranked Runner Up will be the Runner Up with the most Points accumulated in the Group Stage. In the event of a Tie, the Highest Ranked Runner Up will be determined in accordance with the Tie Break Protocol.
- 6.15. In a Competition with a Three (3) Pool Group Stage the Semi Finals will be contested as follows:
- 6.15.1. The Winner of Pool A will play the Winner of Pool B in a Match to be Played at the Home of Higher Ranked Team– **Semi Final One (1)**;
- 6.15.2. The Winner of Pool C will play the highest ranked Runner up in a Match to be Played at the Home of the Winner of Pool C – **Semi Final Two (2)**.
- 6.16. The Final will be contested by the Winner of Semi Final One (1) and the Winner of Semi Final Two (2) – **The Final**.

6.17. The Final will be contested over Two (2) Matches (Legs) to be Played Home and Away with the First Leg to be played at the Home of the Highest ranked Team.

Note: For the Final, The Highest Ranked Team is the Team who accumulated the most points in the Group Stage. In the event that the Teams accumulated the same amount of points in the Group Stage, the Tie Break protocol in Section 9 below will be applied.

6.18. The Winner of the Final shall be the 2020 SEQDGA Pennant Winner.

Note: In the event that the Group Stage comprises more of less than Two Pools, the format for the Group Stage and Finals Stage will be determined by SEQDGA after nominations have been finalised and prior to the commencement of the competition.

*** Example of the Finals in a Three (3) Pool Format**

Semi Finals

Match One – To be played at course of the Higher Ranked Team

Winner POOL A	Vs.	Winer POOL B
---------------	-----	--------------

Match Two

Winner POOL C (Host)	Vs.	Highest Ranked Runner po
----------------------	-----	--------------------------

Final

Over Two (2) legs with the first leg played at the home of the Highest Ranked Team.

WINNER MATCH ONE	Vs.	WINNER MATCH TWO
------------------	-----	------------------

7. MATCHES AND RESULTS

Group Stage

7.1. Each Match contested between Teams in the Group Stage will be worth One (2) Point with:

7.1.1. The Winner of the Match receiving Two (2) Points;

7.1.2. The Loser of the Match receiving Zero (0) Points; and

7.1.3. In the event of a Tie, each Team receiving One (1) Point.

7.2. In the event that a Pool contains an uneven number of Teams there will be a BYE incorporated into the draw. A Team will receive Two (2) Points when they have a BYE.

7.3. The Result of a Match contested between Teams in the Group Stage will be determined on the basis of:

7.3.1. Each Individual Match (Singles and Four Ball) being worth One (1) Point with.

7.3.1.1. The Winner of the Individual Match receiving One (1) Point;

- 7.3.1.2. The Loser of the Individual Match receiving Zero (0) Points; and
- 7.3.1.3. In the event of a Tie after 18 Holes, each Team receiving half (.5) a point
- 7.3.2. The Match Winner being the Team with highest number of Individual Match Points.
- 7.3.3. In the event of each Team accumulating Three (3) Points, the Match will be declared a Tie.

Semi Final

- 7.4. Each Semi Final Match will comprise of Six (6) Individual Matches comprising Four (4) Match Play Singles and Two (2) Match Play Four Ball Matches.
- 7.5. Each Individual Match will be worth One (1) Point.
- 7.6. There are no Tied Individual Matches in a Semi Final and in the event that an Individual Match is Tied after Eighteen Holes the Individual Match is to continue via Sudden Death Play Off with the First Team to win a hole the winner of the Individual Match.

***Note:** Ideally a Play Off for a Tied Individual Match should commence on the First Hole and continue in numerical order for as many holes as are required. (Host Clubs should make every effort to permit the Sudden Death Play Off to commence on the First or Tenth hole but may direct that the Play off commence on any hole if those tees are unavailable).*

- 7.7. The Winner of the Semi Final will be Team with highest number of Individual Match Points after the conclusion of each Individual Match (and any playoff).
- 7.8. In the event of each Team accumulating Three (3) Points, the Semi Final will proceed to a Sudden Death Play Off to be conducted by way of:
 - 7.8.1. The Captain of each Team nominating One (1) player to participate in a Sudden Death Play Off on behalf of the Team;
 - 7.8.2. The Nominated Players of each Team playing each other in a Sudden Death Play Off without the use of Handicaps;
 - 7.8.3. The winner of the Semi Final will be the Team that wins the Sudden Death Play Off via their Nominated Player.

***Note:** Ideally, the Sudden Death Play Off should commence on the First Hole and continue in numerical order for as many holes as are required. (Host Clubs should make every effort to permit the Sudden Death Play Off to commence on the First or Tenth hole but may direct that the Play off commence on any hole if those tees are unavailable).*

Final

- 7.9. The Final will be contested over Two (2) Matches (Legs) to be Played Home and Away.

- 7.10. Each Match will comprise of Six (6) Individual Matches comprising Four (4) Match Play Singles and Two (2) Match Play Four Ball Matches.
- 7.11. Each Individual Match will be worth One (1) Point.
- 7.12. There are no Tied Individual Matches in the first leg of the Final and in the event that an Individual Match is Tied after Eighteen Holes the Individual Match is to continue via Sudden Death Play Off with the First Team to win a hole the winner of the Individual Match. In the second leg of the final, if any team has reached 6 individual points accumulated from the first leg total matches won and the matches won during play in the second leg of the finals fixtures and matches remain in progress on course, the matches that remain live may finish after 18 holes if this allows an overall 6.5 result. As an example, Team A won 4 matches to Team B winning 2 matches in the first leg of the final and part way through the second leg Team A has won 2 matches (aggregate total of 6 matches) and Team B has won 3 (aggregate total of 5 matches). The remaining match can conclude after the standard 18 holes if this last match was to finish as a squared result on the conclusion of the 18th hole, therefore providing a clear 6.5 to 5.5 match result to Team A. **Prior to either team accumulating a minimum total of 6 matches, all matches are to continue via Sudden Death Play Off with the First Team to win a hole the winner of the Individual Match.**
- 7.13. The Winner of the Final will be Team with highest number of Individual Match Points after the conclusion of each Individual Match (and any playoff) played over the Two (2) legs.
- 7.14. In the event of each Team accumulating Six (6) Points, the Final will proceed to a Sudden Death Play Off to be conducted by way of:
- 7.14.1. The Captain of each Team nominating One (1) player to participate in a Sudden Death Play Off on behalf of the Team;
- 7.14.2. The Nominated Players of each Team playing each other in a Sudden Death Play Off without the use of Handicaps;
- 7.14.3. The winner of the Final will be the Team that wins the Sudden Death Play Off via their Nominated Player.
- Note:** (1) Ideally, the Sudden Death Play Off should commence on the First Hole and continue in numerical order for as many holes as are required. (Host Clubs should make every effort to permit the Sudden Death Play Off to commence on the First or Tenth hole but may direct that the Play off commence on any hole if those tees are unavailable).
- (2) The First Leg of the Final can finish Three (3) all. There is only a Sudden death Play Off in the event that the score is tied at Six (6) all after the completion of the Two (2) Legs.

8. RULES

- 8.1. All Individual Matches, in whatever format (Singles or Four Ball), will be played under and in accordance with:
 - 8.1.1. The Rules of Golf as laid down by the R&A Rules Ltd; and
 - 8.1.2. The Rules of Competition as contained within this document; and
 - 8.1.3. Any Local Rules in operation at the Host Club on the date of the Match.

9. MATCH COMMITTEE

- 9.1. Each Match will be overseen by a Match Committee.
- 9.2. The Match Committee is to comprise of:
 - A representative from the SEQDGA;
 - A representative from the Host Club who is not participating as a Player in the Match; and
 - A representative from the Away Club who is not participating as a Player in the Match;

Note: (1) The purpose of the Match Committee is to have a body present at a Match that can resolve any issues arising regarding Rules or interpretation of Rules;

(2) SEQDGA recognises that there will be many matches where a representative of SEQDGA is not present.

(3) SEQDGA recognises that there will also be times where the only attendees of Matches (particularly for Away Teams) will be the Players Participating,

- 9.3. In the event that a Member of the SEQDGA is not present at a Match then the Host Club will provide a second member of the Match Committee.
- 9.4. In the event that the Host Club and/or away Club cannot provide a representative from the who is not participating as a Player in the Match, then a Team Captain can be a representative.
- 9.5. A Match Committee must contain at least one representative who is not participating as a Player in the Match.

Note: (1) In order to satisfy the purpose of the Match Committee and in the event that a representative of SEQDGA the Host Club should make all efforts to provide a representative that has an understanding of the Rules of Golf and will be present for the entire Match. The representative does not need to follow the Match on course and it is recommended that an ideal representative would be the club professional or trainee professional or other member of staff in the pro shop.

10. COUNT-BACK PROTOCOL

- 10.1. In the event that Two (2) or more teams finish on equal Match Points at the conclusion of the Group Stage and it is necessary to determine a Pool Winner, Runner Up or Highest Ranked Team, then the following protocol will be used to determine the Higher Ranked Team:
 - 10.1.1. The team with the higher number of accumulated Individual Match Points across all of the Group Matches will be the Higher Ranked Team; and if there remains a tie
 - 10.1.2. The team with the higher number of accumulated Individual Match Points across all of the Number One (1) Singles Group Matches will be the Higher Ranked Team; and if there remains a tie
 - 10.1.3. The team with the higher number of accumulated Individual Match Points across all of the Number Two (2) Singles Group Matches will be the Higher Ranked Team; and if there remains a tie
 - 10.1.4. The team with the higher number of accumulated Individual Match Points across all of the Number Three (3) Singles Group Matches will be the Higher Ranked Team; and if there remains a tie
 - 10.1.5. The team with the higher number of accumulated Individual Match Points across all of the Number Four (4) Singles Group Matches will be the Higher Ranked Team; and if there remains a tie
 - 10.1.6. By the Drawing of lots in a manner to be determined by the SEQDGA.

11. MOVEMENT BETWEEN DIVISIONS

- 11.1. A Player who is registered in Division Three (3) may participate in a Match for the Club's Division Two (2) Team however:
 - 11.1.1. The Player must play off a Australian Gold Handicap of not greater than 14.0;
 - 11.1.2. If a Player participates in Three (3) Matches in Division Two (2) they must remain as a member of the Division Two (2) Team and are from the completion of the Third match ineligible to participate in any further Division Three (3) Matches; and
 - 11.1.3. If the Club has Two Division Two (2) Teams, a Division Three (3) Player cannot participate in a Match for both Teams and Section 1.6 has application.
- 11.2. A Player who is registered in Division Two (2) may participate in a Match for the Club's Division One (1) Team however:
 - 11.2.1. If a Player participates in Three (3) Matches in Division One (1) they must remain as a member of the Division One (1) Team and are from the completion of the Third match ineligible to participate in any further Division Two (2) Matches; and

- 11.2.2. If the Club has Two Division One (1) Teams, a Division Two (2) Player cannot participate in a Match for both Teams and Section 1.6 has application.
- 11.3. A Player registered in Division One (1) cannot participate in a Match in any Division other than Division One (1).
- 11.4. A Player registered in Division Two (2) cannot participate in a Match in Division Three (3).

12. DATE AND TIME OF MATCHES

12.1. All Matches are to be played on either a Saturday or Sunday at the discretion of the Home Club.

12.2. The starting Time for Matches is at the discretion of the Home Club.

Note: (1) Clubs should ensure that proposed Tee Times allow sufficient time for the completion of all Individual Matches and should allow for the possibility of Play Offs in Semi Finals and Finals.

(2) Clubs should consider and make allowance for travel requirements when nominating preferred start times.

12.3. The Day and Time of Matches is determined by the Host Club and will be set out in the Final Draw published by SEQDGA prior to commencement of the Competition.

Note: (1) SEQDGA reserves the right to require a Club to provide an alternate start time if, in the view of the SEQDGA, the Start time is too onerous on the travelling Club.

13. TEAM LISTS FOR MATCHES

13.1. SEQDGA utilises an online program 'Golf Genius' for the registering of Players and Teams for Matches. Clubs will be provided with instruction as to the protocol and requirements for utilising Golf Genius prior to the Competition which are to be considered as part of the Rules.

13.2. By no later than 8:00pm on the Friday immediately preceding a Match the Captain (or delegate) must input the selected Team of Players to participate in the following Match.

13.3. The Players will be entered and assigned to the Individual Match in which they are to participate.

13.4. Once entered Teams are confirmed, they cannot be amended.

13.5. A Team must comprise of at least Five (5) Players or the Match will be deemed forfeited.

Failure to enter a Team by 8:00pm

13.6. In the event that a Team, without prior notification to SEQDGA, has not been entered by 8:00pm on the Friday immediately preceding a Match SEQDGA will consider the

circumstances of the breach (including the reasons, length or time or any other relevant factor) and may, at its absolute discretion, impose a penalty including:

- 13.6.1. A reprimand;
- 13.6.2. The Loss of the First Hole in each Individual Match;
- 13.6.3. The forfeiting of the Match.

14. ORDER OF PLAY AND MATCHES

- 14.1. The order of Individual Matches shall be either Match Six (6) through to Match One (1) or Match One (1) through to Match Six (6) – as identified in section 4.4 – at discretion of the Home Club.
- 14.2. The ‘Honour’ of teeing off first will be determined by way of a coin toss (or equivalent) between the Captains of each Team with the winner of the coin toss electing whether to tee off of first or second with the decision applying to each Individual Match.
- 14.3. The Individual Matches will be contested between the participants as listed on the Team Sheet entered into the Golf Genius system as outline in section 13. Teams are not permitted to alter the participants in the Match or the Individual Matches once entered without prior approval from SEQDGA.
- 14.4. SEQDGA recognises that there may be exceptional circumstances that occur after a Team has been into the Golf Genius system such as, for example, injury, illness or transport issues. In the event that a Player is unable to participate in a match after he has been into the Golf Genius system:
 - 14.4.1. The Team Captain should contact SEQDGA to advise of the unavailability of the Player and to provide the name of the proposed replacement for the Player who, if eligible, will be approved to take the Place of the previous Player;

Note: (1) A replacement Player is to take the place of the unavailable Player and participate in the Individual Match which the unavailable Player was listed to play in (the rest of the nominated team must remain as nominated).

(2) It is the Club’s responsibility to ensure that a Player is eligible to play in the Competition for the Team and in the event that the Player was ineligible section 3 applies.
 - 14.4.2. In the event that the unavailability occurs close to the nominated start time, the opposing Captain should be advised ASAP and efforts should be made to contact a relevant SEQDGA official to advise of the unavailability of the Player and to provide the name of the proposed replacement for the Player who, if eligible, will be approved to take the Place of the previous Player;

Note: (1) Attempts should be made by telephone. If the SEQDGA official cannot be contacted then a text message must be sent to the SEQDGA official prior to tee off advising of the: Match details, the unavailable player and the replacement player. On sending of the message, the Player is provisionally approved to take the place of the unavailable Player and the matter will be reviewed SEQDGA to confirm eligibility.

(2) A replacement Player is to take the place of the unavailable Player and participate in the Individual Match which the unavailable Player was listed to play in (the rest of the nominated team must remain as nominated).

(3) It is the Club's responsibility to ensure that a Player is eligible to play in the Competition for the Team and in the event that the Player was ineligible section 3 applies.

14.4.3. In the event that a Player is unavailable and no eligible replacement for the Player is available, the:

14.4.3.1.1. If the unavailable Player was listed to play in a Four Ball that Individual Match will proceed with only one Player Participating in the Four Ball for that Team; or

14.4.3.1.2. If the unavailable Player was listed to play in a Singles Match, the Captain of the Team may elect to either forfeit the Singles Match or select any of the Listed Four Ball players to replace the unavailable Player in his Singles Match and the Four Ball Individual Match will then proceed with one Player Participating in the Four Ball for that Team.

15. MOTORISED TRANSPORT

15.1. Players are permitted to use motorised transport in all Matches.

15.2. There is no requirement for a Player to share motorised transport.

16. DISTANCE MEASURING DEVICES

16.1. During Matches Players may obtain distance information by using a device designed to measure distance only. This section applies irrespective of any Local Rule of the Host Club to the contrary).

16.2. Players are not permitted to use any device that is capable of measuring any other condition than distance (e.g. gradient, wind speed, direction).

- 16.3. Any Player who uses a device capable of measuring any other condition than distance, regardless of whether any such additional functions are actually used, is in breach of Rule 4.3 of the Rules of Golf and will be disqualified from the Individual Match.

17. USE OF MOBILE PHONES

- 17.1. In a Player's Mobile Phone has a Distance Measuring Device/Function in accordance with the restrictions in section 16, a Player may use his Mobile Phone for that purpose only.

- 17.2. Any Player using a Mobile Phone as a Distance Measuring Device must ensure that all communication functions on the Mobile Phone are switched off (Not just placed on Silent).

Note: (1) To avoid issues a Player using a Mobile Phone as a Distance Measuring Device should advise his opponent of the fact at the commencement of the Match (or as soon as possible after commencement) and confirm that all other communication functions have been turned off. Rule 4.3 of the R & A Rules of Golf applies.

- 17.3. In the event that the Mobile Phone is required to be used to contact a Rules Official or for any other emergent situation it must only be used with the consent of the opposing Team's Player.

- 17.4. The penalty for breach of this section is:

17.4.1. For Accidental Use of Phone – (First Offence) Loss of Hole: (Accidental Use: includes phone ringing, beeping or making audible sound (buzzing, vibrating)).

17.4.2. For Accidental Use of Phone – (Second Offence) Disqualification and Loss of Individual Match (Accidental Use: includes phone ringing, beeping or making audible sound (buzzing, vibrating)).

17.4.3. For Deliberate Act causing distraction – Disqualification and Loss of Individual Match and Suspension of Player for the next Match in the Competition.

18. TEAM UNIFORMS

- 18.1. All Team participating in the Competition are to have a Team Uniform which comprises of an identical Club Pennant Team Shirt.

- 18.2. Other articles of clothing such as hats, shorts, trousers are not otherwise restricted and are at the discretion of the Club.

- 18.3. All Players participating in a Match are to wear their identical Club Pennant Team Shirt.

18.4. In the event that a Player participates in a Match and is not wearing an identical Club Pennant Team Shirt the Penalty is Loss of the First Hole in the Individual Match of the infringing Player.

Note: (1) If the infringing Player is playing a Four Ball the Penalty is the Loss of the First Hole in the Four Ball Match.

(2) To be clear, the Individual Match does not commence at the First Hole with the score One (1) Down but will commence at the Second Hole with the score One (1) Down.

(3) In the event of the Penalty being applied, at the discretion of the Home Club and mindful of the need not to unduly hold up the field, the Players in the Individual Match may play the first Hole while proceeding to the Second Hole but will commence at the Second Hole with the score One (1) Down.

19. INTERRUPTION OF MATCHES

Matches Unable to be Commenced

19.1. Golf is a Sport which is subject to weather events and factors outside of the control of the SEQDGA and Host Clubs. In the event that adverse weather prevents a Match from being commenced the Match will be deemed a Tie with each Team awarded One (1) Point.

19.2. In the event that adverse weather, whether or not a Match is able to be commenced is to be determined by the Host Club.

19.3. In the event that adverse weather a Host Club may impose any necessary Local Rules to enable the Match to Proceed including:

19.3.1. Playing from Tees other than the Back Markers;

19.3.2. Invoking preferred lie, lift clean and place, or compulsory Tee up as required;

19.3.3. Amending the ordinary Lay Out of the Course to avoid adverse weather consequences:

Note: (1) For example, in order to allow a Match to proceed a hole may be shortened to avoid a flooded area or a Nine (9) may be played Twice to avoid flooded holes.

19.4. In the event that a Host Club determines a Match cannot be commenced it is to notify SEQDGA as soon as such decision is made.

19.5. SEQDGA may at its discretion cancel all Matches on a Match Weekend.

Matches Unable to be Completed

19.6. In the event that a Match is commenced and adverse weather occurs then:

19.6.1. The Match Committee may suspend play temporarily to assess the weather conditions;

- 19.6.2. The Match Committee may call for play to resume;
 - 19.6.3. The Match Committee may determine that play cannot be resumed and deem play abandoned.
- 19.7. In the event that a Match is commenced but, as a result of adverse weather events, is unable to be completed and play is abandoned:
- 19.7.1. Any Individual Match that has not been completed will be deemed halved;
 - 19.7.2. Any Individual Match that has been competed will count as completed;
 - 19.7.3. The Match will be determined by the total of the Individual Matches completed and those Halved.
- Note: (1) Once Play has commenced in a Match the Course and/or Local Rules are not to be amended.*

20. PACE OF PLAY

- 20.1. Players are required to maintain an appropriate pace of play in all Matches. It is acknowledged that ‘appropriate pace of play’ is a somewhat arbitrary term however Individual Matches should remain close to the Individual Match in front and, if an Individual Match has fallen behind the Individual Match in front, Players are expected to actively increase their speed of play and close up to the Individual Match in front over the next Two Holes.
- 20.2. Any Individual Match which falls out of position (not closely behind the Individual Match in front) may be monitored and timed (put *on the Clock*) by the Match Committee.
- 20.3. If an Individual Match is put *on the clock*, then a member of the Match Committee (a person delegated by the Match Committee) will:
- 20.3.1. Notify the Players in the Individual Match that they are *on the clock* and will be monitored and timed;
 - 20.3.2. Monitor and Time the Players in the Individual Match for as many holes as deemed necessary.
- 20.4. The Timing allowed for Players in an Individual Match *on the clock* is:
- 20.4.1. Fifty (50) seconds is allowed for the Player first to Play to complete their shot from the time the Match Committee member or delegate monitoring determines the Player is free to play their shot; and
 - 20.4.2. Forty (40) seconds is allowed for the next Player(s) to Play to complete their shot from the time the Match Committee member or delegate monitoring determines the Player is free to play their shot.

20.5. The following penalties will be imposed on a Player who is deemed by the Match Committee Member or Delegate monitoring a group to have taken exceeded the prescribed time for completing their shot:

20.5.1. For the First Offence – a warning;

20.5.2. For the Second Offence – the Loss of the Hole;

20.5.3. For a Third Offence – disqualification and loss of the Individual Match.

21. ALCOHOL

21.1. Players and Caddies are permitted to consume alcoholic drinks during Matches.

21.2. Players are responsible for ensuring that both they and their Caddy do not become intoxicated and/or behave in a manner that is in breach of the SEQDGA Code of Conduct or would otherwise be in breach of the etiquette of Golf.

21.3. If, in the opinion of the Match Committee, a Player or his Caddy is unduly affected by alcohol the Match Committee may disqualify the Player from the Individual Match and the Player will lose the Individual Match and the Player will be suspended from the following Match in the Competition.

Note: (1) Players are responsible for the Conduct of their Caddy.

(2) Players will be held to high standard of conduct and the consumption of alcohol in the Competition is a privilege.

(3) The SEQDGA will support the discretion of Match Committee's when it comes to consumption of alcohol and intoxication and Players are encouraged not to allow situations to arise where they or their caddy may be subject to criticism.

(4) The SEQDGA reserves the right impose longer suspensions on any Payer or Caddy who engages in a serious breach of etiquette while intoxicated.

22. PROTESTS

22.1. In the event that an issue arises in relation a Match and a Club wishes to:

- Appeal a decision made by the Match Committee;
- Raise an issue relating to a Player's Eligibility; or
- Raise any other matter relating to a Match;

The protesting Club is to:

22.1.1. By 5:00pm on the Tuesday following the Match, is to provide a written notification to the SEQDGA Captain at seqdga@gmail.com & vcseqdga@gmail.com

- 22.1.2. Identify in the written notification the subject of the protest including the identification of the Match, the circumstances of the incident being referred to, and any applicable Rule or Rules;
- 22.1.3. Ensure that the Opposing Club's Captain is CC'd on the email sent to the SEQDGA Captain at seqdga@gmail.com & vcseqdga@gmail.com
- 22.2. On receipt of any Protest under this section the SEQDGA Captain (or such SEQDGA Member or Committee delegated by the SEQDGA Captain) will take steps to investigate and determine the Protest.
- Note: (1) The Steps to be undertake will be at the discretion of the SEQDGA to be determined by the nature of the Protest but may, without restriction, include: requests for information and statements; the setting of time limits to comply with requests; the imposing of consequences for failing to provide information; the calling of a meeting or hearing to consider the matter.*
- 22.3. After receiving a Protest and considering all material provided the SEQDGA Captain (or such SEQDGA Member or Committee delegated by the SEQDGA Captain) will make a determination on the Protest and any penalties to be applied in respect of such determination.
- 22.4. As a condition of entry to the Competition, Club's accept that any determination made on a Protest and any penalties to be applied are final and binding on all competing Clubs.

23. R & A RULES OF GOLF

- 23.1. Unless otherwise addressed in these Rules the Competition will be conducted in accordance with the *R & A Rules of Golf* as laid down by the *R & A* and in effect at the date of the Competition.
- 23.2. In the event of any doubt or dispute as to procedure or applicable rule by Players or a Match Committee, unless otherwise addressed in these Rules, the *R & A Rules of Golf* apply and are to be deemed determinative.

24. CODE OF CONDUCT

- 24.1. As a condition of entry and participation into the Competition, all Players agree to be bound by and conform to the SEQDGA Code of Conduct which can be found at www.seqdga.com.au/events/
- 24.2. Any Player found to have breached the SEQDGA Code of Conduct will be subject to sanction at the discretion of the SEQDGA.

25. MISCELLANEOUS PROVISIONS

- 25.1. The SEQDGA reserves the right to amend these Rules as required to ensure the efficient management and conduct of the Competition.
- 25.2. In the event that an issue arises which is not dealt with in these Rules or the *R & A Rules of Golf* the SEQDGA will consider and determine and resolve the issue at its absolute discretion.