



## RULES AND REGULATIONS

2019-20 Season

### Game Rules.

- **Teams.**

Are comprised of a maximum of six players but can operate with as few as three players. Players can be added to complete the maximum at any stage through the season and does not constitute a substitution.
- **Players can play as many rounds** as they like within the week/round, however only their best round will count for the team score. Each round played is capable of winning a golf ball credit.
- **Each round must be played with a marker** and cannot be played alone. Players require another Golflink Handicapped player or a Team Golf registered player as a marker.
- **The best three scores** (a maximum of one per player) shall be added together at the end of each round to determine the teams score. That score shall be compared to the opposing teams score to determine the winner for the week.

Points breakdown

  - Win 4 points
  - Draw 2 points
  - Loss 0 points
- **Teams will be allocated into divisions** and shall play against other teams in a round robin, ladder-based format.

At the completion of the round robin season a finals season shall commence. At the end of the finals a Grand Champion may be established (time permitting) when the Divisional Champions compete against each other in the a single weeklong round format as detailed below.
- **The length of a round is 7 full days** and shall commence every Friday night at 1:00pm and shall close at 12:59pm the following Friday night. Any rounds returned after 12:59pm shall count towards the following weeks round, this excludes the final round of the round robin event (Pre Finals)
- **The length of the round robin season** will be determined by the number of teams entered and will be released when the draw is finalised before the commencement of the first round.
- **The Finals format** will be either the McIntyre final 8, 6 or 4 as determined by the number of teams in the division.
  - 5- 7 (Final 4)
  - 8 -12 (Final 6)
  - 13-16 (Final 8)
- **Players must register to play each round:**

In club competition: There will be a form on the Golf-Shop counter which requires completion, upon paying the competition fee please complete the form to confirm entry. You do not need to complete a separate scorecard whilst playing in competition, the MiClub Golfink system produces a report for admin to use.

Outside of club competition: Report to the Golf Shop, pay the competition fee and collect a Team Golf Scorecard. After completing your round return the signed scorecard to the Team Golf scorecard return box or the after hours slot on the starters room (If you don't know where it is ask the Golf Shop prior to tee-off)

- All play is from the following markers:  
**Male: Blue                      Female: Red**
- **Players in the Open Category with a handicap over 50** can use a tee on grass areas excluding hazards and greens.  
Players in the Open Category must adhere to the "maximum number of shots" per hole rule.  
Maximum number of shots:  
For each hole, a player shall enter on their score card, either the actual number of strokes played or 9, whichever is least. Where a player has entered a "9" on their card, the stableford points are determined exactly the same way as if the player's actual number of strokes for that hole was a 9.
- **Count-backs to determine Finals**  
In the event of a tie in the finals, the winner shall be determined by the following system.  
First:                      The addition of the 4<sup>th</sup> best score for both teams.  
Second:                    The addition of the 5<sup>th</sup> best score for both teams.  
Third:                     A count-back on the best scorecard for the team, last 9, last 6, last 3.  
Fourth:                    A count-back on the second best scorecard for the team, last 9, last 6, last 3.  
Fifth:                      A count-back on the third best scorecard for the team, last 9, last 6, last 3.  
In the unlikely event of a tie still existing, the round must be replayed.
- **Player Substitutes:**  
There are two types of substitutes allowed during the season.
  1. Non-Playing Substitute: This is when a player isn't playing as often or at all as first indicated to the team. The Team can substitute the player out over the Christmas break only and replace them with another player. The original player cannot return.
  2. Injury: If a player has a legitimate injury (a medical certificate may be requested) a player can be substituted in for a short time to cover the Injury. The injured player can return once healed. *Injury conditions:* The player must be substituted for a minimum of 4-weeks/rounds. Injury substitutions are only allowed in the regular season. The tournament director has the right to allow injury substitutions during finals in exceptional circumstances.Only two substitutes in total can be made by any one team during any one season.
- **Categories:**

There are two distinct categories. Golflink and Open  
A Golflink team must have ALL players with an official Golflink Handicap  
An Open team can be a mix of or all non-handicapped social players.

- **Divisions:**

Each season may have more than one Division of the same Category depending on entry numbers.

- **Handicaps:**

For Golflink registered players, your daily handicap (not GA) must be used in both competition and outside of competition play. It is the players responsibility to check and accurately record their daily handicap. Team Golf rounds played outside of traditional club competitions are not handicapped which presents a small quirk. If a Golflink player only played outside of traditional club competitions, then their handicap would not adjust. Due to this anomaly all registered Golflink players must play at least 6 traditional 18-hole competition rounds throughout the season. The Tournament Director reserves the right to adjust a player's handicap or handicap category.

Open Handicaps are for players who do not have an official Golflink handicap  
An open handicap will be applied at the Tournament director's discretion and will be based on the players first round (Calloway system) in Team Golf and will take into consideration other handicaps such as the previous year Team Golf competition.

Open handicap will be adjusted at the completion of each round using the following scale and will be located on both the **website and noticeboard**.

**Best score for the week:**

9-hole stableford points score.

13 points or less	Handicap increase by	2
14 points	Handicap increase by	2
15 points	Handicap increase by	1
16 points		No Change
17 points		No Change
18 points		No Change
19 points		No Change
20 points	Handicap decreases by	1
21 points	Handicap decreases by	2
22 points	Handicap decreases by	3
23 points	Handicap decreases by	4
24 points	Handicap decreases by	5
25 points	Handicap decreases by	6
and so on....		

**Prize Breakdown.**

Round Robin Season: (Per round)

Each individual player that has a score of 20 Stableford points or better shall receive a golf ball credit.

The best individual score for the round (plus tie's) shall receive a \$30 club voucher.

Finals:

Divisional team winners receive a trophy and a minimum \$50 club voucher per team member

Team Runners up receive a minimum \$30 voucher per team member.

Grand Champions receive The Perpetual Grand Champion Cup

Individual prizes may be awarded for specific category achievements, to be determined by the tournament director.

***The tournament director has the authority to modify, add or delete any rule that may be considered an improvement on the event, mid-season. All questions are to be directed to the tournament director, (Jeff Graham) the directors decision is FINAL.***