

COUNTY INTER CLUB MATCH PLAY COMPETITIONS PROCEDURAL GUIDE

This document is intended to be used as an explanatory guide alongside the Playing Regulations set for the County League and the Cecil Leitch Competition. It does not replace the Regulations but seeks to provide additional information in support of them

A Copy of the match fixtures should be sent to the relevant League Secretary by 1st March

Rule 1 R & A Rules

In the rules of golf players should be aware of all sections of R & A Rule 6 Players Responsibilities with due regard to Rule 6.7 Slow play and its penalty and also R & A rule 2.3/1.

Rule 2 Results

Please send in results immediately after matches so the web site can be kept up to date.

Rule 3 Payment of match fees

It would be helpful if your club is able to send in their entry fees in the usual manner (One Cheque to cover all entry fees) by 30th September. Reminders will go out with the Agendas.

Rule 4 Two or three teams entered in County League

Scratch Team only: You must name all Category 1 & 2 players who intend to play in the A team up to a maximum of five. If three teams are entered you must also name all category 1 & 2 players who intend to play for the B team up to a maximum of five. These players cannot play in the lower teams. That is A team players cannot play in the B or C teams. B team players can play in the A team but not the C team.

Rule 5 Playing in more than one team

If a player not named has played twice in each of the A, B and /or C teams any subsequent matches shall be played for one team only.

Rule 6 Playing Handicaps

Scratch Team only: Divisions 1, 2 & 3 will play all matches off scratch. Division 4, 5 & 6 will play off full handicap allowance.

Rule 7 Time and day of match

Rules 2 and 7 must be adhered to unless there are extreme circumstances, which prevent or delay the agreed time/date of the match, e.g. Major traffic hold up on the day affecting team travel. Failure to field a team is NOT a reason for rearranging the match.

Teams should be aware of rule 6.3 in the rules of golf in respect of player on the 1st tee and the penalty of failing to do so at the designated time. When arranging matches after the AGM please note that there is no restriction on the time /day of matches, provided both Captains agree and the course is available. It is accepted that a number of ladies work during the day but can play later in the day or at weekends; therefore more flexible arrangements could alleviate some of the difficulties in playing a full team and would provide more opportunities for working ladies to participate.

Rule 8 Match fixtures

Match fixtures must be confirmed in writing and any subsequent change in the date or time must be notified in writing. It is the responsibility of both Captains to ensure that contact is made 7-10 days prior to the match to confirm the arrangements.

Rule 9 Adverse weather conditions

The decision for closure of the course rests with the Professional/Green keeper/Team Captains. However it is possible that although the course is closed on the morning of the match the weather conditions could alter and the course be opened later in the day.

In these circumstances consideration must be given to the distance a team has to travel.

In the event of deterioration of playing conditions when a match has started e.g. Greens starting to flood, advice should be given to the leading pair on the action they should take, the following pairs will then have a lead. Players are reminded of rule 33.2d the rules of golf and that a decision to suspend the match must be made at the time by the two team Captains. After suspension and improvement of weather conditions, movement of the hole positions, squeegee greens etc. may make the course playable. If play cannot be resumed the match must be declared null and void. Players must not make individual decisions on their match under any circumstances.

Rule 10 Suspension of Play

During thunder and lightning play will be suspended, balls marked and players will leave the course as quickly as possible. Resumption of play subject to weather conditions and the course availability.

Rule 11 Use of temporary greens

CONGU allows for two temporary greens to be used in competition provided that the holes are of standard size, i.e. not bucket holes.

It is important to remember that whatever the course set up at the beginning of the match this must stay to the completion of all the games.