

# **JUNIOR HANDICAP MATCHPLAY**

## **Conditions of Play**

### **1. ENTRY CONDITIONS:**

- a) The competition will be played on Sundays on one course consisting of one 18-hole round per day or any number of holes as specified by the Host Team Supervisor.
- b) Clubs may enter multiple teams and the number of sections will depend upon entries at the discretion of Canterbury Golf.
- c) Where a club has two or more teams entered the team members must be named. With regard to reserves, the club must list the pool of reserves that can play in any of the teams. However once a reserve has played two or more games for one team, that player cannot play as a reserve for another team.
- d) Where a club has entered multiple teams, they will compete in different sections if more than one section.

### **2. PLAYER ELIGIBILITY**

- a) A player may play for their home club or secondary club in Canterbury.
- b) Player must have an official handicap together with a minimum of three 18 hole rounds showing on Dot Golf, a dispensation may be granted for a player that is working towards achieving a handicap.
- c) All players must be under 19 years of age.
- d) The maximum handicap index is 36.4.
- e) A reserve player from a team may play for another club team in the competition to help a team short of a player. If a player fills in a team this does not preclude them from playing for their original team in other rounds.

### **3. PLAYING CONDITIONS**

- a) Team players are to be posted in handicap index order. If two players have the same handicap index it will be the team manager who will decide in which order they play.
- b) The number 4 player will tee off first.
- c) The difference of course handicaps is calculated and the player with the higher course handicap receives strokes based on their respective stroke allocations i.e. boys receive any shots relative to the men's stroke holes and girls receive any shots relative to the women's stroke holes.
- d) Where boys and girls are competing against each other, Rule 6.2b of the Rules of Handicapping will be applied where the boys and girls are playing from different sets of tees. The player playing the tee set with the higher par must receive additional strokes for the round, equal to the difference between the par of the tees they are playing and the tees with the lowest par. The additional strokes are added to the player's Playing Handicap. As an example, White par 69 vs Yellow par 71, the difference is 2 therefore the player playing the Yellow tee marker adds two additional strokes to their Playing Handicap.
- e) Match play games will finish when game has been won or the players may opt to complete the 18 holes.
- f) The team that wins the greatest number of games will receive 2 points, drawn games will receive 1 point.
- g) Teams with a bye receive 2 points and 2.5 individual wins.
- h) Score cards must be completed by the player for handicapping and handed to their team manager to be checked. Scorecards and results are then to be provided to the duty manager. Extra shots received do not count for assessing holes for handicapping.
- i) The tee markers to be used will be stipulated on the draw.
- j) Caddies are only permitted for those under 10 years (only to pull the bag for speed of play). Parents/Supporters must walk to the side of the fairway and must not be involved in the match. A player can seek clarification for a ruling from their Team Manager.

(Penalty for breach of Conditions 3.j) is loss of hole).

### **4. ROUND ROBIN - NO SEMI-FINALS OR FINAL**

The following will apply at the completion of the Round Robin Competition.

- a) In the case of a count-back being required to determine the winner of the competition, the following will apply:
  - i) Number of points awarded.
  - ii) Number of individual games won
  - iii) Result of "Round Robin" match when teams me
- b) Should none of the above in clause (a) produce a clear winner, then the following will apply:

Each team will nominate one player to play off (on handicap) in sudden death match play. The first player to win a hole outright will have his team declared the winner.

## 5. TEAM MANAGERS

Each individual team is required to have a manager. A manager may not manage more than one team.

Managers Responsibilities are:

- print players scorecards
- to ensure their team players are eligible to play in this competition.
- to ensure the Interclub Team Entry sheet is completed and handed to the Host Team Supervisor at least 20 minutes before tee off.
- to ensure their team is on the tee and ready to play at the designated times.
- to collect and check team cards are completed correctly for handicapping at the conclusion of the round and submitted to the Duty Manager.
- to ensure the Results Sheets are completed and signed by the Team Captain or Manager.
- to remain with their team for the duration of the round and circulate between players in their team.
- **In the event that the team has to default a match, the Manager must notify the team that they are playing and also the Duty Manager as listed on the roster.**

## 6. HEALTH & SAFETY - DAILY REQUIREMENTS

- a) The Canterbury Golf Official on duty (eg. Tournament Director or Convenor) is the designated Emergency Officer and Health & Safety Officer for that day.
- b) Where there is no designated person from Canterbury Golf on duty, the Host Club is responsible for nominating a person to take on this role. This may be the Host Club's Team Manager, a Club Committee Member, or other member nominated by the club.
- c) That person will complete the Event Health & Safety Sheet prior to the commencement of play.
- d) All Health & Safety matters or concerns should be addressed immediately and directly to the Canterbury Golf Official on duty. That person is responsible for taking any action required.
- e) All Players, Managers and Officials should be familiar with the NZ Golf "Suspension of Play" procedure documented in the NZ Golf Club Manual Section 5-9. This is summarised below:

### **How suspensions of play and the resumption are indicated –**

1. Normal Suspension of play – three consecutive short notes of a hand siren.
2. Immediate Suspension of play for a dangerous situation – one prolonged note of a hand siren.
3. Resumption of play – two short notes of a hand siren.

Rule 5.7b illustrates what players are permitted to do in each situation after the siren has sounded –

1. Normal Suspension of play
  - a. If the players in a match or group are between the play of two holes (ie. Walking to the next tee) they must not resume play until the resumption siren sounds.
  - b. If the players in a match or group have started the play of a hole, they may either discontinue play immediately or continue play of the hole, provided they do so without delay. Play must be discontinued after the hole has been completed.
2. Immediate Suspension of play for Dangerous Situation  
Play must be discontinued immediately following a long blast on the siren. If a player fails to discontinue play immediately, he is disqualified.

### **Lifting ball when play discontinued – Rule 5.7d**

When a player discontinues a hole (either normal suspension or immediate suspension) he should mark the position of his ball and lift it without penalty.

### **Procedure when play resumed – Rule 5.7c & d**

Play must be resumed from where it is discontinued, even if it is a different day. If the marker has moved it must be estimated and the ball placed on the estimated spot.