

JUNIOR FOURSOMES INTERCLUB

Condition of Play

1. ENTRY CONDITIONS

- a) Four players in each team.
- b) Teams can be formed by an individual club or from within a Futures Canterbury Hub.
- c) Canterbury Clubs or Future Hubs may form composite teams. The organisation of such composite teams will be the responsibility of the clubs concerned.
- d) Teams can enter either the 9 hole or 18 hole interclub competition.
- e) Where a club has two or more teams entered the team members must be named.
- f) 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.

2. 9 HOLE COMPETITION

- a) The 9 Hole Foursomes Interclub will be played over four rounds.
Round 1: Foursomes
Round 2: Canadian Foursomes
Round 3: 2 Ball Ambrose
Round 4: 4BBB Stableford
- b) The tee markers to be used will be stipulated on the draw.
- c) Maximum handicap index is 54.0 for both girls and boys.

3. 18 HOLE COMPETITION

- a) The 18 Hole Foursomes Interclub will be played over four rounds.
Round 1: Foursomes
Round 2: Canadian Foursomes
Round 3: American Foursomes
Round 4: 4BBB Stableford
- b) The tee markers to be used will be stipulated on the draw.
- c) Maximum handicap indexes will be: Boys 36.4; Girls 40.4.

4. PLAYER ELIGIBILITY

- a) A player may play for their home club or secondary club in Canterbury.
- b) Players must be under 19 years of age.
- c) Player must have an official handicap. A dispensation may be granted for a player that is working towards achieving a handicap.

5. PLAYING CONDITIONS

The following formula for calculating the combined handicap of the two players is to be used.

- a) 40% of the combined course handicap will be used for the Foursomes & Ambrose competitions to calculate the team handicap.
- b) The scoring will be a stableford format with the scores from pair 1 and pair 2 added together for each team, except in the 4BBB where it's the best stableford score of the pair for each hole.
- c) Where possible a high and low handicap player should be paired together. Note: The Junior Interclub Foursomes were introduced to encourage support from more experienced players to help younger or less experienced players learn the competition.
- d) Competitors shall observe the local rules of the Host Club.
- e) The Men's Stroke Index is to be used except for the 4BBB where the players will use their respective stroke indexes.
- f) At the conclusion of the competition, the team with the best stableford aggregate is declared the winner.
- g) In the event of a tie, each team will nominate one pair of players (must be the same pairing as competed during the competition) to play off in sudden death Foursomes over 1 – 3 holes (at the discretion of the host team supervisor responsible on the day). The pairing with the best score will be declared the winner.
- h) If a team has only three players, only the pair's stableford will count except in the final 4BBB round where an individual score may be counted.

- i) For 18 hole interclub caddies are only permitted for those under 10 years (only to pull the bag for speed of play). Caddies are encouraged for players in the 9 hole interclub.
- j) To assist with pace 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.

6. TEAM MANAGERS

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

Managers Responsibilities are:

- a) Ensure their team players are eligible to play in this competition.
- b) Ensure the team entry sheet is completed and handed to the host team supervisor at least 20 minutes before teeing off.
- c) Ensure their team is on the tee for their tee time.
- d) Remain with their team for the duration of the round and circulate between team members.
- e) Assist your own team members with learning to complete their scorecard, rules and etiquette as deemed necessary.
- f) Collect and check team cards at the conclusion of the round and sign the result sheet.
- g) To advise both the host team manager and team opposition if your team needs to default a match.

7. 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.