

# **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) Teams can enter either the 9 hole or 18 hole interclub competition.
- d) Where a club has two or more teams entered the team members must be named.
- 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.

### **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) Both girls and boys play from the yellow tees.
- c) Maximum handicap index is 54.4 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 following tees will be used: girls – yellow, boys – white.
- c) Maximum handicap indexes will be: Boys 36.4; Girls 40.4.
- d) Where there is a difference in the course ratings for men and women, the NZ Golf rule will apply. Girls receive additional shots if there is a difference in the ratings with 0.5 or above being rounded up to the nearest number. Eg. White 70.2; Yellow 72.7 - difference 2.5, therefore the girl would get 3 added to her course handicap.

### **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.

## 5. 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.

## 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.