

CONDITIONS OF COMPETITION

1. RULES

Unless otherwise noted, the General Conditions of Competition and the Rules of Golf shall be used throughout this event.

2. QUALIFICATION

Following the Club Championships, the Top 8 qualifiers in each grade will compete in a knockout competition over 3 rounds to determine the Match Play Champion for each grade.

All players must play in the same grade they played in for the Club Championships.

3. DRAW

Players will be distributed into matches according to the General Numerical Draw as described in the Rules of Golf. If, during the qualifying event, a player knows that he is unavailable for ANY of the match play rounds, he MUST inform the Match Committee as soon as possible. If necessary, the next best qualifying player will then be included in the draw. The draw will be placed on the Club Website and Notice Boards. It is each player's responsibility to check the draw and confirm their playing dates and times.

4. MATCH TIMES

Matches are reserved time slots on Saturday timesheets for the duration of the event. Each round shall be completed on or before the dates shown on the draw.

Players in match play are NOT permitted to play in the daily competition.

Players are permitted to arrange a mutually agreeable earlier date and/or time. If this is not achieved, the match shall start at the nominated time on the nominated date. Failure to arrive, ready to play, at the start time will result in a forfeit (disqualification), except as follows:

If the player arrives at the starting point, ready to play, within five minutes after the starting time, in the absence of circumstances that warrant waiving the penalty of disqualification as provided in Rule 33–7, the penalty for failure to start on time is "loss of the first hole" instead of disqualification.

It is the players' responsibility to remove their own names from the timesheet if the match is to be played earlier than the nominated date and/or time.

5. HANDICAP

As this event is a graded event, no handicap is applicable and the match is played off scratch.

6. TEE MARKERS

Play shall be from the blue markers if in place. If not, play shall commence from the blue plates on each hole.

7. MATCH PLAY

Players shall toss a coin to determine the honour on the first hole.

Players should be familiar with all match play and local rules.

In the event of the match being "all square" after 18 holes, the players will continue from the 1st hole in sudden death format.

8. RESULT

The winner of the match is responsible for marking the result on the Draw after the match. It is suggested that players write their contact telephone number(s) on the draw.

9. REFEREE

A referee will be made available for the "Final".

10. USE OF MOTORISED TRANSPORT

The use of motorised transport is permitted during this competition.