

4 BALL HANDICAP MATCH PLAY

042

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

The Match Committee shall nominate a qualifying competition to determine the competitors in the Event. Following the Qualifying Event, the Top 8 qualifying teams will compete in a knockout competition to determine the 4 Ball Handicap Match Play Champions.

3. DRAW

If, at any time, a player knows that he and/or his partner is unavailable for the Match Play rounds, he MUST inform the Match Committee as soon as possible. Players will be distributed into matches according to the General Numerical Draw as described in the Rules of Golf. If necessary, the next best qualifying team 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 each Saturday timesheet for the duration of the event. Each round shall be completed by 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 names from the timesheet if the match is to be played earlier than the nominated date and/or time.

5. HANDICAP

Each player's handicap as at the Qualifying Competition will be used throughout the event. The maximum handicap is 36.

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. HANDICAP MATCH PLAY

Before starting a match, the players shall determine from one another their respective starting handicaps (as above and in accordance with the Rule 6–2a).

The number of strokes awarded in this competition is the difference between the player with the lowest handicap and the other players' handicaps.

e.g. Player 'A1' Handicap = 4, Player 'A2' = 16 and Player 'B1' = 10, Player 'B2' = 19.
Therefore Player 'A1' plays off scratch and 'A2' receives 12 shots,
'B1' receives 6 shots and 'B2' receives 15 shots as per the Match Index.

The Match Index on the Mt Coolum Golf Club Score Card shall be used.

In the event of a tie after 18 holes, the players will continue from the 1st hole in sudden death format. Strokes shall continue to be taken according to the Match Index.

8. RESULT

The winner of the match is responsible for marking the result on the Draw (on the clubhouse whiteboard) 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".