

TEMPLETON CUP

Conditions of Play

To be eligible to participate in Interclub Competitions, players must be fully paid financial members of a North Canterbury club or Kaikoura Club by invitation, and entitled to full playing rights within that club's rules. Penalty for breach of this rule is disqualification of player concerned.

DUTIES OF THE TEAM CAPTAIN

Each team captain is responsible for ensuring:

1. That his players are all eligible to play under the requirements above.
2. That he has a full team available for each round and the team total handicap index is within the limits of the competition and completed (refer Rule 4). Team order to be entered on result sheet and handicap indices entered in column provided before play.
3. That all members of his team are aware of the venues, times and rules of the competition.

DUTIES OF THE HOST CLUB

The host club shall ensure:

1. To arrange a board with the following:
 - a) Result sheets available for team listings prior to play.
 - b) Draw showing where teams are starting with a shotgun start if possible or as many starting tees possible.
 - c) Any special or local rules.
2. That all result sheets are completed and signed after matches and sent to Canterbury Golf within 3 days following the competition date.
3. That prior to play commencing, all players are reminded to "maintain their place in the field and keep up with play".

DUTIES OF THE DUTY TEAM CAPTAIN

The duty team captain should:

1. Thank the host club and make any other announcements which need to be made.
2. Assist the host club to ensure the team result sheets are correctly filled in.

RULES

1. Games are to be played on the dates and at the venues set down by the Canterbury North Committee and Canterbury Golf.
2. Teams will consist of 6 players. A player may represent more than one team but if they do play for multiple teams then they must have played a minimum of two games in round play to be eligible to play for a team if it makes the quarter finals onwards. Players cannot play for more than one team from the quarter finals onwards. This only applies to players who have played for more than one team.
3. In 2024 each round will consist of 18 holes and there will be 4 sections, 2 of 6 teams and 2 of 7 teams. Each team in the sections will play the other 5 teams, with the 2 sections of 7 teams having a bye in their sections. Starting times will be as determined by the host club. It is the team captain's responsibility to make sure that his team knows the starting time and he has his team at the host club in proper time to start their matches. (Refer to item 3 in Duties of Team Captain)

The quarter finals and semi-finals will be held on different days with a start time of 10.30am.

The final will be played at the same time and at the same venue as the Kaikoura Cup and Gardner Cup finals. The finals will be started at 10.30am.

4.
 - a) The team aggregate handicap indices must add up to a minimum of 86.
 - b) If a team remains unchanged from the previous match played then the minimum aggregate handicap may drop below 86.
 - c) If any player has to be replaced or defaults at any time during the competition, the team must revert to the minimum of 86 handicap indices for the next match.
 - d) When indices must add to 86 under above rules, a team may not deliberately default a player if at arrival on the course it is found that the team aggregate handicap indices add to less than 86.

Penalty for breach of Rule 4 is disqualification of the team.

5. Maximum handicap index is 24.0
6. To meet the aggregate team handicap index of 86, indexes may be used up to 7 days prior to the round being played. This should be noted on the result sheet when entering the current handicap indexes. If players' indexes have altered, revert to Rule 7a. Penalty for non-presentation is one point per team per round.
7.
 - a) Teams must play in strict handicap index order, current on the day round is being played. With the advent of the new handicap system it is the team captain's responsibility to ensure that this is adhered to.
 - b) Should a player default and the team has less than 6 players, team members must play in the position which they would have held should the player be present.

Penalty is disqualification of all players out of position.

8. All matches shall be played "off the stick" (i.e. no shots given).
9. All matches shall be played unless the course is officially closed. Should the course be closed during the course of a round, the result of each match shall be as at the last completed hole. Should the course be closed on the day before play commences, a draw shall be declared, if an alternative course cannot be found.
10. Points will be allotted for each match as follows: 2 points for a win, 1 point for a draw, 0 for a loss. In the event of a team default, the non defaulting team will receive 2 points and 4 individual wins. Teams having a bye will receive 2 points and 4 individual wins.
11. Any protest stating all relevant facts must be lodged in writing with Canterbury Golf by the Wednesday following the round in question. Any decision made by Canterbury Golf is binding and final.

12. **CODE OF CONDUCT**

The Canterbury Golf Code of Conduct (adopted 16 June 2016) applies to all tournaments, interclub and representative matches run by Canterbury Golf. All players are advised to be aware of the provisions of the Code of Conduct. This can be obtained from the Canterbury Golf website or office.

Players must not consume alcohol during play in any competition under the control of the Match Committee. Penalty: individual disqualification.

13. The Match Committee can give dispensation where deemed appropriate on a case by case basis. Such dispensation must be applied for in writing and any decision made shall be final.
14. Distance Measuring Devices: (Refer 4.3a of the R & A Rules of Golf) In this competition, a player may obtain distance information by using a device that measures distance only. If, during a stipulated round, a player uses a distance-measuring device that is designed to gauge or measure other conditions that might affect his play (e.g. gradient, wind speed, temperature, etc.), the player is in breach of Rule 4.3a, for which the penalty is disqualification, regardless of whether any such additional function is actually used."

MATCH PLAY CARDS

Match play cards must be handed in after each match, but host clubs will not enter the cards for handicapping purposes. The Team Manager or Captain of each team is responsible to hand to the Host Club Official of the day within 30 minutes of the completion of the round being played, the completed cards for all his team once 10 holes in match play have been played. Each card must have the full 18 holes completed in accordance with the NZGI formula for uncompleted holes together with the 7 digit identification number, the name of both the player and marker and signed by the player and marker. For the avoidance of doubt, if a player completes the remaining holes after his match is finished then a net score that gives 2 stableford points per hole is recorded irrespective of the actual score made. (Penalty for breach of Rule 11 is disqualification of the player(s) concerned).

FINALS PLAY

1. In 2025 the top 2 teams in each of the 4 sections will go forward to Quarter Finals day. In the event of a tie for any place there will be a count back using the following methods in order to decide the qualifiers:
 - a) Number of individual games won
 - b) Number of 2 point wins
 - c) Least number of team loses over round robin.
 - d) Descending count back from last round (games points first) until teams are separated.
2. The draw for the quarter finals will be as follows:
 - a) Section 1 Winner vs Section 4 2nd place
 - b) Section 2 Winner vs Section 3 2nd place
 - c) Section 3 Winner vs Section 2 2nd place
 - d) Section 4 Winner vs Section 1 2nd place

In the semi-finals the winner of a) will play the winner of b) and the winner of c) will play the winner of d)

3. In the event of a tie, 3 matches each, in the quarter or semi-finals or final, the match will be decided a playoff. A player is to be selected by each team to participate in a play-off over the hole(s) designated by the match committee of the day.
4. Both teams contesting the final will go on to represent Canterbury North against Canterbury Central.
5. The final will be played in conjunction with Kaikoura Cup and Gardner Trophy.
6. Both teams contesting the final will go on to represent Canterbury North against Canterbury Central.

TROPHY & CUPS

Templeton Cup – awarded to the winning team.

INTER-ASSOCIATION PLAY

1. Two trophies are contested between North and Central Canterbury after competition winners are decided, the Ashby Bergh Cup contested by the final winners and the McGuire Hendon Cup played for by the runners up.
2. These matches are hosted alternately by North and Central.
3. Bring a handicap index sheet, however, the original 6 team members from the finals may play regardless of handicap, otherwise Templeton Cup rules 4, 5 and 6 apply.
4. Ties will be decided as in Finals – rule 3.

5. Both Associations will pay half the meal costs each.
6. The winners of the Ashby Bergh and their opposition will go on to play the winners and the runner up of the Metropolitan Competition from Christchurch clubs.

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.

EXTREME WEATHER GUIDELINES

For temperatures 30°C and above, the host club may suspend or abandon play, in accordance with Rule 5.7b. Play should not be cancelled prior to teams arriving at the course and commencing play.

Temperatures should be verified by NZ Met Service or on-course information.

Interclub conditions of play require abandoned matches to be declared null and void as we cannot guarantee alternative dates and courses. However, every effort will be made to reschedule.

PLAYER AND HOST CLUB RESPONSIBILITIES

Host clubs should monitor play and ensure that extra water and drinks are available around the course.

Players should take every possible precaution to manage their golf activities during hot weather. The following guidelines should be observed:

- Wear light coloured, loose fitting clothes, with high wicking (absorption) properties that provide for adequate ventilation.
- Wear head covering for shading – full cap/brimmed hat recommended. • Use cart-mounted umbrella for shade.
- Apply sunscreen with a minimum SPF (Sun Protection Factor) rating of 30+. Re-apply at approximately two-hour intervals.
- Frequently consume fluids to avoid dehydration. Don't wait until you are thirsty – it's too late then. Carbohydrate-based sports drinks also replace carbohydrates and electrolytes lost during prolonged activity.