



WOMEN'S 18 HOLE & MIXED 9 HOLE INTERCLUB COMPETITIONS

Conditions of Play

Section 1 – Canterbury North

Comprises teams representing the following clubs:
Amberley, Amuri, Cheviot, Culverden, Hanmer Springs, Hawarden and Scargill.

Section 2 - 9 Hole, 18 Hole 4's & 6's, 18 Hole Silver and Weekend

Comprises all clubs affiliated to Canterbury Golf.

Canterbury Golf and/or the Canterbury Women's Match Committee reserve the right to alter and amend these rules and the dates governing the competition.

Competition & Tournament Policies

For all competitions and tournaments administered by Canterbury Golf the following Policies will be enforced:

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 conduct themselves in a manner so as not to bring the game into disrepute.

Examples:

- Failure to comply with the directions of tournament officials
- Theft
- Assault
- Verbal abuse
- Bad language
- Abuse of equipment – throwing clubs, breaking clubs or use of clubs other than within the intentions of the game.
- Ill-mannered behaviour
- Inappropriate dress
- Entering and then failing to appear at a tournament
- Failing to complete a round or failing to return a stroke play card

Disciplinary – as set out in the NZG Club Manual – Strategic Plan & Policies

Anti Doping – as set out in the NZG Club Manual – Strategic Plan & Policies

Harassment Policy & Procedures – as set out in the NZG Club Manual – Strategic Plan & Policies

Disputes Procedures

It may be that there is a dispute out on the course away from anyone who could adjudicate. Here is the procedure to follow.

The player who is disagreeing with the outcome of the hole needs to make a 'claim' following the procedures set down in the Rule 2-5. To do this they must:

1. Tell the opponent they are making a claim
2. State the facts as they see it
3. Say they want a ruling

All this must happen before you tee off on the next hole. If the dispute happens on the 18th this should happen before you leave the green.



Get on with the game

The game will continue until the dispute becomes of no consequence in the result of the game. That is, even if the disputed hole is counted as lost it doesn't matter to the result.

If, at the end of the game, the dispute cannot be resolved in the clubhouse, the matter should be referred to Canterbury Golf for a decision.

The practice is for the team captains to sign the sheet if they agree with the result. If there is an unresolved dispute, we would normally expect the sheet to be **unsigned**.

In that case the facts will need to be presented to us by way of a letter of explanation from both teams where necessary and Canterbury Golf will make the decision.

PACE OF PLAY

Players should play at a good pace. It is a group's responsibility to keep up with the group in front. If it loses a clear hole and it is delaying the group behind, it should invite the group behind to play through, irrespective of the number of players in that group. Where a group has not lost a clear hole, but it is apparent that the group behind can play faster, it should invite the faster moving group to play through. The host club will monitor the pace of play.

Players should be ready to play as soon as it is their turn to play.

DEFAULTS

Clubs are urged to field full or part teams for all rounds of the competitions. Complete defaults should be a last resort because of the effect it has on the competition results.

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 or she should mark the position of their 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.

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.

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.**

Section 2 - Weekend

1. ENTRIES

- a) Entries will be accepted from qualifying member clubs that are affiliated to Canterbury Golf and have paid their annual Member's levy, as notified by Canterbury Golf, prior to the commencement of the competition, and teams must be prepared to travel.
- b) Each Club shall pay an entrance fee to be set by Canterbury Golf.
- c) Depending on the number of entries the competition may be sub-divided into zones.
- d) Clubs may enter more than one team in this competition, but players may not move between teams in this competition.
- e) Canterbury Clubs may form composite teams. The organisation of such composite teams will be the responsibility of the clubs concerned.
- f) Players from clubs that already have a team in this competition are not eligible to play in a composite team. Should there be more than one composite team, players may only play for one team in this competition in the same year.

2. MATCHES

- a) All matches shall be played on handicap and played in order of handicap. The maximum handicap index is 35.0. Any player that plays out of handicap order shall be disqualified.
- b) Teams shall consist of 4 players.
- c) Matches shall not proceed past the 18th hole of play. Players must stop play immediately when individual matches finish.
- d) All teams shall strictly adhere to the scheduled starting time – Rules of Golf 5.3a
- e) Scoring – each team win to count as 2 points and each team half to count as 1 point. In the event of a tie in zones, individual games will be counted. In the event of a further tie the singles games won by the No 1 players of each team will be counted.
- f) A team winning by default shall receive 2 points and for count back purposes shall be deemed to have won 4 matches.
- g) Any rounds not completed due to inclement weather will be declared draws. If a team has a bye in this situation, they will receive no points.
- h) The matches shall be played under the Rules adopted from time to time by the Royal and Ancient Golf Club of St Andrews, subject to the Local Rules of play in force on any course.
- i) Matches between Clubs shall be played on such dates as shall be fixed by Canterbury Golf. The date of a round of matches may be altered by Canterbury Golf and notified to Clubs.

Additional Team Ball Rules

- i) Team ball partners will be as listed in handicap order, i.e. 1 & 2, 3 & 4.
- ii) Matches shall be singles match play with best (team) ball match play played simultaneously. Played in fours, each player will compete in a singles match with the best ball score on each hole from each team (2 players) counting towards a team ball match. Total of 6 games (4 singles, 2 team ball).
- iii) Scoring – each team win to count as 2 points and each team half to count as 1 point. In the event of a tie in zones, individual games will be counted. In the event of a further tie the singles games won by the No 1 players of each team will be counted.
- iv) A team winning by default receives 2 points and for count back purposes shall be deemed to have won 6 games. The defaulting team shall receive no points.

3. PLAYER ELIGIBILITY

- a) Players eligible for this competition are those who have 18 hole club membership. Players may play for their Home Club where their handicap is held or a Secondary Club but must be a financial member.
- b) Players who have elected to play for one club in the Canterbury Golf region Women's interclub competitions may play for a secondary participating club of which they are an eligible member, but may only represent one club in each competition.

- c) Players who play in a semi-final or final must have played in at least one match in this competition in the current competition, except in unusual circumstances when permission from Canterbury Golf Women's Match Committee must be obtained.

4. SEMI FINALS & FINALS

- a) The winner of each competition shall receive and retain a Canterbury golf plaque and individual player badges.
- b) If there is one zone, the top two teams after the round robin shall play a final. If there are six or more teams, then the top 4 teams will play in a semi-final.
If there are two zones, the top two teams from each zone after the round robin shall play a semi-final. If there are three zones, the top team from each zone after the round robin plus the next highest qualifying team shall play semi-finals. The order of play will be drawn on the day of the semi-final.
- c) Semi-finals and finals will be played on neutral courses if possible.
- d) If there is a tie of points for a place in the semi-final (or final if one zone), individual games will be counted. If there is still a tie, the result of the match between the tied teams in round robin play shall decide the winner.
- e) **If there is a tie in the semi-final**, there will be a **sudden death play-off** played on handicap between a nominated player from each team starting on Hole Number One at all courses, then further holes as advised by Canterbury Golf official on the day.
- f) **If there is a tie in the final**, there will be a **sudden death play-off** played on handicap between a nominated player from each team starting on Hole Number One at all courses, then further holes as advised by Canterbury Golf official on the day.

5. PENALTIES

- a) A match starting late must be reported to the Canterbury Golf Office by the hostess and both Captains on the day of play. Rule 5.3a will be applied, i.e. "If a player arrives at her starting point, ready to play, within five (5) minutes after her starting time, in the absence of circumstances which warrant waiving the penalty of disqualification as provided for in Rule 5.3a, the penalty for failure to start on time is loss of hole of the first hole in match play or two strokes at the first hole in stroke play instead of disqualification."
- b) Any member playing in an Interclub match who is not eligible to play for such Club, shall lose the match or matches in which she took part and shall be liable to suspension for the remainder of the season.
- c) Match Play Cards: a penalty of 1 point will be deducted from the teams accumulated competition points should any team member fail to hand in a correctly completed card.

6. POSTPONEMENT & SUSPENSION OF PLAY

- a) In the case of the Host Club's course being closed, the Host Club must advise the opposing team captains of the course closure at the earliest possible time.
- b) After commencement of play, the host club may suspend play under Rule 5.7b. If suspension occurs, players should proceed according to rule 6-8.
- c) If the course is still unplayable after one hour of suspension, the games shall become null and void since there is no guarantee of availability of the relevant course on a subsequent day. Matches may be rescheduled at the discretion of Canterbury Golf.

7. DISPUTES

The Hostess shall proceed according to the attached 'Disputes Procedure'. Players should be familiar with the of this procedure as it enables play to continue quickly.

8. PROTESTS

- a) Any protest relating to any match shall be notified in writing within 7 days of the match. The secretaries of the Clubs affected by the protest shall forward to the Canterbury Golf Office statement of the facts concerning the complaint which will be discussed by a specially appointed Disputes Committee to enable protests to be dealt with swiftly.
- b) After discussion the Disputes Committee shall be at liberty to take further evidence in such manner as it shall think fit and to make a decision on the protest and generally to regulate the mode of dealing with protests.

9. HOST CLUB RESPONSIBILITY

- a) Immediately after each interclub match, the Host Club shall scan or email info@canterburygolf.co.nz the results.
- b) A hostess must be provided by the Host Club and she must be present for the duration of play, should she be required for rulings or decisions. In the event that the hostess is unable to make a decision, the dispute shall be referred to Canterbury Golf as outlined in Rule 8 above.
- c) The Host Club is responsible for administering pace of play.
- d) It is the host club's responsibility to allocate starting tees.
- e) The host club is responsible for entering cards for handicapping purposes after the result sheets have been completed.

10. CAPTAINS RESPONSIBILITY

- a) Ensure that team shall be ready 10 minutes ahead of their scheduled starting time.
- b) The Captain of each team shall enter the team in playing order on the result sheet as provided by the host Club. Such teams shall not be altered thereafter. Captains must ensure that handicaps are current on the day of the match.
- d) Should the team not be complete, available players are to be entered on the result sheet from No 1 position down with defaulted games at the end.
- e) Defaulting teams must notify Canterbury Golf, the host club and their opponents.
- f) The Captains shall ensure a toss is conducted where a starter is not provided.
- g) On completion of matches ensure that scores are recorded on the results sheets, correctly completed scorecards from all team members are handed in and the result sheet is signed off (unless the result is disputed).
- h) The Captain of each team shall ensure any medical certificates have been presented to the Canterbury Golf official / host on the day.

11. GENERAL

- a) A member of any team shall not be entitled, except on the payment of green fees, to practice on the course on which a match is to be played, except on the morning of the match.
- b) The entertainment of players shall not be a charge on the Club on whose course the match is being played. Teams must pay for their own refreshments including morning tea.
- c) The use of motorised carts, that a player rides on or in is not permitted unless by production of a medical certificate to the Canterbury Golf official / host on duty each competition day.
The penalty for breach of Rule 11c is disqualification of the player concerned.
- d) The use of devices that measure distance only is permitted.

12. CADDIES

Non-professional Caddies are permitted.

13. MOBILE PHONES

The use of mobile phones on the course is prohibited during the match unless being used as a Distance Measuring Device that measures distance only, or is used as a digital score card, or being used to refer to the R & A Rules of Golf App or Dot Golf Scoring App, or for emergency or extenuating circumstances that require the use of a mobile phone.

14. TEAM ADVICE GIVER

- a) Each team may appoint one non-professional Advice Giver eg. (team manager, team captain, coach or golfer) who may give advice, including pointing out a line for putting, to members of that team.
- b) A playing Captain cannot give advice to players until her match is finished and, may only give advice if the team has not appointed an Advice Giver.
- c) A Team Advice Giver must be identified to the host club/match committee official prior to the start of the match.