MEMBERS' CLUB COMPETITION RULES

The following Terms of the Competition apply to all Club competitions run by the Captains' Committee (includes the respective Ladies' & Gents' Competition Committees.) (These do not include the competitions organised by the Club Professional.) The Terms of Competition should be read in conjunction with specific terms of the competitions for individual competitions which include requirements such as eligibility (e.g. gender, age limits, handicap index limits, membership categories), format, handicap allowance.

1. GENERAL REQUIREMENTS

To be eligible to play in Competitions members **must have paid their membership subscription for that year**. Failure to do so will result in disqualification from the competition & scores will not be submitted for handicap purposes. Competitions are open to players who have Amateur Status in accordance with the current Amateur Status Rules of R&A Rules Limited.

Unless otherwise stated in Terms of Competition for individual competitions, competitors must have a valid Handicap Index (World Handicap System) & have returned a minimum of **3 Acceptable Scores** within the last 12 months. (Acceptable Score is defined as a score from an authorized format of play which meets all the provisions set out within Rule 2 of the **Rules of Handicapping**. Scores submitted for initial handicap allocation do not count towards the 3 'Acceptable Scores' within the last 12 months.)

Members with a valid Handicap Index that have not submitted a minimum of 3 'Acceptable Scores' within the last 12 months may enter competitions but will not be eligible to win. The score will go towards their handicap.

Unless stated all competitions are to be played from the 1st tee.

It is expected that, unless for a valid reason, all competitors will complete the required number of holes.

Valid reasons for NOT completing the round

- Fading light or bad weather – this will be decided by the Competition Committee** - see page 8.
- Player injury or illness
- Family emergency
- Hole(s) declared out of play by the Competition Committee.

Invalid reasons for NOT completing the round

- Not playing a particular hole because the player knows it usually causes them difficulty & they are likely to return a high hole score.
- Not playing the final holes in order to avoid submitting a high or low score.

2. COMPETITION ENTRY

2.1. Match Play / Knockout Competitions

Entry sheets for the Ladies' & Gents' Singles & Foursomes knockouts are available in the respective locker rooms. The entry sheet for the Mixed Foursomes knockout is on the Mixed noticeboard which is located to the left of the door to the Ladies' locker room. All entry sheets are available well before the competition draw. **Payment is required on entry otherwise the name will not be entered in the draw.**

Knockout competition draw sheets are posted on the respective noticeboard in the locker rooms / corridor.

2.2 ENTRY REQUIREMENTS FOR OTHER COMPETITIONS

a) Entry into competitions is via the Club's online booking system, BRS. Competitors must register to play in a competition using this & cannot enter before the booking system officially opens for specific competitions.
b) All entries must be received before the competition commences i.e. entry to a competition will close when the first tee time is reached.
c) In the event of a competition being oversubscribed entries will be accepted in the order received.
d) A competitor who has booked a tee time may not change this time once the competition has started.
e) Players withdrawing on the day of the competition & before commencing play must notify the Pro Shop and their playing companions.
f) Play is usually in 3 balls for singles competitions with some 2 balls depending on the number of entrants.

2.3 SIGNING IN & PAYING ENTRY FEE FOR COMPETITIONS

a) Competitors must register in the Proshop before starting the competition and must ensure that their name is entered onto the competition register. A round has not started until the player has teed off; and any player who for whatever reason does not start his/her round after pre-registering must be removed from the event and must not have a score posted on his/her handicap record.
b) Competition entry monies must be paid in the Pro Shop before starting the competition. Competitors failing to do this will be excluded from the competition, but their score will count for handicapping.
c) Competitors must be on the allotted tee and ready to commence play at the designated time. Any player teeing off 5 or more minutes later than their tee time will be disqualified unless the Committee decides that exceptional circumstances prevented the player from starting on time.
d) Where the starting time of a competition is deferred due to closure of the course arising from adverse weather conditions, the time sheet will stand from when the course is opened. Any player who has lost their tee time due to the course closure may play at the next available tee time.
e) Players withdrawing during a competition for an invalid reason will forfeit their entry fee unless the competition is cancelled.
f) Each competitor is responsible for obtaining the appropriate competition card at the time of signing in & entering the correct handicap index, course handicap & tees to be used e.g. White, Yellow (18 or 9F / B), Red (18 or 9F / B).
g) Each competitor is responsible for ensuring they use the correct allowance for the competition (see appendix 1) & playing in accordance with any Local Rules that apply e.g. preferred lies.

2.4. SUSPENSION OF PLAY

2.4.1 Due to adverse Course or Weather conditions

Deciding when to suspend play due to adverse course or weather conditions is the responsibility of the Competition Committee. The Competition Committee may delegate this responsibility to the Professional and / or Greenkeeper. (Guidance is provided in the **Rules of Golf.)**

- No competitor can make their own decision that the course is unplayable. They can bring the matter to the attention of a member of the Committee who will carry out an inspection. If the Committee decide the course is unplayable the competition will be suspended.
- A player who is not able to complete their round when play is resumed after a suspension will have their entry fee refunded.
- If less than 50% of entrants are able to complete their round the competition will be abandoned, and all entry fees will be refunded.
- A player leaving the course when play has not been suspended by the Committee will be disqualified and will not have their entry fee refunded unless the competition is subsequently abandoned.
- When the terms of a competition make scores acceptable for handicap purposes and a player played at least 10 holes prior to the suspension or abandonment of an 18-hole competition (or played all 9 holes of a 9 hole competition), the scores must be submitted for handicap purposes.

2.4.2 DUE TO ILLNESS, INJURY OR OTHER REASON

- If a player becomes unwell or injured during the round and cannot continue or has to leave the course for any other reason determined to be valid by the Committee, the player's score will be excluded from the Competition.
- When the terms of a competition make scores acceptable for handicap purposes and a player played at least 10 holes in an 18-hole competition prior to discontinuing play (or played all 9 holes of a 9-hole competition), the scores must be submitted for handicap purposes.

3. COMPETITION FORMAT AND HANDICAP ALLOWANCE

- Competitions are played in accordance with the R&A Rules of Golf and the Local Rules of Grange Over Sands Golf Club. All who play or mark scorecards in competitions are expected to be familiar with both.
- The full Local Rules are on display in the locker room and in the Proshop.
- Temporary Local Rules are displayed in the Pro Shop.
- The use of **Distance Measuring Devices** is allowed.
- The use of **Motorised Transportation** (buggies) is allowed unless not permitted by the Head Greenkeeper / Course Manager due to adverse course conditions.

3.1 Handicap Allowance

Refer to appendix 1 for mandatory & recommended Handicap Allowances.

3.2 Handicap Limits

- There are no handicap limits for entering club competitions and winning Divisional prizes.
- Most Major Competitions have handicap restrictions on winning the trophy. Refer to terms of competition for individual competitions for further details. However, any restricted handicap is simply for competition result purposes only. The full Course Handicap must be used for handicapping purposes.

- For competitions that are played over 2 rounds on the same day or on 2 **consecutive** days, players will play the entire competition with the handicap as at the first round of the competition.

3.3 Divisions
Results in some Singles Competitions are calculated in Divisions, according to Handicap Index, Course or Playing Handicap. When there is only a small number of entrants, results may be calculated as all in the same division.

For further information please refer to the specific Terms of Competition for each individual competition.

4. FORMS OF PLAY

4.1 Alternative Scoring Methods to Stroke Play

4.1.1 Stableford
A player's or side's score for a hole is based on points awarded by comparing the number of strokes to a fixed target score for the hole, and the competition is won by the player or side who scores the most points. The target score is usually Net Par:

- Net Bogey 1 Point
- Net Par 2 Points
- Net Birdie 3 Points
- Net Eagle 4 Points
- Net Albatross 5 Points

To help pace of play, players are encouraged to stop playing a hole when they cannot score any points.

4.1.2 Par/Bogey
Scoring is as in match play where a player or side wins or loses a hole by completing the hole in fewer strokes or more strokes than a fixed target score for the hole. The target score is usually Net Par:

- Net Birdie or better Win
- Net Par Half
- Net Bogie or more Loss

The winner is the player or side with the highest number of wins less the number of losses, e.g.

- 5 wins and 3 losses equals 2 up (+2)
- 6 wins and 9 losses equals 3 down (-3)

To help pace of play, players are encouraged to pick up when their hole score exceeds Net Par.

4.1.3 Maximum Score
A player's or side's score for a hole is capped at a maximum number of strokes set by the Competition Committee, such as two times par, net double bogey or a fixed number.

A player will get the maximum score if their actual score exceeds the maximum or if the player does not hole out. To help pace of play, players are encouraged to pick up when their score has reached the maximum or it becomes apparent that they will not be able to hole out in less than the maximum.

It is recommended that when setting the maximum score in a competition that counts for handicap purposes, the maximum score should be at least equal to the value of the highest Net Double Bogey Adjusted Gross Score for the field.

4.2 Team Formats

4.2.1 Foursomes

Two partners (in either match play or stroke play) play one ball in alternating order. Player A takes the tee shot on all the odd numbered holes and Player B takes the tee shot on all the even numbered holes.
See **Rules of Golf, Rule 22** for further information.

4.2.2 Greensomes

A variation of Foursomes where both partners play from the teeing area and one of the two tee shots is selected. The partner whose tee shot was not selected plays the next stroke and each subsequent stroke is made in alternating order until the ball is holed.

4.2.3 Four-ball

Also known as Four Ball Better-ball (4BBB). Two partners (in either match play or stroke play) play their own ball. The side's score for a hole is the best score of the two on that hole.

See **Rules of Golf, Rule 23** for further information.

4.2.4 Best 2 from 4

Also known as AM-AM, four players each play their own ball. The side's score for a hole is the sum of the 2 best scores on that hole. An alternative format in **Best 2 from 3**, played in teams of 3.

4.2.5 Texas Scramble

Played in teams of 2, 3 or 4. All play from the teeing area on each hole, one of the tee shots is selected and all play their second shots from that spot. One of the second shots is then selected, and all play their third shots from that spot, and so on until the ball is holed. A minimum number of tee shots of each team member must be used, usually 3 or 4 in teams of 4.

There are several variations on the scramble format, e.g. Florida Scramble and Texas Scramble.

4.2.6 Waltz

On the 1st hole the best score of the team is recorded. On the 2nd hole, the 2 best scores and on the 3rd hole, the 3 best scores. This pattern is repeated over subsequent sets of 3 holes.

5. RETURNING THE SCORECARD

5.1 Marking Competition Scorecard

a. A competition card must be marked by another member of the club.
b. Gross scores must be recorded for each hole played.
c. For any holes not started or played the card must be marked with NS (Not Started). Please refer to section above regarding valid reasons for not playing a hole or not completing a round.
d. Any holes started but not completed in a Strokeplay round must be marked NR (No Return) or marked with a dash or zero.

e. On completion of the round scores must be checked by both the marker & competitor and the card signed by both. Signing the scorecard signifies that both agree with the scores recorded. In the event of any dispute this should be raised with the Competition Secretary.

5.1.1 Marker's Responsibilities
A player's scorecard must be marked by a fellow competitor or a marker appointed by the Competition Committee.

After each hole, the marker should confirm with the player the number of strokes on that hole and enter that gross score on the scorecard.

After the round the marker must certify the hole scores by signing the scorecard. If the player had more than one marker, each marker must certify the scores for those holes where he or she was the marker.

5.1.2 Player's Responsibilities
During the round, the player should keep track of his or her scores for each hole. After the round the player should check the scores entered by the marker. The player must not change a hole score entered by the marker except with the marker's agreement.

The player should ensure that their name, Course Handicap, the date, and the competition name are recorded before signing the scorecard and promptly returning it to the Committee, after which the player must not change the scorecard. Scorecards returned without these details or with a hole score lower than the actual hole score will lead to disqualification; see **Rules of Golf Rule 3.3b.**

Any disputes or clarifications regarding the Rules of Golf should be raised with the Competition Committee before returning the scorecard.

Note:

- *Failure to add up the scores correctly does not warrant disqualification.*

- *Although the Rules of Golf do not make it mandatory for Handicap Index and Playing Handicap to be entered on the scorecard, it is recommended that they are recorded.*

- *While not mandatory, it assists the Committee if the holes where handicap strokes are received are indicated and the points scored on each hole are recorded.*

Holes Not Completed
For handicap purposes, holes where a gross score is not entered are recorded as **Net Double Bogey** for determining the **Score Differential** on the player's **Scoring Record**.

Note: *Net Double Bogey is determined using the player's* ***Course Handicap****, not the player's* ***Playing Handicap****. For example, a player with a Course Handicap of 18 playing in an individual stableford competition receives 17 strokes (using 95% Handicap Allowance). When playing the Stroke Index 18 hole which is (say) a par 3, the player would not get a handicap stroke, so:*

3 strokes = 2 points, 4 strokes = 1 point, 5+ strokes = 0 points

If they do not hole out, their Scoring Record will show 3 (par) + 1 (h/c stroke) +2 (double bogey) = 6, even though they may have been able to hole out for 5. For this reason players should endeavour to hole out for net bogey (based on Course Handicap) even when they cannot score any points on the hole.

Holes Not Played
For handicap purposes, holes not played for a valid reason are recorded as follows for determining the **Score Differential** on the player's **Scoring Record**:

- In a 9-hole round, all holes must be played for a 9 hole score to be submitted for handicap purposes.

- If 14 or more holes have been played, the player will be given a score of **Net Par** for the holes not played.

- If 10, 11 or 12 holes have been played, the player will be given **Net Par + 1** on the first hole not played and **Net Par** for the remaining holes.

*Note: Net Par is determined using the player's **Course Handicap**, not the player's **Playing Handicap**.*

5.2 Returning of Scores
As soon as possible after the round, the player should enter his or her scores for each hole into the computer via the PSI screen, HowDidiDo or ClubV1 Members Mobile Score Input apps and post the scorecard in the designated place, usually the competition box adjacent to the PSI terminal in the clubhouse. The scorecard is considered 'returned' as soon as this is done.

Scores must be returned even if the round or any holes have not been completed. Where appropriate, the Committee will calculate an adjusted gross score for the holes not completed.

A fundamental principle of the Handicap system is that the player will make every effort to score his/her best in each round. All of a player's scores are taken into account when the Annual Review is done and it is important that No Returns reflect the actual performances of the player. Entering no score at every hole distorts this and makes additional work for the Committee.

Failure to return scorecards and/or enter scores into the computer without good reason may result in the player losing the right to compete in Club Competitions for a specified period or, for more persistent offences, to have their handicap suspended for an appropriate period.

6. HOW TIES ARE DECIDED

When two or more competitors are tied, count-back is used to determine finishing positions.

18-hole competitions
The winner in a tie is the player with the best score for the back 9 holes on the scorecard (irrespective of starting hole), then the last 6, last 3 and last 1. If a tie is not resolved on the back 9, the count-back continues on the last 6, 3, and 1 on the front 9. Except in scratch competitions this will be based on nett scores.

9-hole competitions
The best score for the last 6 holes, then the last 3 and last 1 is used.

In **Medal, Gross Score (Scratch) and Maximum Score** competitions where no Stroke Index allocation is used, a proportion of each player's handicap is deducted from the gross score for the holes being considered, e.g. one-half for 9 holes, one-third for 6 holes, one-sixth for 3 holes, etc.

In **Par/Bogey, Stableford and Better-Ball** competitions where Stroke Index allocation is used, handicap strokes are applied consistently with how they were applied for the competition.

7. WHEN THE RESULT OF A COMPETITION IS FINAL

Players are responsible for ensuring that they promptly return their Scorecards after completing their round.

On completion of the round the competitor must enter their score on the PSI terminal (if available) or via the How Did I Do or ClubV1 Members app and put their card in the appropriate competition score card box. Cards returned more than 30 minutes after the final group has completed the last hole may not be accepted for determining of prize winners (but still count for handicap).

Competitions will not be closed until the Competition Secretary has checked that all scorecards have been returned, scores entered, and any disputes resolved. However, having input the scores on the day of the competition these will be used for the Playing Conditions Calculation & adjustments will be made to competitors' Handicap Indexes as appropriate.

The result of a competition is final when the competition has been closed and the results posted on the respective notice board and on HowDidIDo.

If an issue arises after the publication of the results which warrants the disqualification of a prize winner under the **Rules of Golf, Rule 20.2e** or by virtue of an administrative error, a new result will be published.

8. CHANGING THE TERMS OF COMPETITION AFTER IT HAS STARTED

The Terms of the Competition set out the structure of the competition and once a competition has started, the terms will only be altered in very exceptional circumstances.

Since players begin a round with the expectation that a certain number of holes will be played and may base their play on that, the number of holes to be played in a round should not be changed once that round has started. For example, if bad weather results in play being suspended after all the players have completed 9 holes of an 18-hole round, the Committee should **not** announce the results based on only 9 holes.

If circumstances such as bad weather affect the number of rounds that can be played in the time available, the number of rounds to be played, or number of holes in any rounds not yet started, may be altered to accommodate the circumstances. Similarly, if those circumstances mean the planned format cannot be accommodated in the time available, the format of the competition may be changed.

FAILURE TO ABIDE BY ANY OF THE ABOVE RULES MAY RESULT IN DISQUALIFICATION. THE COMPETITION SECRETARY'S DECISION IS FINAL.

**Competition Committee – this consists of the respective Competition Secretary, Captain & one other member of the Ladies' / Gents' Committee or their designated deputies.

HANDICAP ALLOWANCES

Unless otherwise stated, Handicap Allowances are as shown below.

Format	Handicap Allowance	Key
Match Play		
Individual	100% difference	#
Foursomes	50% of combined difference	#
Four-ball (better-ball)	90% difference from lowest player	#
Stroke Play (Medal, Stableford, Par/Bogey, Maximum Score)		
Individual	95%	#
Four-ball (better-ball)	85% (90% for Par/Bogey)	#
Best 2 of 4 Stroke Play	85% (80% for Par/Bogey)	#
Best 2 of 3 Stroke Play	85%	C
Foursomes	50% of combined team handicap	#
Greensomes	60% low handicap + 40% high handicap	#
American Greensomes (Pinehurst/Chapman)	60% low handicap + 40% high handicap	#
Scramble (2 players)	35% low handicap + 15% high handicap	#
Scramble (3 players) [1]	30%, 20%, 10% from lowest to highest handicap	C
Scramble (4 players) [1]	25%, 20%, 15%, 10% from lowest to highest handicap	#

KEY

Mandatory

C Recommended by CONGU

[1] It is suggested that short-handed teams in Scramble competitions receive an extra stroke allowance by including a “ghost” player with a Course Handicap of 20 in the calculation.