

Newcastle District Golf Association

A GRADE PENNANT RULES

Rev 2

1. **Qualification.** *A Club is required to have 6 players play in this year's District Championships, to have full status in the following year's A Grade Pennant Series. Each of these players must have a GA handicap of 12.0 or less, on the day of competition.
The following Clubs are exempt from the requirement of having to have players with a GA handicap of 12.0 or less. However, these Clubs are still required to field 6 players. The Clubs are – Sugar Valley, Beresfield, Karuah & Horizons.
Any Club that fails the Qualification requirements at the District Championships will be penalised as follows - In each match of the Pennant Rounds the Club's game points will be reduced by the number of players less than 6 the Club played at the District Championships. e.g. 5 played - then lose 1 game point per match. This penalty will apply to the Preliminary Pennant Rounds only – not the Finals.
When selecting Pennant teams - Preference should be given to those players that played in the previous year's District Championships.*
2. A Pennant Team shall consist of eight players.
3. Each member of a Pennant Team must be a bona-fide member of the Club he is representing and must be financial and affiliated before he can play. Note – Suspended players are ineligible to play.
4. A team member may only represent and play for one NDGA Affiliated Club in a pennant series. Team members must have played at least one preliminary round game to be eligible to play in the final matches.
5. All Clubs entering teams in the pennant series must make their course available for at least one of the preliminary rounds of the series.
6. *Each Club, when they are hosting a Round of the Pennant Series, must provide an official, preferably from their Match Committee, to assist the NDGA Official to start the matches and marshal the course.*
7. The Team and order of play, 1 to 8, must be handed to the District representative 15 minutes before the scheduled hit off time for the Team.
8. In the event that a Club cannot play the stipulated number of players they shall arrange their team from one down, i.e.: seven players – The number (8) eight game is forfeited.
9. The Teams will hit off in reverse order to their selection; i.e. Nos 8 & 7 will hit off first, followed by 6 & 5 and so on with Nos 2 & 1 hitting off last. Play will be in fours.
10. All Team members should be ready to hit off five minutes before the designated Team hit off time, otherwise the opponent of the team member in default, may be credited with the game by forfeit. This will be at the discretion of the NDGA Official. All other players shall maintain their designated positions.
11. If there are extenuating circumstances which the N.D.G.A. representative or his delegate accepts as reasonable, then, with the agreement of the Team Captains, the order of play, of the pairings, may be varied but not the player's position in the Team (i.e. If the No 7 player is not available to hit off first, then the order of hit off can be changed so that Nos 6 & 5 can hit off first and so on. Without agreement from all the parties, the game shall be forfeited.
12. All matches shall be played strictly to the rules of golf and the local rules prevailing at the host Club on the day of the match.
13. *Provided the match has not already been determined, if an individual game cannot be completed due to adverse conditions or other unforeseen circumstance, the game is to be suspended and at the discretion of the NDGA Official and agreement of the Team Captains the game may be conceded, declared a draw or may be concluded by restarting from the position where play was suspended. This restart may be on the original day of play, but should occur as soon as practical, but certainly before the completion of the preliminary rounds.*
14. *Motorised Carts – Use is restricted to persons with a disability. GolfNSW Transportation Policy applies.*

15. **DETERMINATION OF RESULT**

All individual games in the preliminary rounds shall be completed on the 18th hole unless a winning result is already achieved. Each game winner is awarded 1 Game Point. If a result has not been achieved after the 18th hole the game is drawn and each player receives ½ a game point. During each round the Club whose team has the higher number of game points is then credited with a Win for the round and receives 1 match point - their opponent is credited with a Loss and receives 0 match points. If there is a tie on game points - each Club is then credited with a Draw and receives ½ a match point.

At the completion of the Preliminary rounds, the Club with the highest number of match points shall be the winning team of their respective Division. The Club with the next highest number of match points will be runner-up in the division. If there is a tie, on match points, between 2 Clubs at the completion of the Preliminary rounds, then the number of individual games points won by the Clubs shall be used to determine the result. Should a tie still exist then the teams will play off on a neutral course at a time and place determined by the NDGA Match Committee. This countback / playoff system will also be used to determine the Club to be relegated in the event of a tie, on match points. The winning team and the second placed team in each division will then play-off in finals matches to determine the Pennant winners for the year.

For all Matches in the Final Series - the individual games are to be played until a result is achieved and not be limited to 18 holes, with a game point awarded to the game winner. In the event, that at the conclusion of the individual games the Team game scores are equal at 4 all – then each team shall select a player and the result be determined by a sudden death playoff starting on the hole nominated by the NDGA official on the day.

16. The pennant series is to be conducted on the principle of promotion and relegation. At the completion of the current preliminary rounds, the Team with the lowest number of match points in Division 1 will be relegated to Division 2 and the Team that wins the Pennant in Division 2 will be promoted to Division 1, for the following year.
17. The NDGA Match Committee will be responsible for the conduct of matches played.
Host Clubs will be required to schedule play on their course so that there is a '30 mins' clear time between players on the course and the first of the pennant players.
Host Clubs will be required to ensure that local rules etc. are clearly displayed.
18. ***Practice - Pennant players may only practice on a course, on the day of play, after gaining permission of the host Club. Pennant players may only play in maximum groups of four, during practice. Practice rounds during the week prior, will be under the conditions and fees as determined by the host Club.***
19. Dress Rules. Players must comply with the dress rules that are applicable at the host Club.
20. In the event that a Club is unable to conduct the matches on their course due to adverse weather conditions the Secretary of the N.D.G.A. must be informed as soon as possible.
21. All Clubs entering teams do so on the 'undertaking' that they will play all scheduled matches, as a forfeit breaches the spirit of the District Association and the Pennant Competition. If a Club forfeits a round, the opposing Club will be granted a match point for the win and also all 8 game points. If a Club forfeits twice, they will be removed from the competition. Teams who have played, or are due to play those Clubs removed under this rule, shall be granted byes for each of the related rostered events, with no match or game points allocated.
22. For a scheduled match, if both teams forfeit or mutually agree to not play, then NO match or game points will be awarded. The match will not be considered as a Draw.
23. ***Legally prohibited substances and/or alcoholic beverages must not be consumed during matches. ie from the start of play till the completion of the match (Penalty is Disqualification.). This applies to Players, Caddies and Team officials.***
24. **“Advice to players.”** During a match, only the player’s caddie may give advice (Ref. Rule 8. and The Definition of advice). Players whose game has concluded are NOT permitted to caddie for other Team members, whose games are still in progress.
25. Slow play – If a group is out of position relative to the pace of play, they will be given a warning that they must make up the distance within the next 2 holes. After those 2 holes, if the group is considered to remain out of position, they will be required to deem the next hole to be played as halved and progress to the next tee. If the group is still out of position, this procedure may be repeated. The decision to enforce this rule will be at the discretion of the representative of the District Match Committee.
26. Distance Measuring Devices.
Use is permitted – but only in accordance with GolfAust guidelines