

WINTER LEAGUE 2016-2017 - COMPETITION RULES

Format	A fourball matchplay competition played under the rules of fourball better ball match play over a maximum of 18 holes on a league basis.
Scoring system	Win 3 points Half 2 points Loss 1 point Failure to start 0 points Disqualification (rule 30.3.e) 1 point Cancelled matches 1 point Abandoned matches 0 points
Eligibility	7 day full and junior members (18 handicap or less) and the Professional at the invitation of the Vice Captain. Teams of full members may include one junior member.
Entry	Limited to a maximum of 14 teams of up to four players who must operate on a rota basis.
Fee	£20.00 per team..
Starting times	Shotgun start at 8:30 & 8:37 am.
Teeing grounds	Yellow tees.
Handicap allowance	90% of difference subject to a maximum allowance of 18 shots per person.
Results	It is the responsibility of each team to enter their own result after completion of the round. Scores not entered by 5.00pm on the Saturday following the match will be final.
Ball draw	It is expected that all competitors will join their opponents in the clubhouse after the match to enjoy post match hospitality and the ball draw at 1.00 pm. However, if this is not possible, an apology of absence should be given to the Captain.
Ties	Assuming all matches have been played, in the event of a tie in points at the end of the league, the competition will be decided by the team with the least losses. If a tie still exists, a match(es) between the tying sides will be assessed, and if there is still no result, a play off will decide. Should a match(es) have been cancelled, which gives a team the right to either have cancelled match(es) replayed or decide the result on the average points per match played.