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## **NEW SOUTH WALES SUPER SENIOR GOLF ASSOCIATION (Inc)**

# **Rules of Play of the Super Senior Pennant**

**Revised 26<sup>th</sup> October 2023**

These Rules of Play may be altered at any time during the Pennant if the need arises.

### **Rule1. Eligibility.**

**Players.** The competition is open to all **Amateur** male golfers from the actual date of their 65<sup>th</sup> birthday provided this occurs at least one day prior to the commencement of the Pennant.

He must be in a membership category in his Club, which not only allows him to participate in Club competitions, but allows him to represent his Club in Pennant competition under that Club's current Constitution and/or By Laws. Additionally, he must hold a current GA Handicap and be a financial member of the Club he is representing for the duration of the Pennant.

Memberships such as, Social, Absentee, Scholarship or similar membership types will not qualify. Any other form of membership must be referred to the NSWSSGA Committee for clarification, to avoid any penalty which may otherwise ensue from a breach of these conditions.

Prior to the commencement of the competition by a date specified by the Committee all Clubs are required to nominate their team on the Team Nomination Form (TNF) and email it to the Captain by the due date. Clubs can nominate a squad of up to fifteen (15) players, who comply with the above requirements, as their team to compete in the Pennant.

At any time from the date of the Draws being posted on the Association's website until **5pm one day prior to the commencement of the Final Series**, Clubs can add and/or delete players on their TNF, so long as:

A player deleted from the Club's Team Nomination Form, cannot rejoin that team for the duration of the Pennant unless he has not played a match.

- (a) the total number of players who have played a Divisional match does not exceed 15 and
- (b) Every player had their 65<sup>th</sup> birthday at least one day prior to the first divisional round of the Pennant

When Teams are adding players, a player cannot compete in a match until his details, i.e. DOB and GL number, are sent to the Captain. If an unregistered player plays in a match then his result will not be counted and it will be

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awarded to the other team. If a team repeats the same offence for a second time then that Team will lose any points gained for that match and the points will be awarded to their opponents on the day.

**Player eligibility in the Final series.** Any player nominated on the Team Nomination Form that is in the possession of the Captain at 5 pm one day prior to the commencement of the Final series is eligible to play in the Finals regardless of whether they have played a Divisional match so long as all the conditions detailed in Rule 1-Eligibility have been met.

**One Team only.** A player may only play for one (1) team in a Pennant season.

**Number of Teams.** A Club may enter two teams in the competition, but they must play in separate Divisions. Players of the two teams are not interchangeable.

### **RULE 2. Notification of Team Order of Play.**

**Notification of Team.** On the day of each match, the Team Captain or Manager is to nominate his team in playing order (1 to 8) on the Game Result Sheet to the Official Starter, 15 minutes prior to the scheduled Tee time. The order of play should be made in a manner which reflects the Spirit of the Game. The two lowest GA handicap players in each team on the day of each game are required to play number 1 or 2 in the team, while players 3 to 8 can be played as they wish.

GA handicaps for each player detailed on the GRS, should be those based on the Golf Link website at 7pm on the day **prior** to each game.

If in the event it is found, by checking Game Result Sheets, that a team has not complied with Rule 2 (Order of Play) in the Rules of Play the following will apply, subject to the Committee's discretion.

**1<sup>st</sup> Breach:** The Player/s involved will have any point/s won, taken from their teams' overall result.

**2<sup>nd</sup> Breach:** The Team/s will forfeit their result and any points gained, whether they win or lose, will be removed.

The above breaches will apply in both Divisional Rounds and the Finals.

Points gained by a team will only be awarded once all checks have been made and the result posted on the website.

Play is to be in Groups of four.

### **Rule 3: Order of Play.**

The order of play in the **Divisional Rounds and the Final Series** will be Eight and Seven, Six and Five, Four and Three, Two and One.

**Putting Order and Procedure.** Putting order to be determined at the discretion of each separate match. The match furthest from the hole should play first. Distance from the hole and any interference with another player's line is to be considered. A player may play out of turn according to Rule of Golf 6.4a(2), in order to save time, if his opponent agrees.

**Divisional Play.** An individual match is to cease when a player has won his match. Matches equal after 18 holes are to be halved, and half a point is awarded to each team.

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#### **RULE 4. Non-Attendance at Games:**

##### **Absent Player in Pennant Games/Use of Reserves.**

If after the submission of Teams by Captains/Managers, a nominated player fails to appear before his allocated starting time, or is unfit or otherwise unable to play, a Reserve player (if available) may be substituted, but must play in the same Team position of the player for whom he is substituting. The substituted player's details must be highlighted on the Game Result Sheet.

If a Reserve player is not available and the originally nominated player does not arrive and be ready to play, within five (5) minutes after his scheduled tee time, he shall be disqualified under Rule 5.3a of the R & A Rules of Golf. The match in question shall be forfeited by the team with the absent player and a 2/1 loss will be recorded against the offending team for that match. A player must be present on the day of the Game to claim a forfeit.

##### **Exceptions to waive penalty of disqualification.**

Under Rule 5.3a/Exception 2 circumstances exist which warrant waiving the penalty of disqualification which are;

- Involvement in a major accident which involves multiple vehicles.
- First on scene of an accident to provide medical assistance or act as witness for Police.

In the above cases, if a player is delayed and contacts his Captain/Manager and the Host Club Official accepts his explanation, he must be at the course ready to play within five (5) minutes of the last game of his team having hit off, otherwise he will be disqualified.

**Note:** Getting lost, vehicle breakdown, or being involved in heavy traffic are not considered valid reasons for waiving the penalty of disqualification.

##### **Player injured and/or Unfit to continue Match.**

If during the course of a match, a player is injured and/or indisposed and cannot continue, his opponent will be declared the winner of the match, regardless of the score at the time the match ceases.

For the recording of a match score, the following examples should apply.

1. Players A is 3 up when forced to withdraw – Player B wins match 2/1
2. Players A is square when forced to withdraw – Player B wins match 2/1
3. Players A is 5 down when forced to withdraw – Player B wins match 5/4

##### **Failure to provide a Team.**

Where a Club fails to provide a team during the Divisional games, their opponents will be awarded an eight (8) point win. All games are encouraged to be played out in the spirit of the Pennant even if they have no bearing of other teams in their Division to play in the Finals.

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### **RULE 5. Discontinuance of Play**

**Temporary Stop on the Day.** Where play is stopped due to darkness, inclement weather, lightning, or the like, players on resumption of play are to continue from the point where play stopped.

**Stopped for the Day.** In the event of play being discontinued for the day, the following will apply-

- If ALL matches have proceeded past the 9<sup>th</sup> hole of play the result of the game will be declared based on the scores at the time of cessation.
- Where not ALL matches have passed the 9<sup>th</sup> hole of play then those matches which have passed the 9<sup>th</sup> hole of play shall be declared based on the scores at the time of cessation and the remaining matches shall be halved. All completed match results will stand.

### **RULE 6. Weather Conditions.**

**Wet Conditions.** In the case of rain-affected games where the course is deemed playable, but no ride-on carts are allowed, the games are to be played between the number of players in each opposing team who can walk the course without the use of a golf cart.

In this instance, should a team not be able to field eight players, then they will forfeit those games.

**Example 1.** If Team A can field eight players and their opposition Team B only six players, Team B will forfeit 2 matches, with Team A gaining a 2/1 win result for those two matches as referenced in Rule 4.

**Example 2.** If Team A fields seven players and Team B five players, Team A will receive two forfeits, with the eighth match halved.

a. Both Team Captains and/or Team Managers are to contact the Pro Shop of the Host Club and/or the Divisional Convener. If either of these two options are uncontactable then the Host Official must be contacted. As a last resort contact the Super Senior Captain.

b. If the course is deemed playable by the Host Club then both teams must turn up to play.

c. If the course is deemed unplayable and the game can't be reconvened then a 4 all draw will be allocated.

d. Where a divisional game is not played because of weather conditions, the game is to be rescheduled only if it has a bearing on the final series and is to be played within two weeks of the date of the original game, unless another date is authorized by the Committee. This may require more than one game to be played in a week.

**Extreme heat conditions.** Where games are subject to extreme hot weather and the Team Captains agree not to play, the Division Convener should be advised and the games will be rescheduled by the Captain, only if they have a bearing on the Final series.

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### **RULE 7. Divisional Winners / Seedings / Finals Structure**

#### **Divisional Winners and Runners Up.**

Countback as follows.

A **Game** is between two Club Teams and a **Match** is between two players.

The Countback is performed in the following descending order with games won worth 1 point and Games halved worth ½ point and where used, matches won 1 point & matches halved ½ point.

1. Total of games won and halved games.
2. Total of matches won and halved matches.
3. Total of matches won.
4. Total of matches won and halved matches when the two tied teams played each other.
5. Play off on a Neutral course.

#### **Seeding of Divisional Winners and Runners Up.**

Each Divisional Winner/Runner Up is seeded to determine their position for the Final series.

With each Division Winner/Runner Up, seeding will be calculated using the following formula:

Games Won and Halved X Matches Won and Halved

Games Played

Games Played

That is, the number of games won and halved, divided by the number of scheduled games, this is then multiplied by the number of matches won and halved divided by the number of scheduled games.

#### **Structure of the Finals Series.**

The Finals Series will be broken into two zones – the Northern Zone will include the Central Coast, Newcastle and Lower North Coast Divisions, plus one Division from the Sydney Zone, so a total of five Divisions from which there will be ten Divisional Winners & Runners Up. The Southern Zone will include the remaining four Sydney Divisions plus the South Coast/Highlands Division, which also has a total of five Divisions from which there will be ten Divisional Winners & Runners Up. As close as possible the Two Zones will have the same number of teams present.

In both the Northern and Southern Zones, Divisional winners will be ranked 1 to 5 according to their seed they have achieved plus the highest runner up will occupy the 6<sup>th</sup> place in the draw. These 6 teams will enter into Round 2 and will not play in Round 1. The remaining 4 teams, seeded 7 to 10 will play in Round 1 for the right to enter Round 2. (7 v 10 and 9 v 8). Both the Northern & Southern Zones will continue their Final series playoffs separately, until one Club in each Zone remains undefeated.

The Winners of each Zone will then playoff in the Grand Final to determine the Super Senior Champion Club for that year. The choice of a neutral golf club venue for the grand final will be made by the NSWSSGA(Inc) Committee reflecting the availability of the courses.

The Conditions of Entry to the Super Senior Pennant ensures that both Zone final winners are required to travel to a neutral golf club venue for the Grand Final.

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### **RULE 8. Location of Finals/Drawn Matches/Cessation of Play in Finals.**

#### **Location of Finals.**

Ideally Games are to be played on neutral courses, (one that the two opposing teams have not played on during the Divisional rounds and Final series) however the Committee has the right to vary this decision should circumstances arise that cause it to do so, and the travel distances to the neutral course be as equal as possible for each team.

In Rounds preceding the Semi-Finals, the full team of eight players participate in Match Play over eighteen (18) holes and if at the completion of all eight (8) matches the teams are tied four (4) all, then the following MacPherson Rule procedure will apply. In the event that teams are still tied after the utilization of the MacPherson Rule, the Team in each contest with the highest (best) seeding into the Finals Series, will be declared the winner

#### **Mc. Pherson Rule:**

Each Team's result for each match will be added together and the team with the highest number of points will be declared the winner. For example, if Team A won their four matches 4/2, 2/1, 3/2 and a square and Team B won their matches 5/4, 2/1, 3/2 and a square, then Team B would be declared the winner.

**Semi-Finals and Final Games and Grand Final Games.** Matches will be played over eighteen (18) holes. Matches that are all square after 18 holes will continue in sudden death until a result is achieved. If the teams are tied four (4) all at the completion of all eight (8) matches, the result of the game shall be decided by the MacPherson Rule, as outlined above. For the purposes of the MacPherson Rule, the result of a match proceeding past the 18<sup>th</sup> hole, regardless of which hole it finishes on, will be deemed a 1up win to the victor. In the event that teams are still tied after the utilization of the MacPherson Rule, the Team in each contest with the highest (best) seeding into the Finals Series, will be declared the winner.

**Cessation of Play.** In all Finals Games, matches are to cease when a Team has been declared the Winner of the Game being played. All unfinished Finals matches will be deemed as halved.

### **RULE 9. Host Club Responsibilities**

**Starter / Rules Official.** The Host Club is to provide a Starter/Rules Official, who is responsible for co-ordinating the field start and officiating over Rulings and disputes that may occur on the day. Serious disputes or claims that cannot be resolved at Club level are to be referred to the NSWSSGA Committee for guidance and decision in accordance the Rules of Golf and the NSWSSGA Condition of Entry and Rules of Play. An accredited Rules Official will be in attendance where possible at the Semi Finals, Finals and Grand Final to give Rulings should they be required in accordance with the Rules of Golf.

#### **Tee and Pin allocation.**

The Host Club determines the Tees and Pins to be used for the days' play and should clearly communicate that information to their ground staff. Middle tees and a six front/six middle/six back Pin configuration is preferred, with Pins set at least 3 metres from the edges of greens. The 'Back Plates' should not be used without the permission of the Super Seniors Captain or his Committee appointee.

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**Mode of Play:** (i.e., play as it lies / preferred lies) shall be in accordance with the host club's local rules and Conditions of Play on the day. Covid Rules, if any are in force, must be observed.

### **Slow Play:**

Note: Rules of Golf, effective 1<sup>st</sup> January 2019, Rule 5.6a & b applies to Match Play and individuals will be penalised in accordance with this Rule. Rule 1.2a of the Rules of Golf state that players must play at a prompt pace. After completion of each hole, all matches MUST move immediately to the next teeing ground and prepare to play. Practice on the green or surrounds after finishing a hole is discouraged.

### **Pace of Play Penalties:**

An out of position match may be monitored and timed. Any time a match is being monitored and timed they will be notified of such timing by a Representative, Referee or Host Club Official.

The following are the penalties, in sequence for any player in a match being timed who takes more than the allotted time (see below) to play a stroke after timing of the player's stroke begins:

1<sup>st</sup> Offence – warning

2<sup>nd</sup> offence – loss of hole

3<sup>rd</sup> Offence -- Disqualification

In the absence of "Pace of Play" conditions from the host club, the following is a guide for the Host Club to apply should they deem it necessary.

Par 3 13 minutes      Par 4 15 minutes      Par 5 17 minutes

Typically, 4 hours 30 minutes for 18 holes with a recommended maximum of 4 hours 45 minutes.

**ADVICE:** Under Rule 24.4a of the Rules of Golf, the Super Senior Committee allows each team to name a person who may give advice to team members while they are playing on the course.

The appointed person is to be nominated as the Team Manager or his appointee, on the Game Result Sheet of that day.

1. **The person nominated as Team Manager:**

- a. may also be a player, but must not give advice to other players in the team while playing or
- b. may also act as a caddie but must not give advice to other players in the team while acting as a caddie.

2. **Penalty for breach of 1. above**

- a. Loss of hole by the Team Manager or the player for whom he/she is caddying. Any player receiving advice in breach of this Term is also subject to the General Penalty should they not prevent receiving further advice beyond the initial advice offered that penalized that team manager.
- b. Only a Player's caddie or the person nominated as non playing Team Manager may give advice. Team mates and spectators are not permitted to give advice to a player during their individual match.

3. **Penalty for breach 2b. above:**

A player accepting advice from persons other than that outlined above will be subject to the General Penalty ,i.e. loss of hole. Any player receiving advice in breach of 2b. above is also subject to the General Penalty should they not prevent receiving further advice beyond the initial advice offered, that penalized the player.

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4. The person nominated as Team Manager must not change during a game, unless that Game is suspended/postponed and resumes another day, or unless there are exceptional circumstances. In these circumstances, the relevant Host Club Official in charge of the Game must first be consulted.

**Results Notification.** The NSWSSGA Captain must receive a copy of the official Game Result Sheet by email or post within two working days. **Copies using a mobile phone will not be accepted.**

### **RULE 10. Alcohol Consumption.**

**During Play.** The consumption of alcohol by players and caddies on the course during a stipulated round is not permitted.

**Penalty.** Disqualification of Player.

### **Rule 11. Mobile telephones.**

Notwithstanding any Local Club rule, a mobile phone can be used for distance reading to the hole. In the interest of fair play, a mobile phone may be utilized to summon an official for the purpose of a ruling or to resolve a dispute. If a player or his caddie's mobile phone is activated, (for either incoming or outgoing calls) during a match, the player incurs a penalty of loss of hole at which the breach occurs. If it occurs between holes, then the penalty applies to the next hole.

Exception: **Medical Emergencies.**

### **Rule 12. Match Play Rules.**

The R & A Notes on Rules of Golf for Match Play effective January 1 2019, shall apply to the NSWSSGA Pennant.

### **Rule 13. Post-Match Reporting Responsibilities.**

The responsibility for all issues arising from hosting a Super Seniors series of matches and particularly those in relation to Slow Play, rests with the Host Club. If all individual matches of two teams are not completed within 4 hours 45 minutes the Host Club is to prepare a short Report (via email) for the NSWSSGA Captain on the reasons all matches were not completed within the allotted time frame (including the names of specific clubs where a number of warnings may have been issued). The NSWSSGA Committee will then review the

Report and discuss the findings with the Club or Clubs involved. Should any individual Club be found to be the cause of slow play they will be issued a formal warning prior to the next match and any further infringement could result in a one-point deduction at the discretion of the Committee. If Clubs playing at a Host Club report slow play to the NSWSSGA Committee and the Host Club has not provided an official to monitor slow play or a Report to the NSWSSGA Committee, then the NSWSSGA Committee will contact that Club to **strongly** remind them of their obligations in the Pennant.

On behalf of the Committee

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