

JUBILEE CUP COMPETITION RULES

Rule 1 – Eligibility of Players □

- 1.1 The Competition is open to full male members of a golf club who are over the age of 18 years at 1st January of the current year and who have not participated in Essex County, Leslie Wood (including LW Plate) Trophy or Thornton Cup matches in the current calendar year. Named reserves in such matches, who do not actually play, are eligible to play in the Jubilee Cup. Players **must** be members of the club they are representing on, or before, January 1st of the current season of the competition, or have played in the preceding years Jubilee Cup for another club. “Full” club membership includes 5-day members, as long as that Home club agrees and players pay appropriate fees, in agreeing with club management.
- 1.2 Payers must have **Active Handicaps** in accordance with CONGU UHS.
- 1.3 Clubs found fielding players in contravention of rule 1.1 and 1.2 will be penalized 2 points in the **league phase** of the competition with the result of game being excluded from match result.
At the knock-out stages penalty will be *disqualification from the competition*.

Rule 2 – Team Composition

- 2.1 Teams to comprise of 12 players of which 6 will be in the handicap range 12-16 and 6 will be in the handicap range 17-24 on the date of the match.
- Note:- Clubs may chose players whose handicaps are in excess of the handicap ranges shown above, but they **must play** within the stated range for this competition.
- 2.2 Clubs who fail to field full teams as set out in rule 2.1 will be penalized –10 “hole difference” per player short in the **league phase** of the competition. Individual games to be awarded to opponent where singles player or 4BBB pair do not attend. And each game recorded as a 4 & 3 win.
At the knock-out stages the penalty will be *disqualification from the competition*.
An individual can represent the full 4BBB/pair without penalty.

Rule 3 – Competition Format

Definitions:-

Match /Matches –	The competition between two clubs
Game / Games –	The competition between two singles players
	The competition between 4BBB players

- 3.1 Matches will be in matchplay format and consist of :-
6 single games played off scratch between players of 12 handicap and above and,
3 Four Ball Better Ball games played between players of 17 handicap and above with a max allowance of 24.

The 4BBB games will be played off handicap 9/10 difference from lowest handicap (an increase from ¾ to 90%).

Singles games **must not** be played in four-ball pairings.

3.2 **League Format.**

Teams will compete initially in a league format with 2 points being awarded for a win to the club winning the most games in each match.

Games all square on the 18th will be counted as halved with a nil hole difference.

Where this leads to a match being drawn four and a half wins each the match will be counted as a draw and one point awarded to each team for the league table.

Each game will also count towards holes difference, i.e. A win by 5&4 will count +5; a loss by 4&2 will count -4 see attached example.

The hole difference will count only in the event of a tie on points in the league stage and as set out in rule 13.4 where a match is disrupted due to inclement weather.

In the event of a concession of a game in play, the opposing Captains can agree the final result/score. Otherwise, the scoring for the game will assume that play continues and the conceding player loses remaining holes until match result (i.e. 4&3 etc).

3.3 **Round of 16/Quarter finals / Semi-Finals / Final Format.**

Teams will compete on a Knock-Out basis, with the winning team going forward to the next round.

3.4 **League Tie Break Procedure.**

Tie Break Procedure to be used to decide league positions etc. Firstly number of points (2 points for a win 1 for a draw).

If teams are level on points, the next deciding factor will be hole difference.

If still level then number of individual games won will be used.

If still level then the individual number of halved games will be used.

If none of the above resolves the issue the committee will decide on the further method of breaking the tie.

3.5 **Round of 16/ Quarter Finals / Semi-Finals and Final Tie Break Procedure.**

If a Round of 16, Quarter Final, Semi-Final or Final ends in a draw, each captain will choose one player to play singles match-play off scratch, in a sudden death play off, to decide the match. The Captains' choices will be made at the conclusion of the original matches.

3.6 **Proof that players have an Active Handicap will be required for both Semi Finals and the Final and must be produced to the Match Referee prior to the first tee off time for the match.**

Failure to provide proof of handicap will result in the following penalties:-

Each player unable to prove his handicap prior to the match teeing off will be penalized two holes.

Subsequent proof of the handicaps will still be required within 24 hours of the completion of the match.

Failure to do so will result in club being disqualified.

If requested at any time throughout the season by the competition committee, a club will be required to submit proof of Active Handicap to the Competition Chairman for any of its players used in the competition.

- 3.7 In the Semi-Finals and Final, Clubs must submit their teams, in playing order, to the Competitions Committee, no later than 72 hours prior to the match. After this time only player substitutions will be allowed and no changes to the playing order can be made. Captains may need to provide team lists earlier to allow for any concessions for practice rounds at host neutral venue to be managed.
- 3.8 The Jubilee Cup competition does not penalize against players who have already played on the course prior to a Jubilee Cup match being played in line with R&A rulings.

Rule 4 - Entry Fees.

Entry Fee will be set annually at the AGM. This will cover running expenses, provision of main trophy and replica trophy for winning club.

Rule 5 – Buggies.

Buggies are only allowed for use by disabled players or caddies. When this concession is requested satisfactory medical certification must be provided to the competition committee, who will certify their approval to the club concerned for each individual granted this waiver. This certified waiver must be shown to the opposing Captain prior to any match where a buggy is to be used. The committee's decision on granting individual waivers will be final and they reserve the right to interview all applicants.

Rule 6 – Measuring devices.

Self contained measuring devices may be used during the competition provided they are not capable of measuring gradient, wind speed, or temperature.

Rule 6a: Mobile Phones.

Mobile phones, smart phones etc. are not allowed in this competition, except in an emergency. Use of such equipment will result in the game being forfeited to the opposition whether as singles or pairs. The Committee strongly recommends that phones are not brought onto the course in any capacity.

Rule 7 - Tees to be used.

Matches to be played off medal tees where possible. However the ultimate decision rests with the home club, who has the right to decide the course combination and to use the tees of the day.

Rule 8 - Courtesy of the Course.

The home club will provide the courtesy of the course to the visitors and no green fees will be payable.

The Committee will not seek courtesy rounds for practice. That will be left to the discretion of the clubs.

Rule 9 - Competition Timetable.

Competition Timetable is to be agreed annually at AGM to include cut off dates for the league matches and the Semi Final Week-End and the date for the Final.

Semi-Finals and Final to be played at neutral venues with catering costs shared by the two competing clubs in proportion to meals taken.

First option to stage the Final will go to the club winning the previous year's competition.

Note: All clubs competing in Final/Semi-Finals are expected to participate in after match meal as a mark of respect to the host club and their opponents.

Rule 10 - Arrangement of fixtures. □

Matches to be played on Saturdays or Sundays starting tee times and exact date of match to be at the sole discretion of the Home Team to fit in with local conditions. At least 14 days notice to be given to Away side.

Rule 11 - After Match Refreshments.

Light Meals are to be provided after the matches with costs being shared by the clubs in proportion to meals taken. Required dress code is collar and tie for meals, although in certain circumstances this may be relaxed to smart casual, at the discretion of the home club, if felt appropriate. In all cases the home club should advise the away club of the appropriate dress code when confirming the fixture.

Rule 12 - Reporting of Match Results.

Results sheets should be posted, or e-mailed without delay to the Result Secretary:-

Neil Mitchell, 14 Wickfield Ash, Chelmsford, Essex, CM1 4UT.

E-mail: jubileecup@yahoo.co.uk.

Sheet should contain full results and signatures of both team captains.

Rule 13 - Disputes .

In the case of any dispute the competitions committee's decision shall be final. In any case considered necessary by the committee, they shall form an arbitration committee made up of representatives from three clubs not involved in the issue and chaired by the Competition Chairman, their decision in any matter will be final.

Rule 14 - Inclement Weather – Causing Abandonment/Delays

Where a match is restricted due to weather conditions the following rules shall apply.

- 14.1 If at all possible games should be played to a normal 18 hole finish even if disrupted during the round by bad weather. The games should be resumed at the hole being played when the weather interruption occurred.
If this is not possible a mutually agreed re-starting point should be used.
- 14.2 If matches cannot be completed then the result shall stand at the point the match was abandoned. I.e. a game laying 4 Up on the seventh hole will become a 4 hole victory for that side. In any event a match must complete 3 holes for any result of that game to stand.
- 14.3 If three holes cannot be completed or, the game when abandoned lies all square, the game will be halved, with a hole difference of zero.
- 14.4 If a match ends all square in games, four and a half to each team, the two points in the league phase shall be shared, one point going to each team.
Holes difference will be as calculated at the time the match was abandoned.
If the Semi-Final or Final ends all square due to abandonment, the match will be decided by a tie break which will be based upon the holes difference as calculated at the time of the match being abandoned.
- 14.5 During the league phase if a match is completely abandoned with no games being able to play three holes the points for the match will be shared and hole difference will count as zero for both teams. Fixtures will not be re-arranged.

In all circumstances the absolute priority must be the health & safety of all competitors. Matches should not be continued in severe weather conditions, if players' safety is at all at risk. The above rules only apply due to weather restrictions and in all other cases individual games must be played to completion.

Rule 15 Statement of intention

In the event of the Committee having to terminate the competition, the Chairman, and or, the Committee at the time, will realize the assets available and settle any outstanding debts of the Committee. All remaining assets will be donated to a charity, to be determined by the Chairman, and or, the Committee

These Rules were discussed and confirmed by the Committee at the Annual General Meeting held at Canons Brook Golf Club on 17 October 2018

**Phil Redhead
Competition Chairman**

**Neil Wells
Competition Secretary**

Appendix 1

EXAMPLE RESULT

Club A versus Club

Match 1	Club A wins 7 & 6
Match 2	Club B wins 5 & 3
Match 3	Club B wins by one hole on the 18 th
Match 4	Club A wins 3 & 2
Match 5	Club A wins 4 & 3
Match 6	Club A wins by 1 hole on the 18 th
Match 7	Match Halved
Match 8	Club A wins 6 & 4
Match 9	Club B wins 4 & 3

The result would be a win for Club A as it has won 5 1/2 matches to Club B's 3 1/2 matches.

The holes difference would be as follows:

Match	Club A	Club B
1.	+7 For	-7 Against
2.	-5 Against	+5 For
3.	-1	+1
4..	+3	-3
5.	+4	-4
6.	+1	-1
7	0	0
8.	+6	-6
9.	-4	+4
Totals		
For	+21	+10
Against	-10	-21

League Table would look like this:

	P	W	L	F	A	Pts
Club A	1	1	0	21	10	2
Club B	1	0	1	10	21	0