

## Matchplay - Conditions of Play

1. Clubs may nominate only one team in 2023, with six (6) players per team, minimum of three (3) players.
2. An AUTOMATIC forfeit for the year will apply, for a team not able to field at least 3 players.  
All points awarded for previous matches against that team, will revert to zero.
3. Team Captains are responsible to ensure all team members are aware of these Conditions of Play and the rules of Matchplay. All players to ensure their group **maintains its place in the field**, to keep in touch with the group ahead.
4. R&A Rules of Golf, USGA and the Local Rules of the host club apply.
5. For Rules issues arising during a match, the players may agree how to decide a rules issue.  
See Rule 20.1b page 121. The agreed outcome is conclusive even if it turns out to have been wrong under the rules, so long as the players did not deliberately agree to ignore any rule or penalty they knew applied. (see Rule 1.3b(1)).  
For rules disputes during a round that cannot be resolved between playing partners, a **name and contact number of a rules official will be provided on the day**.
6. Pro Golfers are excluded from being a team official or acting as a caddy.
7. Disputes with these conditions of play must be in writing to the FNQWG committee within 15 minutes of the completion of the match.
8. First tee off will be at 8.30am.
9. TEAM SHEETS may be submitted by Captains (text a photo to host Captain) the day before or submit the form in person at least 20 minutes prior to tee time.
10. A Team Captain must advise their **opposing Team Captain, Secretary** 0407 674 135 and the **host club Captain**, if they are unable to field six (6) players, by 5pm the day prior, or as soon as they become aware they will be short of a player/s. This will allow the order of play to be adjusted accordingly.
11. If there is a player forfeit, members of the forfeiting team must move up in playing order. When only 3 or 4 players are fielded, then all must play singles.
12. The team named first on the draw has the honour.
13. Players to play off Daily Handicap of the host club, with teams playing in GA order.
14. Order of Play is based on No. 1 players and No. 2 players in first group, followed by 3 & 4 and the final group will be the players selected by the Captain to play in the fourball.
15. Each gaggle must play "two go on". Failure to comply may result in a deduction of 1 team point.  
A warning will be given.
16. When a match between 2 players has a final result, **play must stop**, and motor buggies returned to the clubhouse. This will allow the other two to play on without distraction.
17. If a round is unable to be completed, points will be awarded for completed singles matches and a ½ point for incomplete matches no matter what the score. 4BBB 1 point for incomplete matches.

18. Should more than one round be cancelled due to inclement weather the committee holds the right to either find another date to replay that round or to award all teams equal points and this will over-ride any team forfeit.
19. When a Team concedes, the Team Captain must advise the opposing Team Captain, the host club Captain and the FNQWG Committee as early as possible, to allow other teams to hit off earlier and hired buggies to be cancelled. Notification must be by 5pm the day prior.
20. It is recommended that all players carry a handbook/rule book for use where a match committee member is not available to rule on a dispute. Note RULES APP is available online.
21. Motorised buggies are permitted, and are to be **booked by CAPTAINS only**, to avoid double bookings.
22. Measuring devices are allowed, however no slope devices.  
Players using **a phone App** for measuring distance must inform their opponent prior to play.
23. The use of **mobile phones** can only be used **in a Medical Emergency**, or to contact a Referee or to look up a golf rule App together with your opponent.
24. HOST CLUB – Captain must arrange at least two people on the day. One person to record team names and details on the Results Sheet, and another to start the field on time, and advise of Local Rules etc.
25. The Results Sheet to be available for Captains to complete, and final results to be handed to FNQWG Committee member at completion of play.
26. In the event of a **tie** after the final round of the competition, the result will be determined by a count-back on the total number of individual matches won by each of the tied teams. If still tied, account is taken of the matches won when each of the tied teams played each other. If still tied, a count-back will be done on the players' individual scores starting with the Number 1 players, and if required the Number 2 players individual scores and so on until a result is achieved.
27. The dress code of each Host Club is to be followed.
28. Note – A host club has the right to use a Course Marshall **to ensure the speed of play is maintained**, and players are reminded that Matchplay rules allow players to concede a hole at any stage, and “gimmee putts” are permitted.

## SCORING

- 1 point for individual player win
- 2 points for fourball win
- ½ point for individual square, 1 point for fourball square
- 2 points for winning team
- 1 point for fielding a team **(introduced 2019 and in effect for 2023)**
- AUTOMATIC forfeit for the year, if a team is unable to field at least 3 players.  
ALL Scores will go to zero for all games played against the forfeiting team.
- Progressive scores will be emailed to Captains and posted on facebook and the website.

**The decision on whether a course is playable is at the discretion of the FNQWG Match Committee in consultation with the Host Club. Generally, the full 18 holes will need to be playable.**

**TEAM CAPTAINS** will be notified of any changes to course conditions, by 6pm the evening prior to play.