

## TERMS OF COMPETITION

### 1. GENERAL

#### 1.1 Eligibility of Teams

If the number of entries should exceed the maximum (16), the Committee has the discretion to increase the number of teams based on the logistics at the local venue and/or will decide which teams will be invited to participate based on past participation, past results and/or any other method until a Division 2 is officially introduced.

#### 1.2 Eligibility of Players

All players nominated to teams by their national golf authority must be of the male and:

- a)** amateur golfers in accordance with the Rules of Amateur Status as approved by R&A Rules Limited;
- b)** citizens of the country represented. Players with dual citizenship may only represent one country per year in EGA championships and international matches;
- c)** playing with a WHS Handicap Index (or other equivalent) of 9.0 or better;
- d)** 60 years or over on Day 1 of the Championship.

**Penalty for Breach of Eligibility Term:**  
disqualification of player.

#### 1.3 Format

A maximum of 16 teams shall be eligible to participate and each shall comprise four players. The Championship comprises two stages played in accordance with the 2024 Rules of Golf as approved by R&A Rules Limited, the SGF Hard Card and the Local Rules As approved by the Championship Committee at the championship.

##### 1.3.1 Stage 1 – Stroke Play

There shall be one rounds of 18 holes stroke play on Day 1 to decide the seeded draw for the match play, which commences on Day 2.

- a)** Team captains will determine the order of play within their teams for Days 1 and 2 using the official order of play form. If the order of play form is not submitted to the Committee:
- l)** for Day 1, by 17h00 on the day preceding the Championship, the order of play will be determined alphabetically by surname;

Once the official deadline to submit the order of play form has expired, changes in the order of play are not permitted.

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#### **b) Scoring**

The lowest three scores from each team's four players will count. The aggregate of the three lowest stroke play scores from play on Day 1 will constitute each team's score.

#### **c) Decision of Ties**

A tie for any place in the stroke play order shall be decided using the lowest round of the non-counting score. If a tie still exists, the sum of the two lowest scores, shall be used. For further ties, the sum of the second lowest scores, the third lowest scores, and, finally, the fourth lowest scores, shall be used. Any further tie will be decided based on the final 18, 9, 6, 3 holes or last hole of the best score from each of the tied teams.

A team that has returned one or more non valid scores (no show, withdrawal, disqualification) will be ranked last in the tie decision. The team's remaining scores shall be used to determine the match play seeding when more than one team fail to return four valid scores.

#### **d) Failure to Return Valid Scores**

A team that fails to return three valid scores per day for any reason (no show, withdrawal, disqualification) will assume last place in the match play draw. The team's remaining scores shall be used to determine the match play seeding when more than one team fail to return the required number of valid scores.

##### 1.3.2 Stage 2 – Match Play

All teams will play one foursome and two singles match format. The stroke play will determine a seeded order for the match play. Teams will be divided into a first flight of eight teams: 1 vs 8; 2 vs 7; 3 vs 6 and 4 vs 5, second flight of eight teams: 9 vs 16; 10 vs 15; 11 vs 14; and 12 vs 13. A win in either a foursome or singles match shall return one point, a tied match, half a point and a loss, zero points to the team's score. In the event of a tie, the final positions will be decided by the number of individual matches won and, if necessary, by the number of holes won.

#### **a) Tied Match**

In the event of a match being all square after 18 holes in any round, players shall continue to play until one wins a hole, when the match will be considered won.

#### **b) Concession of Matches**

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When a final team match result is already decided, an individual match may be tied if all participants in that match agree.

**Note:** after 18 holes or any extra hole(s), if the players in an individual match remain all square and the final result of the team match has been decided, the match in question will be tied.

### c) Absentee Players

**I.** Foursome matches must not be forfeited and must always be played.

**II.** If the "withdrawal" occurs before the official deadline to submit the order of play form has expired, the Team Captain will return the order of play form with the absentee player placed in the position of their choice in the singles and that match will be forfeited.

**III.** If the "withdrawal" occurs after the official deadline to submit the order of play form has expired,

**i.** if the absentee player is listed to play in the singles: his match shall be forfeited,

**ii.** if the absentee player is listed to play in the foursome, he will be replaced by one of the players listed to play in the singles. The replacement will be determined by lot and his single match shall be forfeited.

If fewer than four players are available to represent a team, that team must forfeit its match. In the event that opposing teams would each have one or more absentee players, then these players would be deemed to have been paired together and to have tied their match.

### 1.4 Substitutions

If a substitute player is required, the Committee must be notified, at the latest, 30 minutes before the first tee time. A team can change a player before each round.

### 1.5 Team Captain and Advice

#### a) Team Captain

Each team must nominate a Team Captain who must be an amateur golfer in accordance with the Rules of Amateur Status as approved by R&A Rules Limited.

**Penalty for Breach of Local Rule:** disqualification of Team.

**Procedure if a team has not nominated a**

**Team Captain:** the player whose surname comes first alphabetically will automatically be appointed the team captain.

#### b) Advice

**Two advice givers** may be named by each team from whom players in the team may ask

and receive advice. The first must be the Team Captain (see 1.6 (a)) and the second may or may not be a professional golfer. The advice givers must be identified to the Committee prior to the start of the Championship and must remain unchanged for the duration of the championship, unless agreed by the Championship Committee under exceptional circumstances.

**Penalty for Breach of Local Rule:** The advice giver in breach of the Local Rule will lose their advice giver status for the remainder of the championship and be subject to sanction from the EGA Disciplinary Committee.

The advice givers must not walk on the putting green at any time. When the ball of a team player lies on the putting green, the advice givers are prohibited from giving advice for strokes to be made from the putting green.

**Penalty for Breach of Local Rule:** general penalty.

The advice givers must not ride on any form of motorised transportation during play except as authorised or later approved by the Committee.

**Penalty for Breach of Local Rule:** first breach: warning; subsequent breach: loss of advice giver status.

### 1.6 Disqualification

A penalty of disqualification for a breach of the Rules or the Terms of Competition applies only to the round in which the breach occurred unless otherwise determined by the Committee.

### 1.8 Transportation

Golf Carts is allowed for 70+ or with medical certificate.

### 1.9 Tees

60+ plays from tee 59

70 + plays from tee 54

If a 70+ player play in a 60+ team, he will also play from tee 59.

## 2. PRIZES

### 2.1 Title and Awards

The winning team of the Championship shall be the ISC Nation Cup Champion for a period of one year. The Championship Trophy shall be kept by The National. The National will present medals to the members of the winning team and to the members of the second and third placed teams.

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