

# **JUNIOR MATCHPLAY SERIES 2023**

## **RULES OF PLAY**



***All play in this Junior Matchplay Series will be under the official R & A/USGA Rules of Golf (Effective January 2023) and the Local Rules of the host club which shall be in accordance and consistent with the compendium set forth in Section 8 of "Official Guide to the Rules of Golf – Effective January 2023".***

- 1) In this series, clubs are invited to place up to 3 teams. Each team may consist of boys and girls who are under 18 years of age be they either boys or girls aged less than 18 from the date of the first round.
- 2) Players may only represent their home club in the Junior Matchplay Series, and MUST possess a Golflink number for that club.
- 3) Teams consist of 6 mixed handicap and gender players, plus up to 2 reserves.

Once a player has represented a particular club team he or she can only play for that team for the remainder of the junior series. Only reserves can represent any of their home club teams for all 4 rounds.

- 4) Each team must have an adult manager (male or female manger). Managers must be a playing member of the club, with delegated responsibility, whose juniors they are supporting.
- 5) The team is to be presented on the Team/Score Sheet in handicap order, with player 1 possessing the lowest GA handicap. GA handicaps for all players are frozen **FIVE** days prior to the commencement of the Junior Matchplay Series. Players will start from the lowest handicap (number 1) to the highest (number 6) in their teams. Competitors will compete against other players from different teams playing in the same position. (See game structure below)

- 6) All junior matchplay players representing their team in positions 1 and 2 will play from the following tees.  
Boy's blue tees, Girls red tees.

All junior matchplay players representing their team in positions 3 to 6 will play from the following tees.  
Boy's white tees, Girls red tees.

- 7) The team sheet MUST be completed at least 10 minutes before the first match tees off. At the conclusion of all matches it is to be completed and signed off by the team's manager/captain and photographed David Thomas. A picture of the results must be text to 0421 630 180 or emailed to [secretary@gcdga.com.au](mailto:secretary@gcdga.com.au).
- 8) The maximum GA handicap for any player is set at 28. Players who possess a higher GA handicap may play but their GA handicap on the day will be set to 28.0 prior to slope adjustment for the course being played.
- 9) Team positions 1,2 and 3 must have a handicap of 16.0 or less. If a player in positions 1, 2 or 3 has a handicap higher than 16.0, they will then be allocated 16.0 for the day.
- 10) To be eligible to play for their club, all players MUST be able to show at least 10 completed 18 hole rounds recorded on their Golflink in the 12 month period leading up to the first round of the matchplay series.
- 11) 2 rounds of single matchplay, 2 rounds of 4ball matchplay. In mixed matches (boy v girl) all scores are determined against par. For instance, where the girl's par on a hole is par 5 and the boy's par on the same hole is 4: Should the boy score 5 (1 over par) and the girl score 5 (par), the girl will record a win on that hole.

- 12) In all Junior Matchplay Series matches a handicap calculation is required. In an instance where a male golfer is to play a female golfer the following calculation is to be used:

Girl –GA handicap (adjusted to the slope of the course being played)

Boy – GA handicap (adjusted to slope of the course being played) Boy's Total Handicap Calculation (rounded to nearest whole)

The difference between the boy's and the girl's Total Handicap Calculation becomes the number of strokes to be awarded. These will be given on holes according to Golf Australia's Balanced Distribution Index Table.

- 13) **No family members or friends are permitted to caddy at any time.**

**Exceptions to rule 13.**

Only team managers, players and reserves who have finished competing on the day may caddy / walk beside teammates for remaining matches.

- 14) Parents and spectators are welcome and encouraged but in the interests of the players please walk the course as spectators and remain in the rough areas, on designated cart paths or walk along the tree line to watch players.
- 15) Parents and spectators are not allowed to walk onto any teeing ground, down the middle of the fairway or onto the green. Only team managers, players, reserves and GCDGA representatives are permitted to walk and talk with players on tees, fairways, and greens.
- 16) It is expected that the host club will make available to each manager the Local Rules for the day. **The host club is required to provide free of charge a motorised cart for one manager from each club so that they can become responsible for the pace of play.**
- 17) A player may use a motorised cart but it must be driven by an adult. The hire/cost of this cart is the player's club's responsibility or the player. A medical certificate must be presented to the GCDGA for review at least 3 days prior to the round. Other players are not to sit, lean or ride on this cart or the manager's cart during their match. The penalty for breach of this rule is loss of hole where the infringement occurred.
- 18) Players must not continue to play once a result has been achieved. If the match is all square after 18 holes have been played, then that match is halved.
- 19) The series winner will be the team with the most points after the 4 rounds. For any single or 4ball matches won, the winner/winners will receive 10 points, 5 points for a half.
- 20) **Add on points:** the margin a player or 4ball team wins by (for example 6/5) will see an additional 6 points added to their result. In this case, the single matchplay player or 4ball team would have earned 16 points for their club team on the day.
- 21) Matches walk overs (no shows) will be allocated 13 points.
- 22) Washouts no points allocated.
- 23) All managers are required to have in their possession a BLUE CARD (Positive Exemption Card).
- 24) Practice on match day shall be limited to:
- Putting / chipping greens and practice fairway.
- 25) In the event of 2 or more teams being equal on points after the completion of the 4 rounds. The 2 or more number 1 players from each team will go to a sudden death playoff (single matchplay). The finalists GA handicaps must be applied to the slope of the course they are playing to arrive at their playing handicap.

- 26) Players and team officials must conform to the dress regulations and behavior standards of the host club. Managers need to be clearly identifiable (club shirt) and understand the important role they need to play.
- 27) Players are advised that devices (distance finders) that measure distance only may be used in this competition.
- 28) Players are advised that the use of ringing mobile phones is restricted to the car park and club house only at each club/venue unless a medical emergency arises. [All phones must be turned off or placed on silent mode during any competition round]. Penalty: loss of hole where infringement occurred – however any further offences during the same individual match could result in the player being disqualified.**
- 29) Spectators can act as additional spotters for errant shots and or help search for lost balls in long grasses and hazards.
- 30) Parents and spectators are not allowed to offer any advice or coaching throughout the round or get involved with any rulings or scoring disputes. There will be on-course team managers, GCDGA members and a designated rules official available to assist and deal with any problems arising on the golf course.
- 31) Parents and spectators who are found to be crossing these clearly defined guidelines above will be given an official warning, if behavior continues they may be asked to leave the course.
- 32) Player/team support is encouraged but not at the expense of others.  
Please refrain from boisterous behavior and/or poor sportsmanship.

Please be aware of your surroundings when supporting your player/team and have a wonderful day.

Kind regards,

DAVID THOMAS  
GCDGA EXECUTIVE  
JUNIOR GOLF CONVENOR  
043 555 2628

Example EL team draw, round 1:

EL team 1, player 1 vs Southport team 1 player 1

EL team 1, player 2 vs Surfers Paradise team 2 player 2

EL team 1, player 3 vs Hope Island team 1 player 3

EL team 1, player 4 vs EL team 2 player 4

EL team 1, player 5 vs Coolangatte team 2 player 5

EL team 1, player 6 vs Burleigh team 1 player 6

- Players will compete against other players from other teams in the same playing position in handicap order from lowest to highest.

Starting position draw example for 16 GC teams round 1 team position 1:

6:30 am William +3.1 Vs Noah +2.9, Jack +2.8 Vs James +2.7

6:38 am Oliver +2.6 Vs Henry +2.4, Ava +2.0 Vs Leo +1.8

6:46 am Grace +1.5 Vs Thomas +1.3, Amelia +1.3 Vs Mia +1.2

6:54 am Alexander +1.1 Vs Lucas +1.1, Liam +1.0 Vs Ethan +0.9

Round 1:

Round 3:

1 Vs 2

1 Vs 3

3 Vs 4

2 Vs 4

5 Vs 6

5 Vs 7

7 Vs 8

6 Vs 8

9 Vs 10

9 Vs 11

11 Vs 12

10 Vs 12

13 Vs 14

13 Vs 15

15 Vs 16

14 Vs 16

## Game Structure 4Ball Matchplay Handicap Rounds 2 & 4

4ball format is played in teams of 2 players using a better ball scoring method. Each golfer plays their own ball during the entire match at the end of each hole the golfer with the lowest net score wins the hole for their pairing, 1up.

For example, team 1 player A net score 4 and player B net score 5, team 2 player C net score 3 and player D net score 6. Player C has won the hole for team 2.

Handicaps In 4Ball Matchplay

The 4 golfers involved in the match start by determining their course handicaps. In 4ball matchplay the course handicap of all 4 players is reduced by the course handicap of the player with the lowest handicap, who then plays from scratch (0). Each of the 3 other players course handicaps are reduced by 100% of the difference for example:

Course handicap:

William +3.1 and Mason 1.8 Vs Jack +2.8 and John 1.2

4ball matchplay handicap:

William 0 and Mason 4.9 Vs Jack 0.3 and John 4.3

- Competitors will compete against other players from different teams playing in the same playing position. For the 4ball matchplay competition players from the same team in positions 1 & 2, 3 & 4 and 5 & 6 will play together.

Draw example round 2 and 4:

EL Team 1, player 1 & player 2 vs Southport team 2 player 1 & player 2

EL Team 1, player 3 & player 4 vs Surfers Paradise team 2 player 3 & player 4

EL Team 1, player 5 & player 6 vs Hope Island team 1 player 5 & player 6

Starting position draw example for 16 GC teams round 2 team position 1 and 2:

6:30 am (P1) William +3.1 and (P2) Mason 1.8 Vs (P1) Jack +2.8 and (P2) John 1.2

6:38 am (P1) Oliver +2.6 and (P2) Josh 1.3 Vs (P1) Ava +2.0 and (P2) Chris 0.2

6:46 am (P1) Grace +1.5 and (P2) Mandy 1.2 Vs (P1) Amelia +1.3 and (P2) Frank 1.7

6:54 am (P1) Alexander +1.1 and (P2) David 1.9 Vs (P1) Liam +1.0 and (P2) Randy 1.3

- In the 4ball matchplay rounds 2 and 4 competitors will compete against other players from different teams playing in the same playing positions. For example, players 1 & 2 Burleigh team 1 will play together versus another team? players 1 & 2. The team they play will be determined by the handicaps of the team players 1, 3 and 5. As in the single matchplay the handicaps for each position will be ranked from lowest to highest, the table below shows who plays who after the handicaps are ranked.

4Ball Matchplay Rounds 2 & 4 for Team Players 1, 3 and 5.

Round 2:

Round 4:

1 Vs 2

1 Vs 3

3 Vs 4

2 Vs 4

5 Vs 6

5 Vs 7

7 Vs 8

6 Vs 8

9 Vs 10

9 Vs 11

11 Vs 12

10 Vs 12

13 Vs 14

13 Vs 15

15 Vs 16

14 Vs 16



## Contact Details

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