



## GENERAL RULES - Men

1. Only written entries will be accepted.
2. Late entries should not be accepted, except where a bye can be eliminated.
3. Combined Club teams are welcome for any competition
4. All players must be financial members of an Aorangi South Canterbury Club. (6.1 of the constitution of the Aorangi SC Golf Association Incorporated)
5. Women Golf members are permitted to play in the Aorangi Men's Pennants if the Match Committee has granted approval. (All play off the men's tee, using the men's card).
6. Aorangi SC Golf will prepare draws and allocate venues for each pennant competition, and official publication of these details, and any subsequent alterations, will be via the Aorangi SC Golf website.
7. All courses in the District will be used unless a club withdraws its course or the Match Committee of the Association deems the condition of the course unacceptable.
8. When inclement weather might cause a round to be postponed or conditions are unsuitable for play at a particular course on the scheduled day, host clubs should contact/notify the Convenor of the particular Match Committee at the earliest possible time. The Match Committee will determine the course of action to be taken. Local radio stations will generally not be used to advise pennant cancellations.
9. The Host Club to return the score sheet as soon as possible.
10. Each team Captain will be responsible for completing the team sheet and then signing off the results of the matches. The team Captain must ensure **all** cards are properly filled out, signed and returned. Failure to do so will result in a penalty of 2 points.
11. When a team defaults from a competition more than once they will be disqualified from the competition and all points scored in matches against the team will be cancelled.
12. At the discretion of the Match Committee, a team may be granted dispensation to play a pennant match at a later date.
13. Any alteration to these rules will only be made by consensus reached at duly convened Men's Forum meeting and formalised by circulation to clubs for confirmation.
14. Where possible a rules official will be available, particularly at semi-finals and finals.
15. Distance measuring devices such as GPS and laser rangefinders are approved for use in all pennant competitions, provided they measure distances only. Devices that have features which measure other factors such as wind speed and/or direction, and gradient is in breach of Rule 14.3 are not permitted, and use of same by a player will result in loss of match regardless of whether or not this feature is actually used.
16. A player in pennant competitions may only use a Golf Cart if that player normally uses a Golf Cart in his everyday play. The Match Committee may grant a dispensation to a player on medical grounds, but only with a Doctors certificate.
17. The Aorangi SC Golf Association will hold all Pennant results for the current year. They will be destroyed after the Pennants finals.
18. In addition to the "Guide to Clubs Hosting Pennants" on slow play, the slow play policy will be used when and where necessary for all Aorangi SC Golf Association competitions.
19. Any player who plays more than 1 game in a team shall not play in another team of the same grade without prior approval of the Aorangi Association Match Committee.

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## NON-HANDICAPPED SECTION

### Holmes Hayes Cup and Redpaths Cup

#### **Redpaths Cup: Maximum handicap index total of 32.0 (Average 8.0):**

**1. Teams.** Holmes Cup, Hayes Cup and Redpaths will have 4 players per team with at least 2 present where a full team is not available. Players to play in Handicap Index order.

**2. Competition.** Round robin, followed by the top four teams in knockout play:

1 v 4 and 2 v 3, followed by the winners playing off for 1st and 2nd.

Singles match play, Fourball match play, all matches "off the stick".

Team captains must provide the starter with a written list of the playing order prior to the start of play and are requested to ensure this playing order is listed 15 minutes before the scheduled tee time.

There are no restrictions to the establishing the playing order (ie: not required to be in handicap index order). The order the team pairs' play in (ie: 3 & 4 or 1 & 2 tee off first) is up to the team Captain's to decide. Within each group, order of play off the tee shall be determined by singles matches (ie: 1 v 1, 2 v 2) with each pairing sharing the round evenly.

In the event of a tie at the end of round robin play, the number 1 and 2 players of the tied teams will take part in a sudden death play-off, from the number 1 tee. The Fourball match will take precedent - ie: a Fourball win concludes a match, singles results are only if the Fourball is halved.

**3. Defaults.** Defaults are not encouraged; 3 or 2 players can form a team.

Teams to be filled in the following order: 1, 3, 2, 4. (Note: this playing order ensures a Fourball match in every group.

Holmes, Hayes and Redpath Teams winning by default will receive 9 points. The team defaulting must advise the opposing team, the host club and the Chairman of the Association Match Committee.

**4. Disqualification.** Where a team is disqualified they shall lose 5 points from their aggregate. The opposing team will be awarded maximum points.

#### **5. Points.**

##### **Holmes / Hayes**

Singles

2 for a win, 1 for a half

##### **Redpath**

Singles

2 for a win 1 for a half

Four ball

1 for a win, 1/2 for a half

Team Win

2 for a win, 1 for a draw

**Total Points 2 for Holmes/Hayes, 12 for Redpaths.**

**6. Declaration of Result.** General Rules Clause 11 applies

**7. Semi-Finals and Finals.** If after regular time teams are tied, any halved matches shall continue on a sudden death basis to decide the winner.

If after these matches are concluded the teams are still tied, the number 1 and 2 players of the tied teams will take part in a sudden death play-off, from the original starting tee. The Fourball match will take precedent - ie: a Fourball win concludes a match, singles results are only if the Fourball is halved.

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## **HANDICAP DIVISION**

### **Patterson Cup, Alexander Cup and Moyes Trophy**

#### **Grades:**

##### **Patterson**

Team of 6

**Maximum Hcp Index Total 80**

##### **Alexander**

Team of 6

**Maximum Hcp Index Total 102**

##### **Moyes**

Team of 6

**Minimum Hcp Index Total 96**

**NOTE: Indexes shown reflect the Forum and Pennants Proposal document decisions as confirmed by clubs.**

**1.** In the Patterson and Alexander Cups where during the competition team members handicap indexes change so that the team total exceeds the allowed limit, players may play off a lower handicap index according to the format listed below;

The lowest ranked player (#6) reduces first to an index which keeps the total within the above figures or to an index equal to the next ranked player then the second lowest ranked player reduces similarly and so on until the required total is achieved.

**2. Playing Order.** 1 & 2 then 3 & 4 etc in Handicap index order, with the lowest index being N<sup>o</sup> 1. The order the teams pair's play in (i.e. 6 & 5 can tee off first followed by 4 & 3 etc) is up to the team captains to decide.

**3. Competitions.** Each four plays singles and Fourball matches with Fourball rules taking precedence. Each group will be played on a round robin basis. In the event of a tie between two teams at the end of the round robin play, the numbers 1 and 2 of the tied teams will take part in a sudden death playoff from number 1 tee. Handicaps will be allowed and the Fourball will take precedence, i.e. a Fourball win concludes the match, single results are only considered if the Fourball is halved.

**4. Defaults.** Defaults are not encouraged, 5, 4 or 3 players can form a team. Teams are to be filled in the following order: 1, 3, 5, 2, 4, 6. In the Moyes Trophy the handicap indexes of a reduced team must total a number greater than the number of players times 16 (Note: this playing order ensures a Fourball match in every group).

Teams winning by default will receive 12 points. The team defaulting must advise the opposing team, the host club and the Chairman of the Match Committee.

**5. Disqualification.** Where a team is disqualified they will lose 8 points from their aggregate. The opposing team will be awarded maximum points.

**6. Points.**

Singles

2 for a win, 1 for a half

Fourball

1 for a win, 1/2 for a half

Team Win

2 for a win, 1 for a draw

**Total Points 17**

**7. Declaration of Result.** General Rules Clause 11 applies

**8. Semi-Finals and Finals.** If after regular time teams are tied, any halved matches shall continue on a sudden death basis to decide the winner.

If after these matches are concluded the teams are still tied, the number 1 and 2 players of the tied teams will take part in a sudden death play-off, from the original starting tee. The Fourball match will take precedent - ie: a Fourball win concludes a match, singles results are only if the Fourball is halved.

### **Penney Salver.**

1. Minimum age 50, teams of 6.

2. Two zones (North and South) playing approximately every 4 weeks. When entries are received the possibility of groups within the zones will be considered as a means of shortening the length of the competition.

In addition to these rules, Rules numbers 2, 3, 4, 5, 6, 7, 8, and 9 of the handicap division regulations will apply.

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### **GUIDE TO HOSTING PENNANTS**

1. To make the day an enjoyable and successful event it would be ideal if host clubs could provide the following:

- Starter
- Bar and catering - small eats
- Club official

2. The club official is to be in control of the days pennants and should ensure, The tee allocation as set out in the Aorangi Pennant Programme may be changed on the day as the club official sees fit.

Teams are started on time.

Pennant sheets are available to enter teams

All cards are handed in, competed correctly and signed (name, club number, handicap index and 18 hole score)

Grade restrictions are followed (i.e. maximum of 96 for Alexander)

The pennant match sheet has been completed correctly

All cards have been received and accounted for

Results are announced

Results are faxed on completion to 03 693 9780, or notified to the Aorangi Secretary within 48 hours of completion

The Aorangi Match Chairman is to be notified of any anomalies to handicaps.

3. Players Late for Starting Time.

If one team is not present at the starting time the host club starter can move other teams forward and start the late team and opponents last. If this time arrives and the other team has still not arrived then a further fifteen minutes is suggested as a maximum time to wait then the late team is defaulted. If the late team contacts the host club and a reasonable excuse is given (e.g. held up by a car accident) then reason should prevail and a decision reached accordingly.

4. Contact numbers for the Aorangi Board Match Committee:

Bernard Walsh Phone: 027 253 1382 Email: [info@orangigolf.org.nz](mailto:info@orangigolf.org.nz)

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## **SLOW PLAY**

### **Rule 6.7 - Undue Delay; Slow Play.**

The player must play without undue delay and in accordance with any pace of play guidelines that the Committee may establish. Between completion of a hole and playing from the next teeing ground, the play must not unduly delay play.

Procedure to apply when a group gets "Out of Position" in the field.

#### **"Out of position" defined as:**

- a. When the cumulative time for the round exceeds the time allowed for the number of holes played and
- b. For the second and subsequent groups - when a group arrives at the teeing ground and there is a clear hole ahead (except for a par 5 hole) when all players in the preceding group are on the green.

#### **A reasonable time is deemed to be:**

- a. When playing single match play in fours:  
13 minutes 30 seconds per hole  
2 hours 5 minutes per nine  
4 hours 10 minutes per 18 holes
- b. When playing foursomes match play:  
10 minutes per hole  
1 hour 30 minutes per 9 holes  
3 hours per 18 holes

#### **Time allocated per shot:**

- a. 50 seconds for the first player to play except on the teeing ground and greens.
- b. 40 seconds for other shots. Timing starts when it is the players turn to play.

#### **Procedure for Official:**

1. Decide whether there are any recent mitigating circumstances. If so request the group regain position and monitor progress.
2. If not, request they catch up and warn that if they do not do so, they will be timed.
3. Once timing has started bad times and penalties are progressive.  
1 bad time - noted and the player warned that a further bad time would result in a penalty  
2 bad times - two-stroke penalty in stroke play, loss of hole in match play.  
3 bad times - disqualification.

We sincerely hope that it will not be necessary to impose any penalties for slow play. Team Captains are asked to make their players aware of these rules covering slow play and ensure they are adhered to.

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