

Australian Indoor Golf Team Championships

RULES and NOTES

1. Surfaces to be used/Grounding clubs: The main hitting mat should be used for all shots except when on screen caddie indicates ball is: in the rough, heavy rough, wild grass, or sand (use long green brush mat). Note that clubs may be grounded when in bunkers. Other surfaces such as pine needles, leaves, concrete, fringe, green, fairway, asphalt use main hitting mat or utility fringe mat. Ask for a ruling if in doubt. Using an incorrect mat maybe penalised with loss of hole (refer ruling #9). Use of rough mat to tee off is permitted but not when ball is on the fairway or other tight lie surfaces for subsequent shots.

2. Shots not registering or phantom shots: If a shot does not register there is no penalty, this includes where a shot is too soft to register or the system does not detect the shot taken. If a short putt is played and is repeatedly not registered during regular season rounds contact a staff member to reset the simulator. In all cases the shot will have to be continually attempted until the shot is registered. If during a practice swing contact is accidentally made with the ball and the shot is 'registered' the ball is considered to be in play. Should a phantom shot be registered, a mulligan may be taken (in the presence of a TCB staff member). The opposing team and TCB staff should be consulted to determine the circumstances of the phantom shot. In all circumstances ask for a ruling.

3. Lining up shots/Mulligans: Markers may assist the player in lining up shots and club selection. There is no requirement to move away from behind the player as the shot is played. Mulligans on scorecards may be penalised with a 2 stroke penalty or loss of hole in match play (1 per mulligan) unless authorised by a TCB staff member.

4. Playing order and Shot selection: Players may alternate playing order at any time, except tee shots in the case of male/female/junior combination teams. There is no requirement to take a minimum number of tee shots from either player. Absolute care should be taken when selecting the best shot, as it is not possible to reverse the selection except in exceptional circumstances.

5. Substitute players/Playing for more than one team/Three person Teams: Players are permitted to compete in up to 2 different teams (with a different partner) in any one competition. Arranging a substitute player during the regular rounds in the event of injury or unavailability will be considered on a case-by-case basis with potential handicap adjustments. All players of a team must play at least 40% of regular rounds to qualify for finals. Specific pairs within a three person team must have played at least 3 of the 12 regular season rounds to play in finals and have a unique pair handicap. Unqualified players/pairs will not be permitted to play in finals. Should one member of the team be unable to compete due to absence or injury the other team member is not permitted to play more than the one shot but can compete as a single player if desired. Should notification of injury or unavailability occur prior to the finals draw being promulgated and teams have to withdraw from the finals, the next highest ranked team would qualify for finals, otherwise a walkover is scored. Should the three different pairs within a three person team have different handicaps and these handicaps place them in both handicap divisions, all the pairs, regardless of their handicap will be deemed to be in the higher handicapped division (Palmer Division) during the regular season and for finals. Teams may elect to compete in the lower handicap division (Nicklaus) but this would mean that the higher handicap pair(s) would be ineligible to compete.

6. Handicaps: New teams are required to submit at least 3 handicap rounds to determine a starting handicap. All team's handicaps can be manually reviewed/adjusted during rounds 1 through 6 of any championship. Existing teams handicaps are determined at the beginning of each new competition by collecting the last 10 rounds of competition play, including finals. Maximum handicap is 27 except in exceptional circumstances. Juniors under 14 will play from the Ladies Tee. The last round of the regular season will not be used to increase handicaps. Three player teams will have individual handicaps for each pair.

7. Finals: The majority of teams will qualify for semi final positions in either the Nicklaus or Palmer Divisions. Teams will be divided into divisions based on final handicap (after 12 rounds) and final points score. Although a floating figure the handicap used to divide the divisions will be approximately 5 strokes. Additionally the top scoring scratch teams will compete in Scratch finals. The top three ranked teams, plus any team within 12 strokes of third place will be eligible to compete. When determining finalists, should multiple teams finish on equal points or the same score (scratch) they will be separated by a count-back (initially 6 rounds and then round by round through to round 1). Handicap semi final team structure are in accordance with separately issued Finals Structure and will depend on numbers of teams competing, however the Nicklaus Handicap division will normally comprise of six teams and ties (handicap), whilst the Palmer division will be made up of the majority of the remaining teams. Some teams will miss out on Semi positions. Teams competing for the Scratch Title are also eligible for Nicklaus Division handicap honours.

8. Ties in Finals: In the event of a tie in finals matches a 3-hole play-off, with sudden death after hole 3, will be used commencing at the first hole of the course just played. Should teams not be available to compete in a play-off on the day/night a count-back system (initially the last 6 holes and then hole by hole from the 7th and then 8th hole etc) will be used to determine the winners. A 3-hole play-off will always be used to decide Grand Finals. All finals matches are to be played by the promulgated date where possible. Refer to the season draw for maximum possible extensions in extreme situations. Note that any extension will be granted by the match committee (TCB staff) without consultation with competing teams.

9. Selection of courses: The selection of courses is in accordance with Finals Format guidelines issued separately, however only the top two ranked teams will receive course selection rights for the Grand Final course. All teams will select a course at approximately round 10 for potential use as a Grand Final course. Courses for the non Grand Final weeks of the Semis will be determined by the match committee at about round 8 of the season. The following courses may not be used in Finals: Devils Island, Mesa Roja, Par 3 Ocean, Three Canyons and others at the discretion of the match committee. Depending upon course selected male players will be required to tee off from pre determined tee blocks. Additionally the following courses are not to be used when competing against teams with female players: Torrey Pines, Banff Springs, The Belfry, Pinehurst No2, St Andrews Jubilee, St Andrews New and Phoenix and some other courses to be advised by match committee. Some courses when selected by teams with female members may require male players to play from a different tee block to that used during the regular season or using composite layouts as deemed appropriate by match committee.

a. Finals Format: All Finals will be played over 18 holes in Ambrose Match Play format using team's handicap and course index or off scratch for scratch finals. Teams' handicaps may be reduced after the first finals match played but will not be adjusted further. All play-offs and count-backs are played and conducted using the same format as used in the finals match.

The following supplementary rules also apply:

10. In the event that a player takes a shot from an incorrect mat that shot is deemed to be not in play and may not be chosen by the competing team. Should both players play from an incorrect mat, or the ball deemed to be not in play is chosen the team will automatically be penalised by loss of hole in Match Play or a 2 shot penalty in stroke play.
11. Either player from the competing team may drop the ball into the rough mat.
12. Mobile phones are to be switched off during Finals. Please observe all other golf play etiquette where appropriate such as:
 - a. Do not move, talk or stand close to or directly behind an opposing player making a stroke.
 - b. Always play without delay. If a delay of any kind is required permission from the opposing team is required.
13. Golf club may be grounded in the rough/sand mat.
14. In the event that an incorrect choice of ball is made the team will be required to continue play. There is no possibility to change the choice. Please take care when selecting preferred ball. Phantom shots that 'take' the shot of the second team player must be replayed so that a staff member can take the necessary action to remove the shot. If the shot is allowed to go without replays the second player will not have an opportunity to play a shot. We hope this software issue maybe resolved soon.
15. Unless otherwise specified in the season draw Men players play from the Pro tees, Ladies play from the Ladies tees, Juniors under 14 play from the Lady or Junior tees and Juniors under 17 play from Amateur tees. On courses where men play from Amateur tees Juniors under 17 may be permitted to play from either Lady or Junior tees.
16. During Handicap Finals the handicap difference between the two competing teams will be determined and the team with shots advantage will be given the extra shots on the number of holes equivalent to the handicap advantage. E.G. Team A has a handicap of 15 Team B has a handicap of 18. A three shot advantage applies to Team B. Team B will have a one shot advantage on holes indexed 1 through 3 not 16 through 18.