



## 2023 ORCHARD MEMBERS INTRACLUB GOLF LEAGUE TERMS OF COMPETITION

(Final Edition as of March 15, 2023)

### I. GENERAL INTRACLUB GUIDELINES

- All play must be in accordance with the latest Rules of Golf, Club Local Rules, and this Golf League Terms of Competition

### II. ELIGIBILITY

- Open to all male amateur members, and dependents, 12 years old and above, in good standing
- Junior dependents aged 21 to 29 years old must be enrolled in the Junior Dependents Program
- All participants shall have a WHS handicap index from September 16, 2022, to March 1, 2023
- Only registered and paid team members are eligible to play or act as a captain

### III. REGISTRATION/ENTRY FEE

- A player must register and pay his entry fee at least 3 days before he will be allowed to play or act as captain (on or before Wednesday for the Saturday game and on or before Thursday for the Sunday game)
- Registration of players shall be until **April 30, 2023, only**
- **P1,000.00 per player**, including Captains and co-Captains
- A team must pay the initial entry fee for their first 16 players (with players' names) on/or before **Saturday, March 11, 2023**.
- Incomplete or unpaid teams shall be removed from the roster of teams effective **Sunday, March 12, 2023**.

### IV. TEAM COMPOSITION

- Minimum of **16 and a maximum of 30 players** on the roster
- May have 2 Captains – a Captain and a co-Captain
- A playing Captain and/or co-Captain must be one of the players on the roster

### V. MINIMUM PLAYING REQUIREMENT

- Each team player must play at least once in the elimination round. Otherwise, 1 point, per player, shall be deducted from the team's total match points.
- For a no-show player whose name appears on the day's line-up shall be considered fielded provided that his handicap complies with the requirement of the match. Otherwise, he will not be considered fielded.

### VI. CANCELLATION/SUBSTITUTION/ADDITION OF PLAYERS/ NON-PLAYING CAPTAINS

- Cancellation of individual entry, substitution, or addition of player/s, and replacement of Captains and co-Captains shall only be allowed **until April 30, 2023** provided that:
  - The player being substituted/canceled has not yet played any match; or
  - If he had already played a match, but he:
    - b1. Has been suspended or expelled by the Club
    - b2. Has sold his share and dropped his membership
    - b3. Is physically incapacitated with a medical certificate of his disability that is approved by the committee
    - b4. Has been found to be ineligible as envisioned by these rules
    - b5. Has died
- A non-playing team Captain and co-Captain cannot be substituted if he has already served as a Captain or co-Captain for the day.
- The Golf Office must be informed, in writing, through email, SMS, or Viber, of any cancellation, substitution, or addition of player/s at least **3 days before the play day**
- In the event that a substitute/additional player is deemed ineligible, all matches played by the said player shall be considered lost.



## VII. LEAGUE HANDICAP INDEX

- The player's league handicap index is the average (up to tenths only, hundredths disregarded) of his twelve (12) handicap indexes from September 16, 2022, up to March 1, 2023.
- Players without board handicap on a certain handicap revision date will be given zero, and their handicap indexes shall still be divided into 12 to get the average
- It is the joint responsibility of the Team Captain and the player to determine the player's correct league handicap index

## VIII. FORMAT/RULES OF PLAY

- **Games** – a one-day 18-hole competition between teams
  - a. 5 matches per game
  - b. Each team shall field five (5) 2-man teams per game with a combined minimum handicap index of 18.0 per team
  - c. The team may designate a Captain and co-Captain per game
  - d. Players playing the **Four-Ball-B** and **Pinehurst Foursomes-C** formats shall not have league handicap indexes lower than **9.0 and 15.0, respectively**
  - e. Playing Captains or co-Captains may assist their teammates after the completion of their matches
  - f. The whole match shall be forfeited for no-show teams and/or those unable to field at least 3 matches (min of 6 players) and a P3,000.00 team penalty shall be charged to the Team Captain.
  - g. The opposing team of the no-show team shall earn a maximum of four (4) match points and a maximum of 12 ups.
- **Matches** – the competition between two (2) 2-man teams
  - a. Shall be played on a scratch basis
  - b. Each match shall have a different format, sequenced as follows:
    1. **Pinehurst Foursomes** (formerly Greensomes)
    2. **Four-Ball-B**
    3. **Pinehurst-Foursomes-C**
    4. **High-Low**
    5. **Aggregate**
  - c. Teams shall submit their line-ups to the Golf Office at least 15 minutes before the start of the matches. Otherwise, a loss of hole penalty on their first match (Pinehurst Foursomes) shall apply (the match may be continued on the next hole).
  - d. Five (5) match points are available per game and match winners shall receive 1 match point.
  - e. In case of ties after a regulation play, each team shall receive half match point.
  - f. A team will receive a 3 up for each defaulted match
- **RULES FOR THE MATCH FORMATS:**
  - a. **Pinehurst Foursomes**
    - a1. both partners tee off
    - a2. On the second shot, each partner hits his partner's ball (**switch ball**)
    - a3. For the third shot, they shall choose one ball and play alternately from that point until they complete play of the hole. The partner whose ball is not chosen shall hit the third shot.
  - b. **Four-Ball (Best Ball)**
    - b1. A match in which two play their better ball against the better ball of two other players (See Rule 23 Match Play).
  - c. **High Low**
    - c1. On each hole, the lower & higher scores of each team shall be matched against the lower & higher scores of the other team.
    - c2. A hole may be won by winning both the high and low scores or by winning either the high or low score and tying the other.
  - d. **Aggregate**
    - d1. A match in which the combined scores of a pair are matched against the combined scores of another pair.



- **AMENDMENTS ON THE “TIME OF STARTING” (Rule 5.3a)**
  - a. If both players of a team fail to start on time, the penalty as stated in Rule 5.3a shall apply
  - b. If one team player does not arrive and fails to start on time, his partner may proceed to play and wait for the late partner until the 3<sup>rd</sup> hole. Otherwise, the team shall lose the match and be considered a default.
  - c. For the Four-Ball format, a side may be represented all the way by a single player provided that said player complies with the minimum handicap index requirement. (see Rule 23).

#### **IX. SPECIAL LEAGUE RULES ON SLOW PLAYER**

- The following time pars shall be in effect and uniform for all matches, regardless of the venue:
  - a. Par 3 - **12** minutes
  - b. Par 4 - **15** minutes
  - c. Par 5 - **18** minutes
- Groups/flights who exceed the allowed time par shall be notified to speed up and play the next 2 holes within the allowed time pars.
- Should notified flights fail to catch up with the pace and have made no apparent attempt to speed up, they will be placed on the clock - **Each player will have forty (40) seconds to play his shot** from the time it is his turn to play.
- An official warning shall be given to first violation. The second and third violations shall result in loss holes, and the fourth in forfeiture of the individual team match.
- Notified flights who are able to catch up with the pace shall be taken off the clock. The monitoring shall be started over, and notification erased. However, failure to meet any subsequent time pars shall result in them immediately being placed back on the clock.
- As long as a group has not been placed on the clock, they will always be subject to an official notification first. When they respond favorably by playing the next 2 holes within the allowed time pars, the notification is essentially erased and the process will start over.
- In the round, the Marshals, Golf Operations Manager or Golf Director will be in charge of monitoring the pace and administering the notifications/warnings/penalties, etc.

#### **X. SCHEDULING (GAME DAYS):**

- Saturdays & Sundays
- Player Course - 7:33AM – 8:09AM
- Palmer Course - 9:30AM – 10:06AM

#### **XI. SPECIAL LEAGUE RULES**

- **Gimme Puff** - Any ball lying within or above the line of the 24-inch gimme circle shall be considered holed on the player's next stroke. The player must pick up his ball and add one stroke to his last stroke's score.
- **Tee Markers** - all participants are required to tee off from the Silver Tee
- **Delays or Postponements**
  - a. Matches shall be delayed when, in the event of inclement weather, the Club management declares the closure of the course.
  - b. If playing conditions improve, then the matches may resume.
  - c. If foul weather continues and the Club management declares that the course is unplayable or closed until 6 PM and the matches cannot be completely finished, then: If all five (5) matches were able to complete nine holes of play, all matches are deemed completed and whoever was ahead in each match when they were halted shall be declared the winners of those matches.
  - d. If one match fails to complete nine (9) holes, all matches are declared void and the game must be replayed within two (2) weeks, except for inclement weather conditions, postponement of games will not be allowed once the schedule is finalized on April 9, 2023.
- **Golf Cart for Captains** - Each team will be issued a maximum of two (2) golf carts per match for non-playing captains and co-captains for the day. Otherwise, they will be charged a cart fee.



## XII. GROUPINGS

- Teams shall be classified into two groups that will be based on the last season's ranking, alternate. Sister teams should not be in the same group while new participating teams will do it by drawing lots. Each group shall play a single round-robin format.

## XIII. TEAM RANKING

- After the elimination rounds, teams shall be ranked according to the number of Match Points earned, then the number of ups.
- The top four (4) teams in each group shall advance to the quarter-finals playoffs
- If two teams are tied, the team who won their match shall prevail as the winner or shall take the upper position. If still tied, the team with a higher number of ups in their match shall prevail.
- If more than two teams are tied, then, the team with the highest match points in their game (between the tied teams) shall prevail. If still tied, then, the most number of ups.

## XIV. PLAYOFFS

- **The top 4 teams in each group after the elimination rounds shall advance to the quarter-finals playoff. Group A qualifiers, will be ranked A1, A2, A3, and A4. While for Group B, will be B1, B2, B3, and B4.** The Quarterfinal playoff shall be played via one game-only, knock-out match.
  - A1 vs B4 – Saturday at Player**
  - B1 vs A4 – Saturday at Palmer**
  - A2 vs B3 – Sunday at Player**
  - B2 vs A3 – Sunday at Palmer**
- The winners of each match shall advance to the semi-finals playoff
- **The playoffs for the semifinals shall be a two (2) game series** that shall be played over one (1) weekend
  - Winner of (A1/B4) vs Winner of (B2/A3) - Saturday at Player, then Sunday at Palmer
  - Winner of (B1/A4) vs Winner of (A2/B3) – Saturday at Palmer, then Sunday at Player
- **The playoff for the championship finals shall be a two (2) game series also between the winners of the semifinals** and shall be played over one (1) weekend: Saturday at Player and Sunday at Palmer.
- **The playoff for the 3<sup>rd</sup> Place or 2<sup>nd</sup> Runner-Up award shall be played via one game-only, knock-out match at the Player course on Sunday of the championship finals.**
- In case of a tie in any playoff series, the following tie-break system shall be followed:
  - Each captain will select a Two-man team to compete in a sudden-death match.
  - The names shall be put in a sealed envelope. The two-man team must still have a combined index of at least **18.0** and must be chosen from the ten (10) players that played that day.
  - The format of the sudden death match shall then be determined by blind draw (**Pinehurst Foursomes, Hi-Low, and Aggregate only**).
  - During the play-off (Semifinals & Finals) each team must field at least 15 players for the two-game series, which only 5 players may play again in the second round of their game.**

### ➤ Schedule

#### ELIMINATION ROUNDS

**Mar. 18** Saturday – Start of the elimination ( Please see attached schedule of games/matches)  
**Aug. 06** Sunday – End of elimination rounds

#### QUARTERFINALS

**Aug. 12** Saturday – Player Course – Knockout match between A1 and B4  
**Aug. 12** Saturday – Palmer Course – Knockout match between B1 and A4  
**Aug. 13** Saturday – Player Course – Knockout match between A2 and B3  
**Aug. 13** Sunday – Palmer Course – Knockout match between B2 and A3



### **SEMIFINALS**

- Aug. 19** Saturday – Player Course - Winner of (A1/B1) vs Winner of (B1/A4)  
**Aug. 19** Saturday – Palmer Course – Winner of (A2/B3) vs Winner of (A3/B2)  
**Aug. 20** Sunday – Player Course - Winner of (A2/B3) vs Winner of (A3/B2)  
**Aug. 20** Sunday – Palmer Course - Winner of (A1/B1) vs Winner of (B1/A4)

### **FINALS**

- Aug. 26** Saturday – Player Course – Championship finals of the winners in the semifinals  
**Aug. 26** Sunday – Palmer Course – 2<sup>nd</sup> and final round for the Championship finals  
**Aug. 26** Sunday – Player Course – Playoff for the 3<sup>rd</sup> Place between the losing teams in the semifinals  
**Aug. 27** Monday – Holiday – Reserved for any postponement of the finals

### **XV. AWARDS**

- 2023 Orchard Members Intraclub Overall Champion
- 2023 Orchard Members Intraclub 1<sup>st</sup> Runner Up
- 2023 Orchard Members Intraclub 2<sup>nd</sup> Runner Up
- Group A Champion (The number 1 team in Group A after the elimination round)
- Group B Champion (The number 1 team in Group B after the elimination round)
- Most valuable player (player from the Champion team with the most number of wins)

### **XVI. REFEREE**

- Any ruling made by the referee on the Rules of Golf is FINAL.

### **XVII. APPEALS:**

- A Team Captain may appeal any ruling to the Committee, by submitting a formal protest within three (3) days from the time the grounds for appeal are discovered or a ruling is made.

### **XVIII. COMMITTEE:**

- Questions and/or disputes shall be settled by the Tournament Committee, whose decision shall be **Final**.
- The Committee will be composed of the President, two (2) members of the Sports and Games Committee, the General Manager, and one (1) team captain designated by other league team captains.