



## **RULES & REGULATIONS**

### **TEAM MEMBERSHIP**

1. Each team can have a maximum of 12 registered players and a minimum of 6 over the 6 rounds.
2. Before the first round, each team must register a minimum of 6 players, of which at least 1 must be staff\* or a company director.\*\*
3. All players must be registered prior to the fifth round.  
(Note: No team can field more than 12 players – see Rule 1)
4. All competitive participants should be at least 16 years of age.

*\* Staff is defined as anyone with an employment contract with the company.*

*\*\* Goodie bags will be given only to players registered at the start of the League.*

### **RULES OF PLAY — HANDICAPS**

1. Official USGA handicaps will be used. (Equivalent non-USGA official handicaps may be allowed at the discretion of the committee upon verification).
2. All participants are to provide their club membership numbers for handicap verification. Competitive participants registered at the start of the tournament should send their handicap details to the tournament committee two weeks before the first round.
3. If a player does not have a verified official handicap, a tournament handicap will be calculated for the player using the System 36 format.
4. New players added to teams should submit their official handicaps at least five working days before each round.
5. Players are responsible for verifying their correct handicaps before they submit their scorecards after each round. If the recorded handicap is, for whatever reason, higher than what the player is entitled to play to, his score may be disqualified for that round.



## **RULES OF PLAY — SCORING**

1. Each team can field a team of four players per round. At least one player in each round should be a staff or company director. The team score for the round will consist of the total Stableford scores of three of the four players — the staff /company director and two other team players.
2. Where no staff or company director is available to play in any given round, a penalty of 10 points will be deducted from the total of the three best scores for that team.
3. In every round, each flight will consist of two players from one team paired with two players from another team.
4. Players from different teams on the same flight must swap scorecards (for scoring purpose) at the start of the round. This is mandatory. Anyone not abiding to this rule may be disqualified.
5. Both markers and players must sign and submit scorecards after each round. Once the cards are submitted, the scores will be deemed as final and no adjustments thereafter will be allowed.
6. Players are encouraged to check the tally of team points at the end of each round, either flashed on the screen at the end of each round or on our website. Any discrepancy should be reported before the next round is played. Once the next round is played, the team total scores from the preceding rounds will be deemed final and no contention will then be entertained.

## **RULES OF PLAY - GENERAL**

1. The Rules of Golf as stipulated by the Royal & Ancient and the USGA, together with all local rules from each golf course/club, will be used.
2. The tournament committee reserves the right to make decisions on the rules of play and its decisions shall be final.

## **FORMAT OF PLAY**

1. The tournament will be played on a Modified System 36 format. Under this format, a player's declared USGA handicap will be compared with his System 36 handicap calculated for each completed round. The lower of the two will then be used to calculate the Stableford points of the player for that round.
2. The maximum Stableford points scored by any player in any round will be 40.



3. The cumulative team scores will be compiled after each round of the league. At the end of the fifth round, the top four scores from the first five rounds will be used to compute a new total score for each team going into the final round. The team score from the sixth and final round will then be added.
4. The team with the highest cumulative team final score (i.e. final round plus best four of the first five rounds) will be the winner of The Business Times Corporate Golf League.
5. In the event of a tie in team scores after the final round, the team with the higher score in the final round will be deemed the winner. To break further ties, a countback system will be used to compare the scores from preceding rounds.

### **HOW THE MODIFIED SYSTEM 36 WILL BE APPLIED**

A modified System 36 handicap will be used to count the Stableford score of each player.

- a. A System 36 handicap for the day will be calculated for each player based on his actual score. This will be compared with the player's declared handicap. The lower handicap of the two will be used to calculate his Stableford score for that round.
- b. In the next round, the lower handicap of the two will be taken as the player's declared handicap for that round. The System 36 handicap will again be calculated, and the lower of the two will again be taken to compute the Stableford score for that round.
- c. For example, if a player with a declared handicap of 18 for his first round plays to a System 36 handicap of 16, a handicap of 16 will be used to count his Stableford score for that round.
- d. In the following round, the lower of the two (16) will be taken as his handicap for that round. The System 36 handicap for the completed round will be calculated and compared to his 16 handicap. The lower of the two will then be taken to count his Stableford score for that round.