

# Competition Rules

## Applicability of Rules

- These rules are applicable to all Basel Baggers competitions unless competition-specific rules exist (e.g. Matchplay Rules; Medal Rules; Hole-In-One Rules, etc.)
- Slow play damages our reputation at our host clubs and we may not be welcome back to the courses in the future. Therefore, the committee decided to play according to the 'Play When Ready' principles (appendix 1)

## Eligibility for Competitions

- Members who know & adhere to the official rules of golf, especially respecting the speed of play and course etiquette, and who have a valid golf licence
- 'The Invitational' is the only competition open to non-members by default. For other competitions (e.g. Captains Day) the organiser may allow non-members to compete
- Handicap (HC) restrictions for participation do not apply. However, players with a HC above 36 will be cut to a HC of 36.

## Entry to Competitions

- A "first come first served" policy is adopted for sign-up to the competitions
- The method of sign-up is determined by the competition organiser, generally it is performed by completing a Doodle entry
- A player who signs-up to a competition commits to pay all fees that may apply to that specific competition

## Handicaps

- Basel Baggers will have a handicap calculated using a system nominated by the committee
- The HC secretary has final say on HCs
- Where available, players receive strokes according to their current BB HC & course HC allowance (=day HC, strokes received)
- Strokes received are to be documented on the score cards

# Competition Rules

## Starting Times

- Starting times are communicated to the participants as early as possible, but no later than the day before the competition
- All players in a group must be present and ready to play 10 minutes before the allocated tee time

## Score Cards

- Before each competition, the players receive a score card, holding the following information: Name, current HC, strokes received
- Players must complete the following for the card they are marking: shots per hole, total shots front nine, total shots back nine, total shots 18 holes.
- Stableford competitions: players are required to record in addition SF points per hole & total SF points
- Score cards must be checked and signed by the players and a playing partner (marker)
- Only score cards of prize-ranked players will be double checked by the committee/organiser of the event

## Winner

- Stableford competition: The player with the highest score stableford wins
- Strokeplay competition: The player with the lowest score net wins (i.e. total strokes-strokes received)
- Prizes are generally handed out for 1<sup>st</sup> – 3<sup>rd</sup> places
- 'Longest Drive' (men & women) and 'Nearest to the Pin' (mixed) prizes may be part of any competition, at the discretion of the organiser of the event
- For 'the Invitational', only guests with a valid HC are eligible to win the Guest prize. For LD & NP, guests participate alongside BB members.

## Decision in Case of Ties

- In case of a tie, the player with the better total score on the back 9 wins
- If players are still tied, the player with the better score of holes 13-18 wins
- If players are still tied, the player with the better score of holes 16-18 wins

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- If players are still tied, the player with the better score on hole 18 wins
- If players are still tied, toss of coin will decide the winner
- The committee have final say in any disputes

# Competition Rules

Appendix 1:

## Play when Ready!

« Play when Ready » simply means that each player in a group plays when they're ready, if it's safe to do so.

Here are some indications of the « Play when Ready » principles;

- Be ready before your tee-time and only play at your allocated time, not before or after
- Follow the rhythm of the players in front of you, walking briskly is good for your heart!
- Prepare your next shot while walking to your ball, and play as soon as it is safe to do so
- Play your shot if the person with the honour is delayed. Shorter hitters can play their ball first from the tee or fairway
- Play your shot before helping someone to look for their ball
- On the Green, line up your putt before it is your turn and putt out short putts immediately instead of marking even if you're walking close to someone else's putting line
- Play your ball for example, even if a player is further from the hole than you or is delayed by raking a bunker
- When, for example, one of your fellow player's ball has gone over the back of a green, any player closer to the hole should play while the other player is walking to their ball
- Please mark scores immediately on your arrival to the next Tee, except the first player to tee off, who marks their card after playing
- In case of doubt about the whereabouts of your ball, please play a provisional