

ALRESFORD SCRATCH TROPHY
Rules - 2022

The purpose of the Alresford Scratch Trophy competition is to provide a competitive framework for good-spirited, singles, scratch matches between participating clubs.

COMPETITION ORGANISATION

- The competition will be directed and administered by a Committee of Alresford members
- Clubs may join the competition following an invitation from the Alresford Committee

FORMAT OF PLAY

- For the 2022 season, there will be two leagues of 4 teams
- The winners from both leagues will play each other on Finals Day, Sunday 18 September at Alresford GC to establish the overall winner of the Alresford Scratch Trophy. In the event of a tie after the "Final", the result will be determined by a sudden-death playoff involving the first player from each team
- Each team will consist of 5 players, who are "full" members of their Club with a competition handicap
- The format of play will be singles, scratch, match play over 18 holes
- Visiting team has the honour on the first tee
- Caddies are permitted and are the responsibility of their player. Prior to commencement of play, Team Captains may agree to permit caddies to go on the greens. If no agreement is reached, caddies are not permitted to go on the greens

RULES OF PLAY

- All matches must be played in exact handicap index order
- If a team plays in the wrong order, the points for the individual affected matches will be awarded to the opposition
- All matches to be completed by 11 September 2022
- During the season, a Club must play each of the other Clubs in their league, on a home and away basis and the home club should offer 3 dates, preferably on a Sunday unless both Clubs are in agreement to use a different day
- If a player is late on the tee then both teams should allow the other matches to continue until such time normal play can resume. If the last match has commenced before the late player arrives then that individual match will have those points awarded to the present club/player
- A player may only represent one Club in the league within the competition year
- All games must comply with the current Royal and Ancient Rules of Golf and any relevant local rules of the host club

SCORING

Points are awarded as follows for each individual match:

- 1 point for the front 9
- 1 point for the back 9
- 1 point for an overall win

If a match is all square on any of these 3 options, no extra holes are played and the points can be halved. Maximum score is 3 points per player.

RESULTS

It is the responsibility of the home Team Captain to collate the result, agree it with the away Captain and inform the Alresford Committee. This should be done within 48 hours of completion of the match.

POSTPONEMENT AND RESCHEDULING OF MATCHES

- Fixtures can only be postponed for the following reasons:
 - Course closure
 - Course deemed unfit for play, by agreement of both Team Captains
 - Suspension of play from dangerous weather
- It is the responsibility of the home Captain to offer 3 suitable dates for the matches to be re-scheduled
- In the unlikely circumstance that a Club fails to fulfil an agreed fixture the Alresford Committee should be informed
- All matches not played will result in no points being awarded to either side

LEAGUE STANDINGS

At the end of the season the team with the most points in each league table will play each other to determine the winner of the Alresford Scratch Trophy. In the event of two clubs having the same score the number of "away" points gained will be the deciding factor.

It is hoped that all matches will be played in good spirit and etiquette and that no reference need be made to this document. If a situation arises that is not covered, then it is hoped that good sense and friendly relations will prevail.