



MIDLOTHIAN COUNTY LADIES' GOLF ASSOCIATION

Inter Club Five-a-side League Matches – Rules

1. Players must be a member of MCLGA to play in the 5 a-side matches. All categories of membership within MCLGA (with the exception of Associate Members) will be eligible to play in the Inter-Club 5 a-side matches. All those individuals who are confirmed on the waiting list for full membership of MCLGA may play in the 5-a-side matches. Club Representatives (Reps) should ensure players are registered (or on a waiting list if applicable) with MCLGA before new players play in a league match. A member can only play for one club. Any MCLGA member who is a member of more than one participating club must choose which Club she will play for by 31st March and advise the 5 a-side recorder for that year. A player may only change which club she represents after 31st March if she leaves one club and joins another, advising the 5 a-side recorder. They must be a playing member of the nominated club.
2. The Inter-Club 5 a-side matches will be played in 2 divisions – Division 1 and Division 2. Each Division will where possible consist of an equal split of teams per division, each playing an equal split of home and away matches during the season. In the event of an even number of teams in Division 2 arising from Clubs withdrawing from the League in a reversal of the draw (year 2), a split of home and away matches shall be arranged as evenly as possible. Home and away matches will be presented in a table format by the 5 a-side recorder at the October Representative meeting in every even year for the start of the following odd year, these being reversed the following year. Teams relegated and promoted at the end of a season will assume the home and away fixtures of the relegated and promoted teams from Division 1 and 2 respectively.
3. Matches should be arranged between Club Reps or another member of the Team/Club appointed by the MCLGA Club Rep. Home Reps should provide at least 3 alternative dates to their opponents. Once Matches have been arranged, all dates and starting times should be emailed to the 5 a-side recorder by the end of January. Teams shall endeavour to play on dates agreed for each fixture and only due to unforeseen circumstances will a team request to reschedule the fixture. The opposition is not obliged to agree to change the date of the fixture. The minimum period to request a date change with the opposition will be 6 full weeks.
4. Clubs should endeavour to play their matches before the middle of August but by 31st August at the very latest. Only in the event of rescheduled matches late in the season will Club Reps make contact with MCLGA Captain and Vice Captain to request an extension. Weekends may be considered but only if both teams agree.
5. Each match will consist of 5 single games, a game point (1) being awarded to the winner of each game and half a point (1/2) being awarded to each team when a game finishes all square after 18 holes.
6. The match will be won by the team with the most game points (as described in Rule 5 above). The winning team will be awarded two (2) match points; the losing team will not receive any match points. In the case of a halved match, both teams will be awarded one (1) match point.

7. The winner of the Macfarlane Trophy will be the team with the most Match Points in Division 1. The Thomson Trophy will be awarded to the team with the most Match Points in Division 2.

At the end of the season the two teams in Division 1 with the least number of match points will be relegated to Division 2. The two teams in Division 2 with the most match points will be promoted to Division 1.

If, after calculating match points, a tie occurs either for the Macfarlane Trophy or for the Thomson Trophy, or if match points cannot decide on the teams to be promoted or relegated, then total game points will count. If a tie still occurs after considering total game points, the trophy winner and promotion/relegation will be calculated using the holes remaining to be played across all matches. The team with the greater amount of holes to be played will finish above the team with which they were previously tied. If a tie still occurs after considering total holes remaining to be played then the **head to head** match score between the two teams will count, followed by the head to head game points, followed by the head to head total holes remaining to be played.

8. Each club must appoint a Team Captain to take full responsibility for any decisions required on behalf of their team on the day of the fixture. The MCLGA 5 a-side rules must be followed when making any such decision. Should it subsequently be found to be the case that the 5 a-side rules had not been followed, a Panel will be formed (refer rule 22) to adjudicate and their decision will be final.
9. All Matches must be played Monday to Friday from 4.30pm onwards and all players will start on their tee time as per the home clubs booking system. Within each team the order of play will be by handicap, a lower handicap playing before a higher ("Playing" rather than "Exact" handicap to be used allowing teams to choose the order of play if one or more players have the same "Playing" handicap). **Before the Match, the Team Captains will simultaneously exchange their Team List showing the five players in Handicap playing order. The Home Team Captain will then transfer the names onto MCLGA hard copy 5 a-side results sheet, as emailed by the 5 a-side recorder.**
10. A game need not be forfeited if a player is not present at the start of the Match. However, in the situation of late arrival of the last player (the last player could be a player playing out of handicap order, previously agreed between the Club Reps/Team Captains before the date of the fixture), the Rules of Golf apply (Rule 6-3a: If the player arrives at their starting point, ready to play, within five minutes after their starting time, the penalty for failure to start on time is loss of the first hole in match play. Otherwise, the penalty for breach of this Rule is disqualification.) No alteration can be made to this team following the exchange of cards (see Rule 15 regarding teams of less than five players).
11. Games will be played between players who are in the same position on their respective Team Cards. If a player is inadvertently delayed, the following game(s) should proceed, her opponent waiting until the latest starting time available for the match (i.e. number 5s actual tee-off time as per the home clubs booking system) before the game is forfeited. This is subject to the five minutes allowed under rule 6-3a, and the player present is then awarded one (1) game point with a game result of 5/4.
12. Play shall be from the Ladies medal tee of the day. All Games to be played off scratch. The Home Team shall have the honour on the first tee as they are deemed the challengers.
13. Players shall walk at all times during a stipulated round unless permission to ride in a golf cart/buggy is granted by the MCLGA organising committee before the date of the fixture. Caddies are not permitted, unless prior consultation and agreement with the opposition and is authorised by the MCLGA organising committee.
14. MCLGA will adopt the R&A recommended local rule for Distance Measuring Devices (DMD's) therefore a player may obtain distance information by use of a DMD. If, during a stipulated round, a player uses a DMD to gauge or measure other conditions that might affect their play (e.g. elevation changes, wind speed, etc), the player is in breach of Rule 14-3. Penalty for breach of Rule 14-3 is loss of hole in match play and for subsequent offence it is Disqualification. In the event of a breach between the play of two holes, the penalty applies to the next hole.

15. If a club cannot raise a full team on the fixed date, the match must be played with the players available and any conceded game will be won 5/4 to the opposition. If it is known before the exchange of team cards that a player will be missing, the remaining players should be entered on the card in handicap order and the last game(s) conceded. If it is known before the fixture date that a team will have less than 5 players on the date of the fixture the club with less than 5 players will advise their opposition and the opposition will acknowledge and bring the same amount of players to play the match. Should the team with initially less than 5 players turn up on the fixture date with more players than advised in the confirmation emails, this will have no relevance to the game points won/lost. If both teams on the same fixture date have less than 5 players without prior notification, then each team will receive 0 game points with 5/4 loss against both of them.
16. If a player becomes unwell or has to retire during a game her opponent is deemed to have won any subsequent holes not played but not more than 5/4 and the score of that game will be reflected as such in the overall match result.
17. A team will forfeit any game [and lose the game point(s)] where any player plays in incorrect handicap order. The result for the team card will be 5/4 in favour of the team that did not play out of correct order. If the player at game 1 or 2 for example plays in incorrect order and subsequently means players at 3, 4 and 5 play out of order then the subsequent games will be deemed to have been lost 5/4.
18. Should a team field a player who is not a member of MCLGA then 2 match points will go to the opposition, regardless of the initial match result. The game points for the unregistered players game will be forfeited the greater of the actual game result or 5/4 and the game points that follow the game with the unregistered player will also be forfeited the greater of the actual game result or 5/4. Game points and results prior to the unregistered player will stand in case of a count back at the end of the season.
19. Before the first game tees off, the Home Team Captain, in consultation with the Away Team captain, may arrange to postpone a match owing to weather conditions if the course has been closed or if likely to close during a match. Only if the course becomes unplayable during the course of a match, or if play can cease under the Rules of Golf, should a match be abandoned. If either of these conditions occur, an alternative date should be arranged between the Reps, as soon as possible, with at least 2 alternative dates being offered by the home team. The date, when confirmed, should be notified to the 5-a-side recorder. Where a match has been rescheduled due to abandonment or postponement, then all games will start from the first hole regardless of where each game finished in the original match.
20. Immediately following the match, the official 5 a-side result card shall be completed in full and signed by both Team Captains. The HOME Team Captain will arrange for a picture/photo of the card to be emailed to the 5-a-side recorder, copying the AWAY team captain **within 48 hours** of the match date. Both Team Captains should keep a record of the results of each game.
21. These rules **must be** displayed within each club on the relevant notice board so that they can be referred to at any time. These rules will also be available on the MCLGA web site at all times. All team Captains should ensure that all team members are aware of these rules and the rules are adhered to at all times.
22. Decisions will be based on the inter-club 5 a-sides being a team event. Should a dispute arise between teams then the Captain will convene a Panel with two Club Reps from another division within the League and their decision will be final. The decision of the Panel will override any decision made between Team Captains.
23. Inter-club 5 a-side rules will be formally reviewed by the 5 a-side recorder with an appointed working sub-group, from the MCLGA Committee and Club Reps, at the end of every odd year for the start of the following year. An interim review of the Rules may take place should the need arise.