

# EUROPEAN SENIOR MEN'S TEAM CHAMPIONSHIP

## Conditions of Competition

### 1. GENERAL

#### 1.1 Eligibility of Teams

Teams are nominated by European Golf Association (EGA) Member National Golf Authorities.

If the number of entries should exceed the maximum (20), the Committee shall decide which teams will be invited to participate based on past participation, past results or both until a Division 2 is officially introduced.

#### 1.2 Eligibility of Players

All players nominated to teams by their national golf authority must be male and:

- amateur golfers in accordance with the Rules of Amateur Status as approved by R&A Rules Limited;
- citizens of the country represented. Players with dual citizenship may only represent one country per year;
- playing with a handicap of **9.0** or better.
- 50 years or over as of 0.00 hrs on Day 1 of the Championship.

**Penalty for Breach of Condition:** Disqualification of player

#### 1.3 Format

A maximum of 20 teams shall be eligible to participate and each shall comprise six players.

The Championship comprises two stages played in accordance with the Rules of Golf as approved by R&A Rules Limited, the EGA Generic Conditions, EGA Hard Card and the Local Rules as approved by the Championship Committee at the championship.

##### 1.3.1 Stage 1 - Stroke Play

There shall be two rounds of 18 holes stroke play on Days 1 and 2 to decide the draw for the match play, which commences on Day 3.

##### a) Order of Play

Team captains will determine the order of play within their teams for Days 1 and 2 using the official order of play form. If the order of play form is not submitted to the Committee:

- For Day 1, by 17h00 on the day preceding the Championship, the order of play will be determined alphabetically by surname.
- For Day 2, by 17h00 on Day 1, the order of play will be the same as for Day 1.

##### b) Scoring

The lowest five scores from each team's six players will count each day. The aggregate of the five lowest stroke play scores from play on Days 1 and 2 will constitute each team's score for determining the match play stage seeded draw.

##### c) Decision of Ties

A tie for any place in the match play order shall be decided using the lowest total of the two non-counting scores. If a tie still exists, the sum of the two lowest scores, one from each

day, shall be used. For further ties, the sum of the two second lowest scores, the third lowest scores, the fourth lowest scores and, finally, the sum of the two fifth lowest scores, one from each day, shall be used. Any further tie will be decided based on the final stipulated 18, 9, 6, 3 holes or last hole of the best score from each of the tied teams.

##### d) Absentee Player

In the event that a registered team member cannot participate in a stipulated stroke play round and is not substituted as permitted in 1.4 (b), the team's five scores will count. In the case of a decision of ties, the team with the absentee player shall finish last. If more than one player is absent, the team shall automatically assume last place in the match play draw.

The remaining players shall be permitted to play their stroke play rounds, which the committee may use to determine match play seeding when more than one team has two or more absentee players.

##### 1.3.2 Stage 2 - Match Play

All teams will play a one foursome and four singles match format.

The stroke play will determine a seeded order for the match play. A maximum of 20 teams will be divided into a first flight of eight teams: 1 vs 8; 2 vs 7; 3 vs 6 and 4 vs 5, second flight of eight teams: 9 vs 16; 10 vs 15; 11 vs 14; and 12 vs 13 and a third flight of four teams who will play a round-robin with the team qualifying 17<sup>th</sup> playing the teams qualifying 20<sup>th</sup>, 19<sup>th</sup> and 18<sup>th</sup> on Days 3, 4 and 5 respectively.

If there are fewer than 20 teams, the seeded draw will change according to a standardised EGA structure.

A win in either a foursomes or singles match shall return one point, a halved match, half a point (see 1.3.2 (c)) and a loss, zero points to the team's score. The results of the round robin will be determined based on points accumulated, with one point awarded for a win and zero for a loss. In the event of a tie, the final positions will be decided by the number of individual matches won and, if necessary, by the number of holes won (see 1.3.2 (c) Exception).

##### a) Order of Play

On the eve of each match, Team Captains must provide the Committee with the order of play, using the official order of play form, for the foursomes and singles matches:

- for Day 3 matches, no later than 30 minutes after the completion of the second round of stroke play.
- for Day 4 and 5 matches, no later than 30 minutes after the completion of their team's flight the previous Day.

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Failure to submit the official order of play form on time will result in the order of play being determined alphabetically by surname.

Once the official deadline to submit the order of play form has expired, changes in the order of play are not permitted.

**Exception:** substitutes : see 1.4 (b).

**Penalty for Breach of Condition 1.3.2 (a):** Disqualification of all players out of the pre-stated order of play.

#### b) Halved Match

In the event of a match being all square after 18 holes in any round, players shall continue to play until one wins a hole, when the match will be considered won.

**Exception:** Condition 1.3.2 (c).

#### c) Concession of Matches

When a final team match result is already decided, an individual match may be halved if all participants in that match agree.

**Note:** After 18 holes or any extra hole(s), if the players in an individual match remain all square and the final result of the team match has been decided, the match in question will be halved.

**Exception:** If the matches are in a flight of three competing nations or in a round robin in the third flight, players must play until there is a winner, extending the stipulated round if necessary.

#### d) Absentee Players

In the event that one (several) registered team member(s) cannot participate in a stipulated match play round and is not substituted as permitted in 1.4 (b), matches shall be forfeited at a position within the order of play according to the following principles.

- I. Foursome matches must not be forfeited and must always be played.
- II. If the "withdrawal" occurs before the official deadline to submit the order of play form has expired, the Team Captain will return the order of play form with the absentee player placed in the position of his or her choice in the singles and that match will be forfeited.
- III. If the "withdrawal" occurs after the official deadline to submit the order of play form has expired,
  - i. if the absentee player is listed to play in the singles: his match shall be forfeited,
  - ii. if the absentee player is listed to play in the foursome, he will be replaced by one of the players listed to play in the singles. The replacement will be determined by lot and his single match shall be forfeited.

If fewer than four players are available to represent a team, that team must forfeit its match.

In the event that opposing teams would each have one or more absentee players, then these players would be deemed to have been paired together and to have halved their match. Should this require the re-pairing of matches, the player(s) in the match(es) impacted higher up the order of play will drop down to play the player(s) in the other impacted match(es). A team match tied result would be decided by stroke play qualification position.

#### 1.4 Substitutions

##### a) Prior to the Start of the Championship

If a substitute player is required, the Committee must be notified, at the latest, 30 minutes before the first tee time on Day 1. After this deadline, the team must remain with the same players for the entire championship (exception see 1.4 b). A substitute player is permitted for any reason, but may not participate in the practice rounds until she has been officially substituted for a team member with permission from the Committee. A breach of this Condition may result in the substitute player not being permitted to compete.

##### b) After the Start of the Championship

If a substitute player is required, only for reasons of illness, injury or exceptional grounds acceptable to the Committee, the Team Captain, as long as he conforms with the eligibility condition (1.2), will be permitted to become a Playing Captain and he will take the position of the player he substitutes. The Committee must be notified of the substitution no later than 30 minutes prior to the team's first tee time. Once such a substitution has been done, the team will remain with the same players until the end of the championship and the substituted player will not be permitted to compete any more. No other substitutions are permitted.

#### 1.5 Practice

A Team Player, Team Captain or Team Advisor will not be allowed to practice on the championship course for a period of thirty days prior to the first official practice day, unless he or she is a member of the golf club at which the championship is being played.

Only registered team players and Captain will be permitted to practice during the official practice rounds and in official practice areas.

See Section 1.4. for information on practice for substitutes.

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#### 1.6 Advice (Note to Rule 8)

Each team may appoint a "Team Advisor" who may give advice to members of that team from either:

- a) a Team Captain, who must be an amateur golfer in accordance with the Rules of Amateur Status as approved by R&A Rules Limited; or
- b) another person who may or may not be a professional golfer.

**Penalty for Breach of a):** Disqualification of Team.

**Exception:** The appointed person may not walk on a putting green.

A Team Advisor must be identified to the Committee prior to the start of the Championship and the position must not be interchanged.

**Note:** A Team Captain may be named in addition to a Team Advisor. Only the Team Advisor may offer advice. Please refer to 1.7 for caddying permissions. Any other person accompanying the team is considered as a spectator and should behave accordingly.

**Penalty for Breach of Condition:** Match Play - Loss of hole; Stroke Play - Two strokes.

#### 1.7 Caddies

A player is prohibited from having a professional golfer serve as his caddie during any stipulated round.

**Penalty for Breach of Condition:** Match Play - At the conclusion of the hole at which the breach is discovered, the state of the match is adjusted by deducting one hole for each hole at which a breach occurred; maximum deduction per round - two holes.

**Stroke Play** - Two strokes for each hole at which any breach occurred; maximum penalty per round - four strokes (two strokes at each of the first two holes at which any breach occurred).

**Match Play or Stroke Play** - If a breach is discovered between the play of two holes, it is deemed to have been discovered during play of the next hole and the penalty must be applied accordingly.

A player having a caddie in breach of this Condition must, immediately upon discovery that a breach has occurred, ensure that he conforms with this Condition for the remainder of the stipulated round. Otherwise, the player is disqualified.

#### 1.8 Disqualification

A penalty of disqualification for a breach of the Rules or the Conditions of Competition applies only to the round in which the breach occurred unless otherwise determined by the Committee.

A disqualified team will assume last place in the Championship.

## 2. PRIZES

### 2.1 Title and Awards

The winning team of the Championship shall be the European Senior Men's Team Champion for a period of one year. The Championship Trophy shall be held by the winners' National Golf Authority, who will be responsible for the cost of engraving, insuring and maintaining the Trophy and returning it, before the next Championship, to an address named by the EGA Secretary.

The EGA will present medals to the members of the winning team and to the members of the second and third placed teams. Professional golfers nominated as Team Advisors may receive a medal in the absence of a non-playing amateur Team Captain.

The EGA will present the host club with a memento.

The host country will present all participants with a memento.

*EGA Championship Committee  
Revised: 15 February 2016*

## GENERIC CONDITIONS OF COMPETITION AND REGULATIONS

Applicable to all EGA Championships

### 1. GENERAL

#### 1.1 Behaviour

Players, captains and team advisors, should conduct themselves in a disciplined manner, demonstrating courtesy and sportsmanship at all times. Behaviour of the very highest order is expected by all players, captains or team advisors towards everyone involved in the Championship. Any player, captain or team advisor, breaching the EGA Code of Conduct may be subject to disciplinary action by the Championship Committee.

#### 1.2 Starting Groups

Wherever possible, the preferred format for the qualification rounds for European Team Championships involving sixteen teams and fewer, is two-ball flights.

### 2. COMMITTEE

#### 2.1 Composition of Authority

The EGA Championship Committee members present are responsible for the sporting aspects of the Championship and reserve the right to amend the Championship Conditions.

The Committee may appoint Referees whose decision on the Rules of Golf will be final.

#### 2.2 Competition Cancelled or Altered

The Committee reserves the right to cancel any stipulated round, suspend or postpone play, cancel the competition or come to an equitable decision to achieve a result.

In EGA Team Championships, a minimum of 18 holes stroke play must be completed by all players in order to attain a Championship result.

### 3. ENTRIES AND WITHDRAWALS

#### 3.1 Entries

Entries will only be accepted on the EGA official online entry system: [www.ega-golf.ch](http://www.ega-golf.ch) (with the exception of the European Young Masters). Late entries will not be accepted. An entrant's or team's entry will not have been officially received until his or its name has been posted on [www.ega-golf.ch](http://www.ega-golf.ch).

#### 3.2 Late Withdrawals

Players who withdraw less than three days prior to the start of the Championship, other than for sickness or other special circumstances, may have their future entries rejected.

#### 3.3 Refunds Following Withdrawal

a) Individual Championships: Entry fees will only be refunded in the case of withdrawal being advised before the closing time for entries, except for those entrants who may be assigned to the reserve list and who do not subsequently compete, or those withdrawing for medical reasons (medical certificate required).

b) Team Championships: Entry fees will only be refunded following withdrawal if notice is received no later than 21 days before Day 1 of the Championship, unless there is a valid reason that is acceptable to the EGA.

#### 3.4 Authorisation of Entries

All entries are subject to the approval of the Championship Committee, which reserves the right to disqualify any competitor making a false statement at his entry and to accept or refuse or, having accepted, subsequently reject any entry without giving reason for its decision.

### 4. REGISTRATION

a) Individual Championships: Competitors are requested to register at the club house immediately on arrival, but not later than 12h00 on the day preceding the championship. A competitor's failure to meet this deadline or to pre-notify the Committee of their pending arrival time may result in the competitor losing his/her starting field place.

b) Team Championships: Team players' names should be submitted to the hosting national golf authority no later than 10 days prior to the first official practice round. Participating teams must register as soon as possible following their arrival at the championship venue. Team captains may register players' names on behalf of their team.

### 5. PRACTICE ROUNDS

5.1 *One ball* only may be played during practice rounds, with the following exceptions:

- If a player misses the green with his shot to the green, he may play one additional shot.
- Where the Rules of Golf apply (e.g. provisional ball).
- A player may practice putting, chipping or bunker play, provided play is not delayed.

Players should discontinue such practice immediately when the following group is waiting to play.

#### 5.2 Transportation

Players must not ride on any form of transportation during any part of an official practice round unless authorised by the Committee.

Failure to respect these Practice Rounds regulations will result in the discontinuance of the practice round.

### 6. DISCLAIMER

All players agree that there are certain risks inherent in the game of golf and accept personal and sole responsibility for all such risks.

EGA Championship Committee  
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