

## Durham Seniors Golf League - Rules and Guidelines – Season 2025

1	Eligibility	Gentlemen club members who, on match day, are aged 55 years or over and are home members of a golf club affiliated to Durham County Golf Union. A player may only represent 1 DCGU club (seniors' team) during a season.
2	Player Competition Qualification	Each team player qualifies for the competition by virtue of playing a minimum of 6 competitive rounds (recorded on WHS) within the 12 months prior to the date of the match. Medical exemptions (due to long term illness) can be allowed if they are agreed by the opposition Team Organiser at least 24hrs before the match day. Responsibility for checking a player's eligibility and qualification rests with the Team Organiser.
3	League Match Format	<b>Dunholm Trophy</b> - Match Play - 4BBB matches <ul style="list-style-type: none"> <li>6 games = 12 players</li> </ul>
4	Knockout Format	<b>Dunholm Shield</b> - All clubs who are part of the league are automatically entered into the knockout draw – clubs can opt out if they want to. <ul style="list-style-type: none"> <li>Play by dates will be established at the start of the season</li> <li>Each round will be draw on a given date – home club is drawn first</li> <li>Format – 4 BBB – 6 games = 12 players</li> <li>In the event of a draw, the final game (6<sup>th</sup> game as listed on the team start sheet) will play sudden death starting on the 1<sup>st</sup> hole.</li> </ul> The final is to be played on a neutral course.
5	Missing Players	If less than a full team is available... <ul style="list-style-type: none"> <li>a game with 1 absent player may be played on a 1 v 2 basis</li> <li>if a player is missing at the start of a match R&amp;A rule 23.4 applies – “an absent player may join the group at any time”</li> <li>a game involving a shortfall of 2 players (on 1 side) must be conceded - a game is considered to have 2 players absent when neither of the players are ready to tee off at the allocated tee time (as listed on the team start sheet).</li> </ul>
6	Handicaps and Handicap Allowance Calculations	19.9 has been set as the maximum handicap index allowance. This does not prevent players with a higher handicap index from taking part, but they would do so knowing that their course handicap will be based on an index of 19.9. The 4-Ball Better Ball (4BBB) match play handicap calculations are as follows... <ul style="list-style-type: none"> <li><b>Calculate the Course Handicap:</b> Each player calculates their Course Handicap based on their own handicap index (to a maximum of 19.9).</li> <li><b>Determine the difference:</b> Calculate the difference from the lowest Course Handicap.</li> <li><b>Apply the handicap allowance:</b> Apply the 90% handicap allowance to the difference.</li> </ul>
7	Course and Tees	Matches are to be played on the course and tees as determined by the Home Team – they should be the tees used by the Home Club for their Seniors Club Competitions (not Club Championship Tees). In exceptional circumstances (course damage, reconstruction etc) a match may be played over a reduced number of holes (minimum 15) - both Team Organisers must agree before the match starts. The stroke index for each hole in play will be as listed on the course card. The Home Team Organiser, should inform the visiting Team Organiser (prior to start of play) of any local rules that are not printed on the course card.
8	Playing Season and Starting Time	Matches to be played between dates specified each year as “the start of the season” and “the end of the season” on a Monday with a (1 <sup>st</sup> match tee) starting time between 10:30am and 2:30pm at the discretion of the Home Club. Alternatively, day and or start time can be changed subject to the agreement of both Team Organisers.
9	Scoring	Each individual game will score 2 match points for a win and 1 match point for a half. Each match will score 2 league points for a win and 1 league point for a half.

10	Results	Within 24 hours of the completion of a match the Home Team Organiser is required (via email) to send a signed copy (or unsigned copy in the event of a dispute) of the match result to the League Contact specified, using the form provided.
11	Dispute Resolution	<p>In the event of an unresolved dispute each Team Organiser is required to submit (via email) the details of the dispute, to the appointed League Contact, within 24 hours of the completion of the match.</p> <p>Possible dispute issues include (but are not restricted to) ...</p> <ul style="list-style-type: none"> <li>• Inclusion of ineligible player</li> <li>• Player with incorrect handicap</li> <li>• Inaccurate information supplied by the Home Club</li> <li>• Time of arrival of “missing” players</li> <li>• Match halted prematurely / unnecessarily</li> <li>• A clear breach of R&amp;A rules</li> </ul> <p>The dispute will be considered by a minimum of 3 independent club representatives who form part of the Dispute Resolution Group. They will give their decision within 5 days from the date of the match. Sanctions include...</p> <ul style="list-style-type: none"> <li>• Loss of game under dispute; Loss of match; Match to be replayed</li> </ul>
12	Match Hospitality	Tea / coffee and cake / biscuits to be provided by the home club pre match. The home club will be responsible for any costs that may be incurred.
13	Rearranged Matches	<p>If weather conditions cause a postponement prior to a match being played the Home Club will make that decision. The onus is on the Home Team Organiser to rearrange the fixture which must be completed before the end of the season.</p> <p>If the Team Organisers agree that conditions have deteriorated significantly, they have the responsibility to suspend play. If the conditions are likely to be temporary a maximum wait of 30 minutes is considered as being “reasonable” – thereafter the match will be postponed and rearranged for a later date.</p> <p><b>UNLESS</b> at least one of the games has been completed, then the following applies...</p> <ul style="list-style-type: none"> <li>• The scores of all completed games will count</li> <li>• All unfinished games will be halved</li> </ul> <p>When the course is experiencing extreme weather conditions (e.g. lightning, flooding, high winds etc) which has been assessed, by the club management, as being a risk to health and safety, the club management has the responsibility to halt play and call golfers off the course. Regardless of the progress of the match the assessment of the club management will prevail.</p>
14	Buggies	<p>Players are permitted to use buggies if they so wish. It is the players responsibility to contact the home club in advance of the fixture to book the buggy. The cost of hire and availability of buggies is at the discretions of the home club.</p> <p>Personal buggies and single riders are also permitted when accompanied by the appropriate insurance document.</p>
15	End of Season	<p>The League Table positions will be sorted as follows...</p> <ul style="list-style-type: none"> <li>• most league points</li> <li>• most match points</li> <li>• most matches won</li> <li>• most match points away from home</li> </ul> <p>If, at the end of the season, there is still a tie, the winner will be based on the head-to-head results of the tied clubs – using the same “sort” process as illustrated above.</p>
15a	End of 2025 Season and Start of 2026 Season	<p>If the number of clubs involved in the 2025 season exceed 8, the clubs will be arranged (via a draw) into 2 leagues of equal status. At the end of the season the highest ranked team from each league will play a home and away final to decide the winner of the <b>Dunholm Trophy</b>. In the event of a tie the final 4 ball (6<sup>th</sup> on the tee sheet) will play sudden death starting on the 1<sup>st</sup> hole.</p> <p>The 2026 season will be organised in the same way (2 leagues of equal status and a home and away final to decide the league winner) and will include the following requirement - the 2 highest ranked clubs (season 2025) from each league will be grouped together to form one league with other clubs being added via a draw (if required).</p>