

1	Player Eligibility and Competition Qualification	<p>To be eligible to play in any DSGL competition the following will apply...</p> <ul style="list-style-type: none"> • The team can only contain male golf club members who, on match day, are aged 55 years or over. • To qualify each team player must have recorded (with WHS) a minimum of 6 competition rounds within the 12 months prior to the date of the match (<i>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</i>). • If a Team Player is a member of more than 1 club they may only represent 1 DSGL club (seniors' team) during a season. <p>Responsibility for checking a player's eligibility and qualification status is with the Team Organiser.</p>
2	Playing Season and Starting Time	<p>Matches will be played on a Monday with a (first 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. The Knockout Matches (round 1) are scheduled to be played on Monday 28th April 2026 and the last League matches are scheduled to be played on Monday 24th August 2026.</p> <p>End of Season Finals and Competition – these dates can only be changed if weather and course conditions make the course unplayable.</p> <ul style="list-style-type: none"> • Knockout Final - Monday 7th September 2026 • League Championship Final 1st leg – Monday 14th September 2026 • League Championship Final 2nd leg - Monday 21st September 2026 • Team Strokeplay Championship – Monday 28th September 2026
3	League Match Format	<p>Dunholm Trophy - Match Play Competition - 4BBB matches - 6 games, 12 players in total - the clubs will be arranged into 2 leagues of equal status.</p> <p>The league table positions will be determined as follows...</p> <ul style="list-style-type: none"> • most league points • match points difference • most match points • most match points away from home • If 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 detailed above. <p>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 Dunholm Trophy.</p> <p>At the end of the final (2nd leg) and in the event of a match tie the final 4 ball (6th on the tee sheet) will play sudden death starting on the 1st hole.</p>
4	Knockout Format	<p>Dunholm Shield - all clubs who are members of the DSGL are automatically entered into the knockout draw – clubs can opt out if they want to.</p> <ul style="list-style-type: none"> • Play by dates will be established at the start of the season • The matches for each round will be decided by draw • Format – 4 BBB – 6 games, 12 players in total • Round 1 and the quarter finals will be a single match – a draw decides the home team • Semi-finals will be home and away matches – the 1st leg home team will be decided by draw – the result will be decided on total match points scored over both matches – in the event of a tie the final 4 ball (players listed 6th on the tee sheet) will play sudden death starting on hole 1

		<ul style="list-style-type: none"> Final will be played on a neutral course – in the event of a tie the final 4 ball (players listed 6th on the tee sheet) will play sudden death starting on hole 1
5	Team Strokeplay Championship Format	<p>DSGL Team Strokeplay Gross Championship & DSGL Team Strokeplay Net Championship – end of season, 1 day Strokeplay event</p> <ul style="list-style-type: none"> Every team will be automatically entered into both Gross and Net competitions 5 team players will play on separate (but consecutive) tee times and will compete for both the Net and Gross trophy at the same time To qualify each team player must have competed in at least 5 team matches during the season (including finals) – all the other competition qualification requirements also apply 95% allowance will be applied to the course handicap (required for the Net competition) Best 4 individual scores (counting players) will count towards the team score In the event of a tie the result of the 5th player will be taken into account – if the result is still a tie the standard countback system will be applied based on the combined scores of the four counting players <p>The course will be selected from a list of clubs that are able to host the event</p>
6	Missing Players	<p>If less than a full team is available...</p> <ul style="list-style-type: none"> a game with 1 absent player may be played on a 1 against 2 basis if a player is missing at the start of a match R&A rule 23.4 applies – “an absent player may join the group at any time” 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).
7	Handicaps and Handicap Allowance Calculations	<p>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.</p> <p>The 4-Ball Better Ball (4BBB) match play handicap calculations are as follows...</p> <ul style="list-style-type: none"> Calculate the Course Handicap: each player calculates their Course Handicap based on their own handicap index (to a maximum of 19.9). Determine the difference: calculate the difference from the lowest Course Handicap. Apply the Competition Handicap Allowance: apply the 90% competition handicap allowance to the difference – a maximum competition handicap difference of 18 shots is to be applied if required
8	Course and Tees	<p>Matches are to be played on the course and tees as determined by the Home Team. 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 this before the match starts. The stroke index for each hole in play will be as listed on the course card.</p> <p>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.</p>
9	Scoring	<p>Each individual game will score 2 match points for a win and 1 match point for a half.</p> <p>Each match will score 2 league points for a win and 1 league point for a half.</p>
10	Results	<p>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 using the form provided, to the League Contact specified.</p>

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"> • Inclusion of ineligible player • Player with incorrect handicap • Inaccurate information supplied by the Home Club • Time of arrival of "missing" players • Match halted prematurely / unnecessarily • A clear breach of R&A rules <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 10 days from the date of the match. Sanctions include...</p> <ul style="list-style-type: none"> • Loss of game under dispute • Loss of match • Match to be replayed
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 or course 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 August 2026.</p> <p>If weather or course conditions cause a postponement after a match has started the following considerations will apply as appropriate...</p> <ul style="list-style-type: none"> • 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" • 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>Based on these scenarios the following will be applied...</p> <ul style="list-style-type: none"> • If, at the time the postponement decision has been implemented, at least one of the games has been completed the scores of all the completed games will count and all unfinished games will be halved, and the match is considered as being completed • If, at the time the postponement decision has been implemented, none of the games have been completed the match must be postponed and re-arranged by the end of August 2026 • If it has not been possible to re-arrange the match it will be treated as being halved with a point awarded to each side <p>Postponement to the Finals or Team Strokeplay Championship will be the responsibility of the DSGL organisers to re-arrange.</p>
14	Buggies	<p>Players are permitted to use buggies during competitions. 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 are at the discretion of the home club. Personal buggies and single seat riders are also acceptable if...</p> <ul style="list-style-type: none"> • they comply with the policy of the home club • they are accompanied by the appropriate insurance document.

15	League structure for 2027 season	<p>At the end of the 2026 season the top 3 teams from Leagues A and B will form League 1 and the bottom 3 teams (or 2 if a 5 club league exists) from Leagues A and B will form League 2.</p> <p>Depending on the number of clubs registered for the 2027 season League 1 will require either 1 or 2 more clubs to be added.</p> <ul style="list-style-type: none"> • If 1 club is required – the selection will be made on merit (based on the performance of the clubs during the 2026 season) between the 4th placed clubs in Leagues A and B • If 2 clubs are required – both 4th placed clubs will be added into league 1 <p>There is 1 variable that would affect the structure of the League – if 15 clubs are registered 3 Leagues are required – this would mean that one of the 3rd place teams from Leagues A and B would join League 2 – that selection would be made on merit (based on the performance of the clubs during the 2026 season). The 6th placed clubs from Leagues A and B would form League 3 and be joined by the 3 new clubs. The remaining clubs would form League 2.</p> <p><i>Appendix a – illustrates the new league structure based on the number of clubs registered for the 2027 season.</i></p>
16	Promotion and Relegation	<p>Following the League restructure (start of 2027 season) relegation and promotion will be on a 2 up 2 down basis. As the League grows it may be necessary to adjust the Promotion and Relegation requirement to ensure that the Leagues have a numerical balance. All new clubs will be added to the lowest League.</p>

appendix a Durham Seniors Golf League		2027 Season - League Structure		
number of registered clubs	League 1	League 2	League 3	
12		6	6	<i>not required</i>
13		7	6	<i>not required</i>
14		7	7	<i>not required</i>
15		5	5	5
16		6	5	5
17		6	6	5
18		6	6	6
19		7	6	6
20		7	7	6
21		7	7	7