

## DCGUJ KNOCKOUT COMPETITION RULES (DRAFT 2026 - 19th March)

### General

1. All juniors who are under 21 on January 1<sup>st</sup> of the competition year and who are amateur members of the participating club shall be eligible to compete. Caddies must be under 21 on January 1<sup>st</sup> of the competition year and not a PGA professional.
2. A player who plays for a Club in either a Foursomes or 5 Player Team in a season may not play for a different Club in that same competition during the same season. A Club may enter a maximum of 2 teams in each competition but no player may play for more than 1 team in that competition in the same season, the penalty for which is the disqualification from that competition of the team for which they played secondly.
3. The maximum Handicap Index shall be 30.4 for both girls and boys.
4. All games shall be played over 18 holes under match play rules of golf.
5. Players shall always walk during the stipulated round unless permission to ride a golf buggy is granted in accordance with the Durham County Golf Union's Buggy Policy.
6. The JLO from the Home Club will make a decision on any issues arising before and during play. Deliberate and/or persistent failure to follow the rules by players will result in the hole and then the match being forfeit. If parents (or similar) act incorrectly they shall be asked to leave the course. Refusal to do so will result in that game being abandoned. Continued refusal will invoke the event being abandoned.
7. The League Secretary will be notified of any such issues arising and the Junior Committee Chair will then decide if any further action is needed.
8. Suspension of play will be signalled either verbally and/or by klaxon. If a klaxon is used then an immediate stop is signalled by one long note, a non-immediate stop is signalled by 3 short notes and a restart is signalled by 2 short notes.
9. If temporary cessation of play is required e.g., lightning, play will resume 30 minutes after the last lightning flash. If play is abandoned concluded matches will count and those not completed will be considered halved.
10. Players and caddies are not permitted to use alcohol or tobacco during the matches. Consumption of alcohol or tobacco during the match will result in an automatic loss of the game.

11. Outside assistance will not be allowed. Ball spotting is permitted. Rules advice may be sought by players from the nominated Junior Liaison Officer (JLO) of either team on the match day if required. All spectators must remain at least 20 metres away from junior competitors except in a medical or other emergency. JLOs (henceforth, the term JLO shall encompass any other nominated officer representing the junior team from a golf club who is known by another preferred title) are not permitted to advise on club choice, stroke to take or other direct interference with the match.
12. The JLO must offer 5 (five) dates for the game to be played, 2 (two) of which must be weekend dates. The dates must be offered within 7 (seven) days of the JLO receiving the draw. If the away JLO has not received the dates within that time they must contact the home JLO and request dates.
13. The last date offered should not be within 4 days of the closing date for the game to be played to deal with any extenuating circumstances.
14. Any problems in arranging fixtures must be reported to the Knockout Secretary, Ian MacDonald by email ([ianmacdonald97@btinternet.com](mailto:ianmacdonald97@btinternet.com)) giving full details of the attempts to arrange the game, who will decide on what actions should be taken.
15. The home club is responsible for sending the result to the Knockout Secretary by email ([ianmacdonald97@btinternet.com](mailto:ianmacdonald97@btinternet.com)) by 11 pm on the night of the match via email or text.

### **Foursomes Rules**

1. Each team will consist of 2 players, who may be changed in subsequent rounds, but in accordance with paragraph 2.
2. White tees (or equivalent) are to be used for boys and Red tees (or equivalent) are to be used for girls.
3. The playing handicap for each of the pairs is 50% of their combined course handicaps (the Course Handicap for boys will be taken from the White Tees and the girls from the Red Tees with the girls also receiving additional shots to reflect the difference in pars between the White and Red tees - this will be done before combining course handicaps.
4. The shots will be received on the stroke indices from the White Tees (or equivalent).

5. If a mixed gender team plays a provisional ball or takes stroke and distance relief for a ball out of bounds or lost outside of a penalty area, this must be played from where the previous stroke was made.

## **5 Player Team Rules**

1. Each team shall consist of 5 players.
2. JLOs must order their players from 1 to 5 in order of the lowest to highest Playing Handicaps (Playing Handicap is Course Handicap plus any additional shots due to a difference in Pars in accordance with Paragraph 4 below. **Then the number 1s play one another and so on to the player 5s.** If there are fewer than 5 (five) players they will still play in ascending order and the non-competed matches will be forfeit.
3. White tees (or equivalent) are to be used for boys and red tees (or equivalent) are to be used for girls.
4. Both boys and girls will play off their respective playing handicaps, which are 100% of their course handicap. **In calculating their playing handicap girls will also receive additional shots to reflect the difference in pars between the White and Red tees (or the equivalent tees).**
5. All games shall be played over 18 holes under match play rules of golf. In singles games, players will play in ascending handicap order **and** handicap allowance shall be full playing handicap differences.
6. The player, whether boy or girl shall receive shots based on the course being played, meaning that if a boy receives the shots they will be based on the stroke indices on the White Tees and a girl on the Red Tees.