

The Classic - Tournament Rules

A. THE FORMAT OF THE CLASSIC AND TEAM SELECTIONS

1) The Draw:

- a) Alternate matching of Better-ball pairings (and between 1st / 10th tees)
- b) Spinning of the coin gives team Captains the choice of who casts the 1st pairing forward
- c) Captains to present Order of Merit tables, with official Club Handicaps of all competing players
- d) Players electing to play off forward tees with the adjusted handicap must be presented before the Draw starts, and this cannot be changed

2) Team selection:

- a) 22 players per team, based on the respective Order of Merits, with replacements from position 23 onwards. No wild card selections
- b) Team Captains (Chairman) have the choice of automatic selection. Outgoing Chairmen from both Clubs automatically qualify for 5 years hence, as a token of respect of their contribution to their Clubs. (*Note: Norman Bakos has life exemption to play in The Classic, as approved in 2013*)
- c) Players must have an official Club handicap to play The Classic (else Captains to discuss)

3) Match format:

- a) Format based on 18-hole Better-ball Matchplay. Lowest handicap (up/down) to Scratch
- b) Points: 11 matches at 1 point per win; ½ point for a draw = 11 total points, where 6 points constitutes a Team Win; 5 ½ points each a Draw
- c) Guest team to tee-off first

B. MATCH DECISIONS AND RULINGS

- a) Official R&A rules will apply. The Club Pro will act as referee on local rules.
- b) Any decision agreed in a match is final and an individual's decision will qualify as a team decision, e.g. if one player of the team concedes a putt/hole/match, it will apply as a team decision
- c) For indecision on a Ruling within a game, a 2nd ball can be played, with concurrent match scores kept until an official R&A ruling is found
- d) Any ungentlemanly behaviour will be susceptible to action as deemed fit by both team Captains. Disciplinary action may include suspension from future Phoenician/Cedars games

C. DETERMINING THE WINNER

1) Final Result:

- a) The match result is only final once all fourballs have posted their official game result to their Captains "no matter what", i.e. 18-hole result; Number-of-holes completed; Rain-out; etc and both team Captains and/or Chairman have agreed to the result
- b) The Classic will be a "No Result" if 100% of the field have not completed 9 holes (and the aim will be to try and replay The Classic);
- c) Otherwise the first team to secure 6 points will be declared the Winner, with 5½ points each constituting a Draw
- d) For incomplete matches (due to lightning/bad light/etc), all team/match results to be determined by a "State of Play" rule, with the match result decided on the last hole played

2) Official closing of the Course:

- a) **Lightning:** At the sounding of a weather siren, or immediately when a player and his 4-ball are notified to the suspension of the game, **play must cease at that precise point**. Play can only continue upon official re-opening of the course
- b) **Bad light:** unless team Captains agree, the Club Manager and/or Club Pro will referee the final decision to determine suspension of play (if on the course) or going back to play (in the event of resumption of play from a lightning siren) including whether any hole started must be completed

3) The Trophy:

- a) For a Win, inscribe "Cedars" or "Phoenicians", else "No Result" if not replayed that year
- b) For a Draw, the holder will 'Retain The Cup' and inscribe "[The holder] RTC" e.g. "Phoenicians RTC" or "Cedars RTC"