



# Brodie League Rules

## 1. DETAILS OF THE PLAY

- a) All players will use the Course Handicap of the day, based on the Club Competition tees.
- b) Play will follow the Rules of Golf, with all matches being Singles Match Play over 18 holes.
- c) Players with a Handicap Index of up to 11.5 are eligible to participate in the league. Those with a higher index may still compete, but their Handicap Index will be capped at 11.5. The player with the lowest Handicap Index will play off scratch, and the other players' handicaps will be adjusted accordingly.

## 2. COMPOSITION OF THE TEAMS

- a) The League will consist of 2 Groups with 4 teams in each.
- b) Each team will have 6 players, with the Club appointing a Captain.
- c) If a team has fewer than 6 players, they must fill the positions starting from number one, leaving the higher positions vacant.
- d) A team must have a minimum of 4 players. If fewer than 6 players are available, the opposing team captain should be notified immediately.
- e) Any team with fewer than 4 players will forfeit the match, be removed from the league, and may face additional penalties.

## 3. COMPETITION MATCH PLAY: Rule 3.2 of Handicapping

- a) Players who finish a match play round, before the full 18 holes have been played, must enter their hole-by-hole gross scores for the completed holes in the HNA system, and then select the incomplete round option on the HNA system.
- b) The system will use the WHS expected score algorithm to calculate the player's 18-hole gross score.
- c) Players who complete the round after the match has ended, should not enter their stroke play scores for the remaining holes, because the combination of a competition match play and social stroke play score, is not an acceptable score.

## 4. RESULTS

- a) The overall result will be obtained by awarding 1 (one) point to a player who wins his match and ½ (half) a point if he halves.
- b) Two log points shall be awarded to the winning team of a fixture. In the event of the fixture being halved, one point shall be awarded to each team
- c) If a team forfeits a fixture, they will be removed from the league and may face additional sanctions. Any points earned in previous matches will be excluded from the standings

## 5. TIES IN THE LOG

If two or more teams are tied in the log standings, the following criteria will be used to determine the winning team:

- a) The team with the most points, including half points earned.
- b) The total number of games won (referred to as "games FOR").
- c) The collective result of the match between the teams.
- d) In the tied match between the two teams, the result of the team's No. 1 player, thereafter, the team's No. 2 players and so on until a winner is determined.
- e) If none of the above results in an outcome the tie will be determined by the flip of a coin.

## **6. POOL STAGES, QUARTER, SEMI and FINALS**

The 32 teams will be divided into 8 groups of 4 for the group stage. After competing within their groups, the top 2 teams from each group—16 teams in total—will advance to the knockout stage.

- a) Round of 16:
  - o The 16 teams will compete in the Round of 16, where each team will face an opponent in a knockout match. The 8 winners from this stage will advance to the next round.
- b) Quarter-Finals:
  - o The 8 remaining teams will face off in direct elimination matches. The 4 victorious teams will progress to the semi-finals.
  - o The BGU is responsible for booking the quarter-final tee time on the date set at the start of the season.
- c) Semi-Finals:
  - o The 4 semi-finalists will compete in another round of knockout matches, with the 2 winners advancing to the final stage.
  - o The BGU is responsible for booking the quarter-final tee time on the date set at the start of the season.
  - o The winners of each semi-final group will play each other in the finals at a predetermined venue over 18 holes to determine the League champion.
- d) Finals:
  - o The final will be a single match played over 18 holes.
  - o Each team must submit a sealed envelope with the name of one player chosen to represent the team in a sudden-death single-match play-off. This envelope should be given to the duty official along with the team list on registration.
  - o Once this envelope is received the nominated player may not be replaced for any reason, including injury, absence, or illness.
  - o The sudden-death match will tee off within 15 minutes of the final game leaving the course. The hosting venue will advise which hole to be played based on availability.
  - o If a result cannot be determined due to poor light or weather conditions, a count-out procedure will be applied from player 1 to player 6.