

CHRISTIAN SCHOOLS EVENTS NETWORK GOLF RULES

GENERAL

- Fixtures can be found on the CSEN website (www.csen.au)
- Age Groups (Primary Year 5 & 6, Junior Year 7 & 8, Intermediate Year 9 & 10, Senior Year 11 & 12)
- Schools may use an emergency from a younger age group if required to avoid a forfeit, at a maximum of one male student and one female student per sport, per day.
- Mulgrave Pitch & Putt will provide clubs for all students
- Other courses: Schools encouraged to bring their own set of clubs. Each team should have at least one set of clubs. Clubs can be hired for any teams that do not have their own.
- Golf will be played in the Ambrose golf format. All players in a team will take their first shot from the tee. The next shot all players will play from the closest ball to the hole. This will continue until a team member is able to sink a shot in the hole.

PLAYER RESTRICTIONS

Maximum of 4 players per team.

TIMING OF GAMES

- Rally Day / Lightning Premiership as per fixture
- Teams will be allocated a starting hole, and they will complete each hole as required and work their way around the course in order.

UNIFORM

- Refer to the relevant <u>Semester Sport</u> policy or the <u>Rally Day</u> policy.
 - o The correct sport uniform must be worn for all matches regardless of grade.
 - Leggings are not considered to be part of official school sports uniform.
 - o Track pants should not be worn in any sports matches unless there is a medical reason for a student to do so.
 - o Only the school logo and school name and playing numbers should appear on competition uniforms.
 - Any change to a school sports uniform should be presented to CSEN Executive Officer to prevent any unforeseen clashes in either colours or design.
 - o Students not in correct attire should not be permitted to participate.
- Players must wear school sports uniform, with uniform bibs clearly showing positions.

EQUIPMENT

- At least 1 x Set of Golf Clubs per team
- Can be hired at the Golf Club if required (CSEN to arrange prior)

OFFICIALS

- Teams to score their own rounds.
- Convener to make their way around the course to ensure teams are doing the right thing.

RESULTS

- At the conclusion of the round, teams should take their scorecard to the convenor.
- The team with the lowest score will be the winner.