



Matchplay - Conditions of Play - 2026

1. Clubs may nominate only one team in 2026, with six (6) players per team, minimum of three (3) players.
2. First tee off will be at 8.30am.
3. An AUTOMATIC forfeit for the year will apply, for a team not able to field at least 3 players. All points awarded for previous matches against that team, will revert to zero.
4. When a Team concedes, the Team Captain must advise the FNQWG Committee, the opposing Team Captain and the host Club Captain as soon as possible. This will allow other teams to hit off earlier and the hired buggies to be cancelled. **Notification must be by at least 5pm the day prior.**
5. A Team Captain must advise their **opposing Team Captain**, and the **host Club Captain**, if they are unable to field six (6) players, by 5pm the day prior, or as soon as they become aware they will be short of a player/s. This will allow the order of play to be adjusted accordingly.
6. Team Captains are responsible to ensure all team members are aware of these Conditions of Play and the rules of Matchplay.
7. TEAM SHEETS may be submitted by Captains (text a photo to host Captain) the day before or submit the form in person at least 20 minutes prior to tee time.
8. New players are encouraged to bring a caddie who may also give advice to their player (Rule 10.2 and 10.3).
9. If there is a player forfeit, members of the forfeiting team must move up in playing order. The team named first on the draw has the honour.
10. Players play off the Daily Handicap of the host club, with teams playing in GA order.
11. Order of Play is based on all players playing singles, with No. 1 players and No. 2 players off first, followed by 3 & 4 and the final group of 5 & 6.
12. Each gaggle must play "two go on". Failure to comply may result in a deduction of 1 team point. A warning will be given.
13. When a match between 2 players has a final result, play must stop, and motor buggies returned to the clubhouse. This will allow the other two to play on without distraction.
14. If a round is unable to be completed, points will be awarded for completed matches and a ½ point for incomplete matches no matter what the score.
15. Should more than one round be cancelled due to inclement weather the committee holds the right to either find another date to replay that round or to award all teams equal points and this will over-ride any team forfeit condition of play. Generally, 18 holes must be playable.

16. It is recommended that all players carry a handbook/rule book for use where a match committee member is not available to rule on a dispute. Note RULES APP is available online.
17. Motorised buggies are permitted, must be booked by CAPTAINS only, to avoid double bookings.
18. Measuring devices are allowed, however no slope devices.
19. Players using a phone App for measuring distance must inform their opponent prior to play.
20. The use of mobile phones can only be used in a Medical Emergency, or to contact a Referee or to look up a golf rule App together with your opponent. At all other times mobile phones should be switched or turned to silent (Rule 4.3b). The penalty steps are a warning first, followed by loss of hole, followed by disqualification. Please ensure your players are aware that this is a serious breach of etiquette.
21. **HOST CLUB – Captain must arrange at least two people on the day.** One person to record team names and details on the Results Sheet, and another to start the field on time, and advise of Local Rules etc. The Results Sheet to be available for Captains to complete, and final results to be handed to FNQWG Committee member at completion of play.
22. In the event of a tie after the final round of the competition, the result will be determined by a count-back on the total number of individual matches won by each of the tied teams. If still tied, a count-back is taken of the matches won when each of the tied teams played each other. If still tied, a count-back will be done on the players' individual scores starting with the Number 1 players, and if required the Number 2 players individual scores and so on until a result is achieved.
23. Disputes with these conditions of play must be in writing to the FNQWG committee within 15 minutes of the completion of the match
24. R&A Rules of Golf, USGA and the Local Rules of the host club apply.
25. For rules disputes during a round that cannot be resolved between playing partners, a **name and contact number of a rules official will be provided on the day.**
26. Pro Golfers are excluded from being a team official or acting as a caddy.
27. **Golf Australia Recommended Match Index is to be used for all games,** (as per AGM 26 November 2023).

MATCHPLAY	HOLE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
INDEX	LADIES	18	8	12	3	14	6	10	1	16	5	11	2	15	7	13	4	17	9

Note - A host club has the right to use a Course Marshall **to ensure the speed of play is maintained,**

Scoring:-

- 1 point for individual player win
- ½ point for individual square
- 2 points for winning team
- 1 point for fielding a team (introduced 2019 and in effect for 2026)
- AUTOMATIC forfeit for the year, if a team is unable to field at least 3 players. All scores will go to zero for all games played against the forfeiting team.
- Progressive scores will be emailed to Captains and posted on FNQWG Social Media