Version – 1.7 Update – 1<sup>st</sup> March 2025





**Club Requirements** 

- Minimum Players: Each club must have at least 4 players (no maximum limit).
- Club Name: Clubs should adopt the name of their local FGAoE-affiliated course or town.
- Team Captain: Every club must appoint a Team Captain.
- **Eligibility:** The England National Club League is open exclusively to UK-based, non-affiliated players.

#### Match Day Categories

Players will compete in the following categories:

- Men
- Women
- Over 45: Born in 1979 or earlier.
- Junior: Born in 2006 or later.
- Newcomer: Not played a National Tour event, Category C upwards (excluding Club Finals).

#### League Divisions

- Divisions will consist of up to five clubs per group.
- Clubs will be grouped based on English regions: Midlands, North, South-East, and South-West.
- Matches will be played on a home-and-away basis.

Match Scheduling

- Scheduled Dates: Matches will be pre-scheduled.
- **Rescheduling:** Matches may be rescheduled if both clubs agree. Changes must be communicated via email to **Paul.Boulton@fgaoe.uk**.
- Clash Policy: Matches cannot coincide with FGAoE Tour events.
- Deadlines: All club matches and cup events must be completed by 3<sup>rd</sup> August 2025.

#### National Tour Player Integration

- Four league match days per division will count as FGAoE Category D National Tour events.
- The Club Finals Weekend will be a Category C National Tour event.
- Format: 18-hole individual stroke play.
- Points will be awarded equally across all places.



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Regional Tour Player Integration

- All league match days per division will earn FGAoE Category D points.
- The Club Finals Weekend will also serve as a Category C National Tour event.
- Format: 18-hole individual stroke play.
- Points will be distributed equally across all places.

League Match Format

1. Match Structure:

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- Fixtures consist of **18 holes Individual Strokeplay** for all players and **9 holes Foursomes Matchplay** for four players per club.
- Match points are awarded in the **Over 45**, **Junior**, **Women**, and **Newcomer** categories after the 18-hole Strokeplay round.

## 2. Foursomes Matchplay Rules:

- Each club fields **four players** for two 9-hole Foursomes Matchplay rounds:
  - Match 1: The top two players from the "Absolute Leaderboard" of each club compete against each other.
  - Match 2: The third-best player from the "Absolute Leaderboard" and the highest-placed Over 45, Female, Junior, or Newcomer (from the main tee area) compete against their counterparts.
- 3. Special Notes for Foursomes Matchplay:
  - Note 1: If a club lacks players in the Over 45, Female, Junior, or Newcomer categories, they may substitute a male player. However, this team will compete for **2 points only** in that match.
  - **Note 2:** The highest-placed Over 45, Women, Junior, or Newcomer may occupy any position on the Leaderboard. For example, if a Women player finishes first overall, they will participate in **Match 1**.
  - **Note 3:** The Foursomes Matchplay can consist entirely of Over 45, Women, Junior, or Newcomer players if their scores qualify.

### 4. Player Substitution:

• A change of player during the Matchplay Foursomes will result in the club playing for **2** points per match and **1** point for a draw.



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League Match Arrangement Procedure

- 1. **Pre-Season Preparation:** 
  - All fixtures and dates are announced before the start of the season and will be available on the **FGAoE website**.
  - Player registration portals will be accessible via the FGAoE website for all participants.

### 2. One Week Before the Match:

- The **Home Captain** must contact the opposition Captain to confirm the match date, time, and venue.
- Tee slots should be booked with the course.
- 3. Two Days Before the Match:

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- FGAoE will arrange playing groups on the match portal.
  - Important: Flights cannot consist of players exclusively from one club.
- Clubs may add players up to **1 hour before the match start time**, but these players cannot contribute points to the match. Green fees are to be paid directly to the course.

### 4. Match Day Requirements:

- Ensure the course meets the agreed FGAoE standards.
- Greet the opposition players upon arrival.
- Distribute scorecards and pencils to all players.
- Ensure a LIVE scorer is active in each playing group for real-time updates.

#### League Match Points

Teams will compete for a total of **31 points per match**, distributed as follows:

18 Holes Strokeplay (Individual Scores)

- Best Absolute Scores:
  - o 1st Place: 6 points
  - o 2nd Place: 3 points
  - o 3rd Place: 1 point
- Category-Specific Scores:
  - Best Junior Score: 1 point
  - Best Over 45 Score: 3 points
  - Best Female Score: 2 points
  - Best Newcomer Score: 2 points



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9 Holes Foursomes Matchplay

- Match 1:
  - Winner: 8 points
  - o Draw: 4 points
- Match 2:
  - Winner: 5 points
  - o Draw: 2 points

Note: Tied scores for any position will be resolved using the **countback method (9-6-3-1)**. If still tied, points will be shared (rounded up where applicable).

### Match Results and League Points

- After adding all points, the match winner is determined by the total score. For example:
- Team A: 13 points vs. Team B: 11 points → Team A wins the fixture.
- League Points Allocation:
  - o 3 points: Win
  - o **1 point:** Draw
  - o 0 points: Loss
- Match scores will be used to calculate the Hole-Difference on the league table.

## Reporting Match Results

• The Home Club Captain must report the league match score in the England Club League Chat Groups within 24 hours of the match.

### **Player Registration**

- 1. Membership Requirements:
  - All Club players must be **FGAoE Club Members** (membership is **£5**).

### 2. Player Records:

- o Club Captains are responsible for maintaining records of registered players.
- Each player's club affiliation will appear on the Leaderboard and their FGAoE player profile.

### 3. Registration Timeline:

- Players must become members at least **48 hours prior to a match** to be eligible for registration.
- 4. Match Registration and Payments:
  - All match registrations and payments must be completed via the **Golf Genius portal**.

### 5. Club Affiliation Rule:

• Players may register for **ONE club per season** only.







#### **Junior Players**

- 1. Tee Locations:
  - o Junior tee locations are permitted at the discretion of the Home Club.
  - Under 10, to tee off down an agreed 50% of fairway.
- 2. Points Eligibility:
  - $\circ$  Junior Tees:
    - Players using Junior Tees are eligible to earn **Junior Points only**.
  - Normal Tees:
    - Players competing from Normal Tees qualify for points in all sections, including Junior Points.
- 3. Competition Rules:
  - Regardless of the tee position used, juniors will compete against each other for the **Junior Point**.
- 4. Club League Ball Sizes (Optional):
  - o Clubs may set optional ball size requirements for league matches.

5 14+ 4 9-14 3 6-9 2 (Midi) 3-6	SIZE	AGE (YEARS)
3 6-9	5	14+
	4	9–14
2 (Midi) 3–6	3	6-9
	2 (Midi)	3-6
1 (Mini) All ages	1 (Mini)	All ages

Footwear

- Permitted Footwear:
  - Astroturf trainers and football boots are allowed, provided the course permits their use.

LIVE Scoring

• LIVE scoring is mandatory during R1 and R2 of a Club match.



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Rulebook



• League matches will adhere to the **FIFG Rulebook**.

National Finals Weekend

- Qualification:
  - All clubs qualify for the National Finals Weekend.
  - Players must participate in a minimum of **two League or Club Cup matches** to be eligible for the Finals.
  - o Finals will take place over Saturday and Sunday.

FGAoE Regional Categories

• UK-based FootGolfers will be registered in **Regional Rankings** based on their **chosen club's division**.

Discipline

### 1. Unfulfilled Matches:

- First Offense: Warning
- Second Offense: 3-point deduction
- Third Offense: Expulsion from the league
- 2. Late Submission of Match Sheets:
  - First Offense: Warning
  - o Second Offense: 1-point deduction



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To maintain competitive opportunities in League Divisions that fall short of the minimum six scheduled matches, the **FGAoE Club Cup** will be introduced. This stand-alone event will allow clubs to compete for league points through a one-day combined format at a venue chosen by the FGAoE.

#### Eligibility

- The Club Cup is only introduced in divisions that do **not** reach the minimum of six league matches.
- All clubs in the affected division are **automatically entered**.
- Clubs must field players in accordance with the standard league match rules.

#### **Competition Format**

The Club Cup consists of two parts, both contributing to an overall club score:

#### 1. Individual Strokeplay (18 Holes)

- All registered Division players from each club compete over 18 holes of Individual Strokeplay.
- Standard league match scoring will be used to determine each club's Individual Match Score.

#### 2. Foursomes Strokeplay (9 Holes)

- Each club presents two pairs to compete in 9-hole Foursomes Strokeplay as per standard selection process.
- The combined scores of both pairs determine the club's ranking in this section.
- Points awarded based on finishing position:
  - o 🛛 😽 1st place = 8 points
  - o 2nd place = 5 points

#### Scoring & Final Position

- Each club's Individual Strokeplay points and Foursomes points are added together to create a final Club Cup score.
- Clubs are ranked 1st, 2nd, 3rd based on this combined total.

#### League Points Allocation

- Final Club Cup standings contribute to the League Table as follows:
  - 0 🛛 😽 1st = 3 league points
  - 2nd = 2 league points
  - 🛛 🛛 3rd = 1 league point
- In the event of a tie, points will be **shared equally** between the tied clubs.



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