

CLUB **BELGIAN CLUB** **KNOCKOUT 2021**

OFFICIAL RULES

LEADING

1. Registration for all participants will open on the 14th June 2021. All participants need to register before the 27th June 2021 – 12u00 based on the instructions of the club. There are an unlimited amount of spots available for each club, therefore, 7 rounds will be needed to determine the winner. There is an unlimited field of participants available. Consequently, 7 rounds are required to determine the winner, starting with 3 Preliminary Rounds. Participants are randomly paired via the WAMP App and play three 9-holes Match Play matches against another club member.
2. There is a participation fee of 10 euros per player associated with this competition. Each player, upon participating, agrees to pay this fee to the club. (WAMP will then make an invoice to the club)
3. The tournament is open to all club members with a handicap of 32 or better. In phase 1, three single 9-hole Match Play matches will be played against another club member. The top 16 players after these 3 matches then advance to a direct-elimination format where the winner of each game advances to the next round. The loser drops out. After 4 rounds (Round of 16, Quarter final, Semi-final and Club Final) the club winner will be crowned (Sunday, October 3, 2021 – 23h59 at the latest).
4. In order for the Club Knockout to take place within the club, a minimum registration of 24 club members is required. It is important to have an even number of participants (e.g. 30, 36, ...), since an odd number is technically not possible in the WAMP application.
5. The competition is open to players with a handicap of 32 or better.

6. Players who are members at more than one golf club, have to choose at which club they participate in the Club Knockout. For example, it is not possible to participate in the competition at both Club A and Club B. Ignoring this rule will result in disqualification.
7. Participants are responsible for recording their own tee times for each game. Opponent contact information will be made available through the WAMP app. They must meet the deadlines below (see no. 8).
8. The three Preliminary Rounds take place over a period of 8 weeks. The 'Round of 16' and the Quarter Final will each take place within a 2-week period. For the Semi Finals and Club Finals, there is one week each. Each game must be played at the latest date and time mentioned for each round. This means that all matches of the:
 - 'Pre-Rounds' (start: June 28) should be played before Sunday, August 22, 2021 (23h59).

Remark: "Pre-Round 3" can be played before "Pre-Round 2". All 3 matches must be played before Sunday, August 22.

 - 'Round of 16' should be played before Sunday, September 5, 2021 (23h59)
 - 'Round of 8' (Quarter Finals) should be played before Sunday, September 19, 2021 (23h59)
 - 'Round of 4' (Club Semi-Finals) should be played before Sunday, September 26, 2021 (23h59)
 - 'Round of 2' (Club Final) should be played before Sunday, October 3, 2021 (23h59)
9. Once the match is completed or at the latest before the end of each round, the winner is required to post the result of his/her match online via the WAMP App in order to advance to the next round. This is crucial in order for the WAMP App to manage the match and create the next round. If you have any questions or difficulties, please contact your club secretary or send an email to sophie@wearematchplay.com.
10. If, for any reason, you cannot challenge your opponent, please contact your club captain or email sophie@wearematchplay.com. After consultation, these bodies will consider the outcome of the match.
11. Match results are automatically updated on the WAMP App and are available on the BCKO website.

RULES

12. It is the responsibility of each participant to know and follow the R&A and local golf rules.
13. Playing from different tees is permitted. The **Playing Handicap** will be adjusted according to the tee played.

14. The **World Handicapping System (WHS)** recommends for individual match play 100% of the difference between the **Playing Handicaps**. So, in a match between two players of **Playing Handicap 12** and **20**, the 12-handicapper gives the 20-handicapper eight strokes. These are given on holes with stroke index (read: difficulty) 1 through 8, based on an 18-hole course.

See example:

Since the match is only played over 9 holes, Player A (Playing Handicap 12) and Player B (Playing Handicap 20) can decide whether to play on the Front 9 or on the Back 9. Player B will thus only receive extra strokes on holes with a stroke index lower than or equal to 8. In the example above, this works out nicely to 4 strokes on the Front 9 and 4 strokes on the Back 9 (but this can vary in certain areas to e.g. 3 strokes on the Front 9 and 5 strokes on the Back 9).

The winner is the player who net () wins the most holes over 9 holes. The match can also be won earlier because, for example, Player B wins the first 5 holes net, then the score is 5&4, and Player A cannot possibly win the match on the remaining 4 holes.*

() Net strokes = total number of strokes played (including penalties) minus number of strokes received*

15. Prolonging a match has consequences for all following games. Therefore, prolonging the match schedule is not allowed under any circumstances. If the game has not been completed before the deadline of the direct elimination rounds, the participant can agree to forfeit. In case of disagreement between both parties, the club will decide upon the outcome through a coin flip. The participant at the top of the match schedule will be heads, the participant at the bottom will be tails.

16. If a participant is unable to finish a match and resigns, the opponent will move on to the next round.

17. In case of a participant being 5 to 15 minutes late at his/her tee time, 2 penalty strokes will be added. If a participant is more than 15 minutes late or he/she does not show up, a disqualification will follow.

18. The official round has 9 holes. Discontinuation of the match, due to bad weather or any other reason, needs to be agreed upon by both parties and well thought through. If the match, for any reason, cannot be resumed on a mutually agreed time (that same day), or cannot be played before the deadline of that round, the participant with the last intermediate score will win.

19. During the pre-rounds the following rules apply:

1. Win: 2 - Square: 1 - Lose: 0

2. In case of a tie, the players will be ranked according to their end scores of Match Play. So, players with the most UPS will move on to the next round.

3. If there is still a tie after this, a coinflip will be done (by the WAMP system).

20. During the 'Round of 16', the quarterfinal, semi-final and club final, the following rules apply:

In case of a tie after 9 holes, the match will continue to be played in Sudden Death format, the first player to win a hole will win the match. The winner will submit the final score '1 UP' in the App (without entering the details in the card).

