



SIX NATIONS TOURNAMENT

DESCRIPTION OF THE COMPETITION

The Six Nations Tournament is a yearly event organized on a rotating basis by one of the senior golf associations of Belgium, Denmark, France, Germany, Luxemburg and The Netherlands.

1. TERMS OF THE COMPETITION

GENERAL

The Six Nations Committee is composed of the Presidents or Captains of the six participating senior golf associations, who may delegate to their Team Captain. The chairman for a calendar year is the President of the organizing nation for that year. The Six Nations Committee supports the organization of the event and aims to encourage a good atmosphere throughout the Tournament.

The Tournament Committee is formed by the organizing nation and is the Committee in charge of the Competition (see Official Guide to the Rules of Golf / Committee Procedures / Section I). It consists of at least the Tournament director, the non-playing captain of the organizing nation plus two members, none of them playing the Tournament. It will call a captains' meeting one day prior to the start of the competition.

TEAMS – ENTRY REQUIREMENTS

Each nation is represented by one team of a minimum of eight and a maximum of twelve players; the player's WHS handicap must range from 10,0 up to 24,0 at the time of entry which will be communicated by the organizing country. Each player must be at least 55 years of age during the calendar year of the Tournament and member of the participating senior golf association. Each team will have one Team Captain.

Playing handicaps will be allocated based on actual WHS handicaps ten days prior to the first day of play and will remain constant during the Tournament with a maximum allowance of a playing handicap corresponding with WHS handicap 24,0.

COMPETITION FORMAT

The competition format is as follows: two rounds of individual net Stableford with full playing handicap allowance, each round being played on two consecutive days : players will have the opportunity to train on the course the day before the competition.





- Play is from the yellow tees (or 58 maximum). Blue tees (or next shorter distance) may be used with related adjusted strokes. Players will indicate their preference if they want to play from the blue tees (or its equivalent expressed in distance) at the same time as their handicap is fixed (see here above 'Entry requirements').
- Groups will consist of three players for the first day.
- Groups may consist of three or four players for the second day, to be planned with a shotgun start.
- If possible, each player of a group will be from a different nation.

COURSE LENGTH

The ESGA recommendations for the conditions and length of course shall be respected, i.e.: maximum length 5,800 m for par 72.

TRANSPORTATION

The use of any type of motorized transportation will be prohibited; the Tournament Committee will only grant exception to players with a medical certificate with a maximum of two players per team being allowed to use a buggy (if available) or a private vehicle specially designed for golf.

PACE OF PLAY

Although the competition is a friendly encounter of senior golfers representing the association of their respective countries, the players will be keen to complete their round within the time limits (time par) proposed by the organizing nations. To this end, the organizing nation may take all the measures it deems useful, including the enactment of an appropriate local rule, and the team captains will draw the attention of the participants to the pace of play to be respected.

THE CHALLENGE CUP

The Challenge Cup will be awarded to the team with the highest total of the aggregate of the best eight scores of each day; each member of this team will receive a souvenir.

If a team is incomplete, local substitutes may be entered. However, the scores of these substitutes will not be counted in the end result of the incomplete team.

Deciding Ties

- In case of equal total aggregate Stableford points of the eight best scores for two or more teams, the better result of the second day counts. In case the result is still undecided, the winning team is decided by the aggregate scores of the best 7, 6, 5 etc. players.





- In case play of one of the rounds cannot be finished, the result of the remaining completed round will count.

- The scores of the first day will only count, if all players have completed the round. If play of the second round (shotgun) cannot be finished, the result of the first nine holes of each player will count; all players have to have completed nine holes.

INDIVIDUAL PRIZES

There are three individual prizes :

1. One for the player with the best individual net Stableford score on the first day.
2. One for the player with the best individual net Stableford score on the second day.

In the event of a tie, the winner will be determined on the best score on the last nine holes. If the tying players have the same score for the last nine, the winner will be determined on the last six holes, last three holes and finally the 18th hole. In case of a round with a multiple tee start, the last nine holes, last six holes, etc. is considered to be holes 10-18, 13-18, etc.

3. One for the player with the aggregate best individual net Stableford score. In case of equal scores, the best result of the second day prevails. In case of a tie, see above.

No player can win more than one individual prize, the aggregate taking priority over day one and day two.

The scores for the first day will only count if all players have completed the round. In case play of the second round (shotgun) cannot be finished, the result of the first nine holes of each player will count. All players have to have completed nine holes.

2. RULES

RULES

The Rules of Golf, these Terms of the Competition and Code of Conduct will apply, as well as the Local Rules, the latter one being established by the Tournament Committee.

3. CODE OF CONDUCT

Principle

Players may be warned, penalized or disqualified for violations of the Code of Conduct (including violations by their caddies).





UNACCEPTABLE BEHAVIOUR BY PLAYER, CADDIE

Conduct detrimental to the integrity and image of the game of golf may include, but is not limited to:

- disorderly behaviour including: excessive use of profanity, club throwing, verbal or physical abuse, or threats of abuse, to officials, volunteers, other players or staff, damage to the golf course or any player's equipment, unbecoming conduct;
- failure to care for the course, including, but not limited to, step down on divots (reasonable effort to repair divots), repair ball marks, rake bunkers.

Penalty for breach of Code of Conduct

- 1st breach: warning; 2nd breach: one stroke penalty; 3rd breach: general penalty.
- The Tournament Committee may also disqualify a player for serious misconduct in failing to meet these Code's standards.

USE OF MOBILE PHONES

A mobile phone should always be switched on the 'silence' mode or switched off in order to avoid distracting the other players. The use of mobile phones by a player, caddie or Team Captain on the golf course is not recommended. However in case of emergency or danger (for medical reasons etc.) or to call the Tournament office if a ruling is needed, a mobile phone may exceptionally be used.

- Use of a mobile phone to ask or give an advice in breach of Rule 10.2: general penalty.
- Use of a mobile phone as authorized by the Rule but distracting other players: first offense: the player is guilty of misconduct and should switch off his mobile phone; subsequent offense: the player is guilty of a serious misconduct and the Tournament Committee may impose a penalty of disqualification under Rule 1.2a.

Nevertheless, the mobile phones may be used as a distance measuring device (MD) without slope indicator.

4. TOURNAMENT COMMITTEE

To be fixed separately by the organizing nation.

5. LOCAL RULES

To be fixed separately by the organizing nation.

