



RULES FOR NORTHERN COUNTIES DAILY TELEGRAPH LEAGUE

1. Each County will play a MATCH against each other county. The county team will consist of 12 players and the MATCH will consist of 6 foursomes GAMES and 12 singles GAMES.
MATCH POINTS: Win 2 points : Half 1 point
GAME POINTS: Win 1 point : Half ½ point
2. The County winning the most MATCH POINTS at the end of the year will hold the Daily Telegraph Salver for the following year, and the Salver will be presented on a date and occasion to be chosen by the winning County.
3. If two counties have equal MATCH POINTS at the end of the year, the winning county will be the one which has the most GAME POINTS from all of its MATCHES.
 - (a) If a tie still arises the winning county shall be decided by the result of the MATCH between the two counties.
 - (b) If this MATCH was halved the title shall be shared between the two counties.
4. If there are more than two counties with equal MATCH POINTS at the end of the year, the winning county shall be the one which has:
 - (a) The greatest number of GAME POINTS in all its MATCHES.
 - (b) If there is still a tie between two or more of the counties, 3a and 3b apply.
 - (c) If after applying 4a there is still a tie between three or more counties, the title shall be shared by the counties involved.
5. To be eligible to play in a County team, a player must be qualified in accordance with the Conditions for the English Men's County Championship (see EG Website)
6. Exchange of teams, in playing order, shall be made by the County Secretaries or their Representative. After the exchange, a substitution of a reserve will be allowed if a player is ill or unavailable. Re-instatement of the original player who was ill or unavailable is not permitted. Note: Should a player become injured or be taken ill after the start of a MATCH no substitution would be allowed.
7. In the event of a MATCH being cancelled for any reason it shall be considered as a HALVED MATCH.
MATCH POINTS: Each county: 1 point
GAME POINTS: Each county: 9 points (6 halved foursomes & 12 halved singles)
8. In the event of a MATCH being suspended for any reason, the MATCH result shall be decided by the foursomes and singles GAMES which have been concluded. All GAMES unfinished or not played shall be deemed to be halved so long as all the foursomes or all the singles have been finished. If this is not possible Rule 7 above applies.
9. In the event of play being suspended for any reason, it shall only be restarted if :

- (a) during the foursomes, there is sufficient time for all games to be concluded by 14.30 hours, on the basis of a game taking 12 minutes per hole, or part of a hole.
- (b) during the singles, there is sufficient time for all games to be concluded by 19.30 hours, on the basis of a game taking 12 minutes per hole, or part of a hole.

10. All games shall be played over 18 holes but in the event of adverse weather conditions or state of the course, and if no play has commenced in either the foursomes or singles, a stipulated round of not less than 12 holes may be agreed by Captains of the County teams for either the foursomes or the singles GAMES, and shall count for a MATCH result.
11. The Captains of County teams decide;
 - (a) any point that may arise regarding a MATCH
 - (b) any point which may arise during any GAME where the players fail to reach agreement.
 - (c) when and if play should be suspended, abandoned or restarted (except when a player in a game has invoked the provisions of Rules of Golf 5.6a.

NOTE. The Captains shall not overrule any decision by officials of the host club who may suspend or abandon play in the event of weather affecting the condition of their course.

If the Captains of County teams fail to agree on any point or are not available for any reason to decide any matter, the County President (or acting President for the day) of the host County shall decide the issue and his decision shall be final.

12. Advice in Daily Telegraph League (Note to Rule of Golf 24.4)
 - a. Each county may appoint one non-playing advice giver who may give advice to members of that team. Such person must be identified to the opposing county before the first GAME tees off.
 - b. That person may not:
 - i. Walk on the putting green
 - ii. Give advice to a player on or around the putting green when the player's ball lies on or has been lifted from the putting green.
13. The result of each game becomes final when the players shake hands on the final hole of the game to acknowledge the game is completed