



2022 Barkadahan Golf Championship

OFFICIAL ENTRYFORM

Team Captain:	Asst. Team Captain
Contact No.	Contact No.
Email Add:	Email Add:
Team Name	
Name and Signature	Name and Signature
1	14
2	15
3	16
4	17
5	18
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8	21
9	22
10	23
11	24
12	25
13	26
Submitted by:	Date Submitted:
Name and Designation	



2022 VALLEY GOLF BARKADAHAN GOLF CHAMPIONSHIP

TOURNAMENT SCHEDULE

Schedule: Commencing on May 21, 2022, to be held every weekend until completion.

Opening Day: Saturday, May 21, 2022, to be held at the Founders' Hall

- ✓ Free Breakfast to all participants starting at 6:00 AM
- ✓ Team Assembly at 7:00 AM
- ✓ Photo Shoot
- ✓ Short Program
- ✓ Selection of Best Team Uniform

Schedule of Games will be posted on the bulletin board and viber community.

BARKADAHAN TEAM

- All established Valley Golf groups are welcome to join the Barkadahan Tournament, since its objective is to foster camaraderie and friendship among all Valley groups.
- Teams who had played in previous Barkadahan tournaments are qualified to join the tournament.
- A new team may join the tournament but must prove to the Tournament Committee that the team represents an established Valley Golf group. Teams should not be organized just for the purpose of joining the Barkadahan and are expected to subsist even after the Barkadahan Tournament.
- Valley Golf Club members and/or dependents in good standing with official
- Valley Golf Club handicap indices may join the Barkadahan Tournament.
- A player can only play for only one (1) Barkadahan Team and must be listed in the roster submitted on or before the deadline.
- No changes or substitutions shall be allowed after the deadline.

In line with the spirit of parity and getting-to-know one another in the Barkadahan Tournament, each member listed in the official team roster must play at least two (2) matches during the elimination round. A half (1/2) point deduction from the total Game Points of the team shall be imposed for every game a player missed during the elimination round (e.g., A player who played one match only will result to a half point deduction from team's total game points; a player who didn't play any match will result to a 1-point deduction from team's total game points).



Composition of a Barkadahan Team

- Minimum number of players - 8 players
- Maximum numbers of players - 26 players

The Team Captain and Co-Captain can either be playing or non-playing. However, their participation must be declared on the roster submitted before the deadline. If playing, the captain and/ or co-captain must be included in the team roster. The Captain must ensure that team members are well informed on the tournament rules and etiquette and shall uphold the spirit of the Game. Only the designated Team Captain and Co-Captain in the team roster will be entertained by the Barkadahan Tournament Committee in case of complaints or disputes.

DEADLINE FOR SUBMISSION OF TEAM ROSTER, CHANGES IN THE TEAM ROSTER & WITHDRAWALS:

5:00 PM of Wednesday, May 11, 2022

HANDICAP

The individual team member's handicap to be used in the Barkadahan Tournament shall be the average of best 8 indices (WHS) from July 16, 2021 to May 1, 2022 or current handicap (May 16, 2022), whichever is lower.

DIVISIONS

The number of divisions in the tournament shall be determined after the deadline in the submission of the team rosters. If there are less than 13 teams, then there will only be one division. Two divisions should the registered teams exceed 13 teams. The teams will be ranked from lowest to highest average team indices. The team with the lowest average handicap index will be assigned to Division 1, the team with the second lowest average handicap index will be assigned to Division 2, the team with the third lowest average index will go to Division 1, and so on until the team assignments are complete.

However, the Committee may transfer teams from one division to another, in order to equalize the handicap indices between the divisions. All teams will play a double round-robin within their respective division in the elimination round (1 match to be played at the north and the other in the south).



If a Valley group will field two (2) or more teams, the teams shall be assigned in separate divisions as much as applicable.

Ranking of the teams per division in the elimination round shall be as follows:

- 1) The team with the higher Game points earned net of deductions, if any;
- 2) If tied, the team with the higher Match points earned; and
- 3) If still tied, the team with the higher accumulated "Ups";
- 4) If still tied, the winner of the Game between the two teams;
- 5) If still tied, toss coin.

At the end of the elimination round, the Tournament Committee shall review whether each member listed in the official team roster played at least two (2) matches.

PLAYOFFS:

At the conclusion of the elimination rounds, a total of six (6) teams will advance to the playoffs. If there's only one division, the top 6 teams will advance; if there will be 2 divisions, the top 3 teams for each division will advance. In the playoffs, a series will be played rather than a match. A series is defined as two (2) games played by opposing teams, 1st day in the North and the 2nd day in the south. A series will be played on 1 weekend (Saturday for North and Sunday for South). Determination of a winner shall be the aggregate match points in a series. A minimum of twelve (12) players must be fielded in a series. The same rules will apply on each game in the series. There will be 3 stages in the playoffs, as follows:

- Quarter finals – Rank 1 and 2 will benefit a “bye” status during this round. Rank 3 will play rank 6, while rank 4 will play rank 5.
- Semi-finals - Rank 1 will play the winner of rank 4 and 5. Rank 2 will play the winner of rank 3 and 6.
- Finals – The winner of the semi-finals will play each other. The losing team in the semi-finals will play a consolation series.

Note: a violation on the 12 minimum players rule shall result to a default of the series regardless of 1st day results. A violation of the GDHQ rule shall result to a default of a game in the series.



Breaking ties in the playoffs (quarters, semis, and finals):

If the teams are tied after completion of all matches, the tie will be broken by sudden death play-off. Procedures of sudden death play-off shall be as follows (in sequence):

1. The team captains or designated captains for the day shall submit the two (2) players amongst those who played on the concluded Game to Sports & Games and Tournament Committee. The combined handicap of the pair selected shall be no lower than Twenty One and 25/100 (21.25). The Sports & Games and Tournament Committee shall inspect the compliance of the handicap index before revealing the pair.
2. The match format shall be determined through drawing of lots to be supervised by Sports & Games and the Tournament Committee. The format shall be limited to Scramble and High Low Only.
3. Play Off will be in sudden death format which will start on Hole 1 of South Course and shall continue if necessary until a winner is determined. The 1st pair to win a hole wins the playoff.

CONDITIONS OF PLAY GAME:

A Game is defined as competition between two (2) Barkadahan Teams as per the official schedule approved by the Tournament Committee. There will be four (4) matches in each Game.

Game Points, Match Points & Ups:

Four (4) match points are available in each Game. The team which garners two and a half (2.5) or more match points in a Game will receive two (2) Game points, while the losing team will receive (0) point. If tied, (i.e. 2 match points per team), each team will receive one (1) Game point. The winner of each match will receive one (1) match point. If a match is tied after regulation play (18 holes), each side will receive a half (0.5) match point. A bonus game point shall be awarded to the winner if it gained at least 3.5 match points.

In the submitted Game line-up, the Team shall designate the Captain and the Assistant Captain for that Game, both of whom must be included in the team roster. The S&G staff in-charge must be advised about the designations before the start of the Game. Only the team and assistant captains for the Game may assist in all aspects of the matches and give advice to their teammates during the matches. Giving advice from Captains and assistant captains maybe given anywhere except on the Greens. Giving advice on Greens shall be prohibited.



MATCHES AND ORDER OF PLAY:

A Match is the competition between two (2) players or side from each team. Each

Game will consist of four (4) matches in the following order:

- 1) Best Ball (aka better score)
- 2) High/Low 1
- 3) High/Low 2
- 4) Scramble

NO HANDICAP APPLICATION:

The sides in each match will compete on equal basis, i.e. without applying any handicap.

GAME DAY HANDICAP QUALIFIER (GDHQ):

For this edition of the Barkadahan Tournament, a game day handicap of each team's line up for each game day must be met. The total handicap index of the team's line up for each game day shall be no lower than Eighty Five (85.0). The following conditions must be met in the determination of the GDHQ:

1. Computation will be limited on the players indicated on the submitted line up, AND;
2. Players must be physically present 5 minutes before the scheduled GAME TIME.

In case the GDHQ is lower than 85.0, the match will result to a DEFAULT in favor of the complied team.

Rounding-off:

There will be no rounding-off of handicap indices in computing the GDHQ.



DEADLINE FOR SUBMISSION OF LINE-UP FOR THE GAME:

On a scheduled Game, each Barkadahan Team must submit to the Tournament Committee or the assigned S&G personnel its respective line-up at least thirty (30) minutes prior to the start of the first match for the day. Absolutely no changes will be allowed in the line-ups after the submission.

Teams which submit their lineups less than thirty (30) minutes before the scheduled start of the Game will be assessed a 0.5 point deduction from their total match points.

If a side defaults in a particular match, the opposing side will be declared as the winner and awarded 5 up for the match.

If a team defaults the entire Game, the winning team will be awarded 2 Game points, 4 match points, and 2 up per match only (i.e. total of 8 up). Bonus points are not applicable for default matches.

MATCH RULES:

FOUR BALL/BETTER SCORE/BEST BALL

- Each member plays his/her own ball.
- The better score per hole between the partners of each side is the side's score.
- The side with the better score wins the hole.

HIGH-LOW 1

- Each player plays his/her own ball.
- On each hole, the lower and higher scores of one side will be matched against the lower and higher scores of the opposing side.
- A side can win the hole by winning both high and low scores, or by winning either high or low while tying the other.



HIGH-LOW 2

- Each player plays his/her own ball.
- On each hole, the lower and higher scores of one side will be matched against the lower and higher scores of the opposing side.
- A side can win the hole by winning both high and low scores, or by winning either high or low while tying the other.

SCRAMBLE

- Each player hits a tee shot.
- The pair shall choose a ball from their tee shots to determine the spot where they will hit their 2nd shot and each player will hit from the same spot.
- The same procedure will be followed on the succeeding holes until holed out or conceded.
- The chosen ball in determining the next spot may be lifted, cleaned, and placed within one (1) club length, not nearer to the hole, if the spot is within the general area of play.
- If the chosen ball is in the penalty area or bunker, the chosen ball may not be lifted and shall be played as it lies. The chosen ball's partner may place his/her ball within one club length, not nearer to the hole and in the same condition as the chosen ball (inside the bunker or inside the penalty area).
- On the Green: the chosen ball and the chosen ball's partner may be placed within one putter head only. Note: a holed out ball shall mean concession of the 2nd attempt unless conceded by the opponent.

TEEING GROUND:

BLUE

WHITE

RED

Regular; Jungolf Male (13 to 18 years old) Senior (55 years old and above; birth year);
Jungolf Male (12 yrs old and below; birth year) Jungolf Female (13 to 18 years old; birth
year)

Ladies; Jungolf Female (12 yrs old and below; birth year)



COURSES TO BE USED:

The elimination rounds shall be played in both the South and North Courses, while the playoffs shall be played at the North and South Course in one weekend with South Course to be played on a Sunday.

GAME SCHEDULE:

Saturdays:

TBD – depending on tee time system and protocols dictated by IATF/NGAP

Sundays:

TBD – depending on tee time system and protocols dictated by IATF/NGAP

SLOW PLAY:

For this tournament, the Committee will impose a slow play rule on all the games/matches.

Procedures on calling of slow play are as follows:

- 1st warning: referee to call the flight for slow play. Flight to speed up play and catch up with the time allotment.
- 2nd warning: referee to clock the flight and identify player/side causing slow play. Once identified, player/side will be clocked on the succeeding hole.
- Result of clocked player/side: if the clocked player/side is still deemed slow by the referee, the side shall be considered a breach of Rule 5.6a (R&A rules of Golf) and shall be penalized accordingly (1st breach: One penalty stroke; 2nd breach: Loss of Hole; 3rd breach: Disqualification)

Indicators of slow play:

A. Flight:

1. Open hole/s
2. Flight behind waiting for more than 5 mins to make a shot



B. Player/Side:

1. Excessive practice swings
2. Constantly performing other activities that are not golf related such as use of phone (call, text, social media), excessive discussion with flight mates, etc.
3. Start of shot preparation only upon turn to play
4. Taking more than 90 seconds from turn to play before making a shot
5. Practicing after a decided hole constantly even if flight behind is already waiting. (Practice is allowed after a hole provided you will not cause delay to your flight or the flight behind)

Note: slow play indicators are not limited from above

Remedies on 1st and 2nd warning

1. Anticipate turn of play, prepare for your next shot while playing partners are preparing/playing a shot especially if your position is not on the way and for as long as you won't be disturbing the one playing a shot
2. Play your shot no more than 45 seconds from turn - when warning is received, you and your whole flight should catch up with the proper pace of play. To avoid getting clocked and subsequently penalized, you are expected to catch up and maintain your pace

For the purpose of this tournament, the Committee has set the following characteristics to be considered as "still deemed slow"

1. When a player is identified causing the delay and while on the clock, you will be given a threshold of 45 seconds to play every shot,
2. An identified player that is on the clock is expected to approach his ball and start preparing for his/her shot unless he/she is on the way of the player with honor or will disturb the player with honor's shot.
3. Breach of either of the above will be penalized accordingly as a breach of rule 5.6a



DELAYS OR POSTPONEMENTS:

Matches may be delayed or suspended, or Games re-scheduled by the Tournament Committee for the following reasons: in cases of inclement weather, unavailability of the courses, when the Grounds Committee declares the course unplayable, or due to other similar causes.

In the elimination round, when all four (4) matches of a Game have holed out at Hole No. 9 and play was suspended due to inclement weather, the status of the Game when play was suspended shall be deemed FINAL, if play cannot be resumed after one hour as decided by the General Manager after consultation with the Tournament Committee. If one or more matches have not holed out at Hole No.9, the Tournament Committee will schedule the continuation of the Game starting from the holes when play was suspended.

Any agreement to postpone or re-schedule Games or matches between two team captains shall not be allowed by the Tournament Committee.

SETTLEMENT OF DISPUTES:

The deadline for filing of any protest will be at the end of the day of the first Tuesday (or the first Wednesday, if the Monday that follows the Game is a holiday) following the Game under protest. Unless the claims had been made on a timely manner based on the Rules of Golf, the protest will not be entertained by the Tournament Committee.

The Tournament Committee shall settle any disputes. To help decide disputes, the

Committee may retain the services of a Rules man for consultation. After the

Committee has conducted appropriate consultations with the Rules man, other reputable sources, and the concerned parties, its decision shall be deemed final and not subject to any appeal.

Tournament Committee

- ✓ *The Barkadahan Committee reserves the right to decide and resolve any dispute between the teams. To preserve the best interest of the tournament, the decision of the Committee shall be considered final in all matters concerning the tournament. By joining the 2022 Barkadahan Tournament, the teams and their members are deemed to have agreed to these conditions.*