Swiss Footgolf Association

Club Trophy 2020

Clubs Swiss Cup: matchplay competitions





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Association Suisse de Footgolf – Saison 2020



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Swiss Footgolf Club Trophy Guidelines

Swiss License

All players participating in a « Club Trophy » event must be in possession of a license :

« **ASFG player** » license : **30 CHF :** allows you to take part in ASFG50-100-150 and in pairs competition.

All the clubs participating in a « Club Trophy » event must be in possession of a license :

« ASFG Club » license : 100 CHF : to take part in Clubs rankings

NB: *World Tour license* is included in the "ASFG player" license.
To obtain a license, first contact clubs. It's also possible to contact us on <u>info@swissfootgolf.ch</u>.
This rule also applies to foreign players and clubs. *NB: World Tour license not included for foreign players*.

Winter Club Trophy & Summer Club Trophy

2 interclubs events

7th March : Serves 20-21st June : La Caquerelle

Each can register one or two team. If one club struggles to have enough players to participate, please let us know as soon as possible. You imagine to tolerate 2 clubs to get together to register one team to not miss such an event.

Ranking :

Points earned in both events count for Swiss Footgolf Tour Club Ranking

Moreover, total points earned during both events will determine the Swiss Footgolf Club Trophy Ranking, as a Swiss Club Cup.

If a club registered two teams, only points of the best team during the event count in the rankings.





Winter & Summer Club Trophy



Two clubs events

Clubs matchplay – 9 holes

Group stage: 2 groups Final stage: semi-final, final and classification matchplays

System of play *Players:* minimum 5, maximum 9. *Game format:* 3 individuals and 1 pair

Points for club ranking:

1) 400 pts 2) 320 pts 3) 250 pts 4) 200 pts 5) 160 pts 6) 120 pts 7) 100 pts 8) 80 pts





Game format : Individual, Foursome and Handicap

5 players minimum to register a team. Then team decide 3 players for individual matches and 2 players for pair match (foursome).

Rappel : « **Foursome** » : Pair can decide on each hole which player starts and then play alternate shots.

From 6 to 9 (maximum) players registered, «one « subsitute » player can be added in each matchplay.

Before the first shot of each hole, the team must announce if the substitute player enters the game. It is possible to choose at each hole which player is playing (exception for the starting hole regarding the « Team sheet »).

For pairs matchplay, 3 players form the team and as for the individual matches, except for the starting hole, it is necessary to announce which two of the 3 players will play the hole.

The matchplays are played on 9 or 18 holes and **must be completed** as the hole-average will be taken into account in case of a tie.

Each team is represented by 1 captain who is the link with the organization. He has two main tasks:

1) To transmit to the jury table latest **20 minutes before each match the « Team sheet »** duly completed and signed.

2) To meet after each match with the captain of the opponent team at the jury table in order to transmit the results of the 4 confrontations of the match and to sign the « Results sheet ».

Handicap:

Women, Juniors U16 or Seniors start a 9-hole matchplay with a score advantage: Women or Juniors U16 : 2-0 Senior: 1-0

NB : « Handicap » is doubled for a 18 holes matchplay. For pair handicap, we take the most important handicap of both players (no addition of handicap).





Group stage :

System :

2 groups of 4 or 5 teams, depending on registrations. Each team will play against the other teams of its group over 9 holes.

A game sheet has to be filled for each game with starting players (who will play the starting hole) and potential substitutes.

Qualification :

Each matchplay won is rewarded by one point. Team with more points win the match and is rewarded by 3 points for the group ranking.

The 2 first teams of each group are qualified for semi-final. Other teams will play a classification match.

In case of tie during group stage :

In case of tie *for a matchplay* :

- No point rewarded for player/pair

In case of tie for a match between 2 teams :

Both teams win one point for group stage ranking.

- => Winning team regarding hole-average obtains one additionnal point for the ranking
- => If both teams have same *hole-average*, no additionnal point is given.

In case of tie in group ranking :

- 1) Winning team of direct confrontation
- 2) Difference matchplays won-matchplays lost
- 3) Total hole-average
- 4) Totale holes won
- 5) Penalty-putt with 5 different players

Final stage :

Semi-finales :

1st team of group A plays against 2nd team of group B and 1st team of group B plays against 2nd team of group B.

Classification matches :

Teams classified 3rd, 4th (and 5th) play against each other to determine, respectively, 5/6th, 7/8th (and 9-10^{ème}) place.

Finale and bronze finale :

Both semi-finals winning teams play the big finale and both losing teams play the bronze finale (3/4th place).





In case of tie during final stage :

In case of tie *for a matchplay :*

- No point rewarded for player/pair

In case of tie for a match between 2 teams :

=> Wining team regarding *hole-average* is qualified for the next stage and losing team is eliminated.
=> If both teams have same *hole-average*, then *penalty-putt* will be play to determine the winning team (5 differents players).

cf : Rules below

Clubs points for Swiss Footgolf Tour

At each stage, the following scores will determine clubs ranking :

- 4 best scores in Absolut
- 2 best scores in Women
- 1 best score Senior
- 4 best scores in Pairs

Ranking :

includes the addition of total points earned by the club at each of the 10 stages of

the Swiss Footgolf Tour 2020 and points earned during Club Trophy events.





Rules of the game

FIFG rules

The Swiss Footgolf Tour applies the 2018 FIFG rulebook: http://www.fifg.org/rules.html

Local rules

Depending on the course played, local rules will be added and applied.

Penalty putt

An official **chooses the location** from which the penalty putt will be played (from 5 to 10 meters).

A draw is made and the winner decides which player starts. **Then 5 putts** are made alternately.

In the event of a tie after the 5 putts, sudden death applies until a winner is designated. (Choice between 5 previous players or a new one from the team)