



# Carolinan Golf Association 2019 Interclub

## 22<sup>nd</sup> Regular Interclub Team Match Play Competition 4<sup>th</sup> Senior Interclub Team Match Play Competition

Revised February 2019

### To: Clubs Competing in the Carolinas Interclub Team Match Play:

Welcome to the 2019 Carolinas Interclub Team Match Play competition.

Contents include:

- Captains' Checklist
- The Rules of Play
- Pace of Play Guidelines
- A summary of basic USGA Match Play Rules of Golf.

This information will:

1. Define interclub match play rules, format, and captains' responsibilities for both the **REGULAR** and **SENIOR** Interclub leagues
2. Provide a "Captain's Checklist" to assist in the preparation before and after each match
3. Cover most of the situations that may be encountered during play
4. Provide a document of common knowledge for the Interclub officials to base their decisions on.

These Interclub rules are tailored to accommodate Groups/Pods of three to six teams and are specific to the CGA Interclub program. The **USGA Rules of Golf** will remain the governing rules and are not compromised in any manner in these Rules of Play.

Both sets of rules should be reviewed and discussed by the captains with their players at a team meeting. A summary of the USGA Match Play Rules of Golf is provided. We encourage all captains to copy and hand-out this summary to each of his players. Copies of the forms/worksheets used at each match are provided on-line and in the Captains' packet received at the regional captains' meeting.

**For more information, please visit the CGA Interclub section at: [www.carolinangolf.org](http://www.carolinangolf.org)** (Click the **COMPETITIONS** tab, then **MEN / SENIOR MEN**, and then **INTERCLUB SEASON**).

On behalf of the Carolinas Golf Association, we are looking forward to another great Interclub season and the opportunity of working with each of you.

Sincerely,

**Tom Thorpe**  
CGA Interclub Administrator

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**2019**  
**Carolinas Interclub**  
**Team Match Play Rules**  
**- Captain's Manual -**



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# Carolinas Golf Association

## Interclub Team Match Play Competition

### - Captain's Checklist -

#### BEFORE SEASON BEGINS

- Submit team entry form on-line or by mail with entry fee
- Attend Regional Captains' meeting (**MANDATORY FOR NEW CAPTAINS**) to review:
  - CGA Interclub rules of play
  - USGA match play rules
  - TPP procedures
- Meet with your Group/Pod Captains to:
  - Set regular season schedules
  - Coordinate cart fees and any social plans (optional) following a match
- Secure Tournament Software login ID and password to:
  - Set-up Team Roster
  - Set Regular Season Match Dates
  - Set Tees used for home matches
  - Set up Match Roster prior to each match
- Hold team meeting to review: format, match play rules, schedule, etc.

#### BEFORE EVERY MATCH

##### 1 Week Prior to a Match, both Captains should:

- Confirm tee times with staff, team and opposing captain. If re-scheduled, edit the date in TPP.
- Prepare a match roster online
  - List players in correct handicap order (*refer to Rule 9.F*)
  - Review matchups online and print worksheet to use day of match
    - **Verify opposing team's eligibility and LI (Low Index)**
    - **Contact the opposing captain and/or the CGA with questions/inquiries**

##### 1 or 2 Days Prior to the Match, the Host Captain should:

- Coordinate all activities with the host pro:
  - Discuss any local rules and document for notice to players
  - Ensure tees for the competition have been or will be set correctly
  - Discuss social activities (if any) following play
  - Provide staff with pairings for scoreboard and cart signs (optional)
- Generate scorecards for each foursome

#### DAY OF MATCH

- Confirm lineups, players' handicaps, and scorecards for any last minute changes.

**NOTE: CLAIMS regarding HANDICAPS and PLAYER ELIGIBILITY MUST BE MADE PRIOR to the PLAYER TEEING OFF. ONCE a MATCH has STARTED, HANDICAP and/or ELIGIBILITY CLAIMS are INVALID UNLESS a PLAYER knowingly begins the MATCH with INCORRECT INFORMATION (USGA Rule 3.2c).**

- Discuss course set-up (ask questions: are there any temporary changes, unmarked areas, etc.)
- Communicate local rules (i.e., playing the ball down or preferred lies, tees, GUR, etc.) to all players
- **REMIND PLAYERS TO KEEP HOLE BY HOLE GROSS SCORES & RETURN SCORECARDS FOR POSTING.**

#### AFTER EACH MATCH

- Both captains collect scorecards - verify that EACH PLAYER has a GROSS SCORE FOR EACH HOLE.
- Host captain submits overall match results and players' scores in the Tournament Software.
- Retain scorecards for 2 weeks to support questions that might arise.

# CGA Carolinas Interclub Team Match Play

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# CGA Carolinas Interclub Team Match Play

## RULES OF PLAY

### 1. CLUB / PLAYER ELIGIBILITY:

#### All Clubs:

- A. Must be members and in good standing with the Carolinas Golf Association (CGA)
- B. Must be licensed to offer USGA Handicaps
- C. Must be in compliance with the USGA Handicap Certification Program
- D. Must have access to a regulation length golf course (see **Rule 6.C** for yardage requirements).

#### All Players:

- E. Must be male members and in good standing with the CGA member club
- F. Must be an amateur golfer (with the exception of 1.M. below)
- G. Must be listed on the Club's (GHIN handicap) roster
- H. Must have a minimum of **10 posted scores** within the **past 12 months**
- I. Must have a 12 month LI (low index) of:
  - **18.4 or less (REGULAR** League)
  - **there is no maximum LI (SENIOR** League)
- J. Must be (age):
  - **18+ (REGULAR** League)
  - **55+ (SENIOR** League)
- K. May compete on one team only during the current year (within each league if age eligible).

#### In addition:

- L. Club staff and/or employees who are granted membership amenities and meet all other eligibility requirements are eligible to compete in Interclub competition. Special circumstances may be considered regarding a player's eligibility. Final determination will be made by Interclub Director upon review of presented circumstances.
- M. OPTIONAL: Each team may include up to 1 (one) non-amateur player for any match with the requirements that they are:
  - either a full-time employee or a member of the club
  - meet eligibility requirements G – K, and comply with all other Interclub rules

### 2. PODs / SEASON / PLAYOFFS:

- PODs may consist of 3,4, 5 or 6 teams that reside in close proximity
- Teams should pre-form their own POD
- Teams not in a pre-formed POD will be assigned to a Pod if available.

#### REGULAR SEASON:

- The Regular Season begins in April and ends no later than July 31<sup>st</sup>
- **REGULAR** Interclub matches are played on week-ends
- **SENIOR** Interclub matches are played on weekdays
- Captains (with Club assistance) determine match dates and cart fees prior to April 1
- Each team competes in three home and three away matches for a total of six regular season matches.

#### PLAYOFFS:

- Playoffs begin in August and are single elimination
- Playoff teams include 1<sup>st</sup> and 2<sup>nd</sup> (and in some cases 3<sup>rd</sup>) place teams) from each POD based on regular season records. Playoffs involve split squads using both courses simultaneously.
- Semi-Finals and the Championship match ("**Final Four**") for each league is hosted by the CGA at different pre-determined sites and dates (October/November).

### 3. STARTING TIMES:

- Pre-determined and mutually agreed upon by BOTH team captains.
- Starting times should be selected that will ensure completion of play prior to darkness.
- Play may start from the 1<sup>st</sup> or 10<sup>th</sup> tees (see Rule 9.E).
- The preferred first tee is on the nine where the odd number handicap strokes fall on the scorecard
- “Shotgun” starts are allowed when a single and/or double tee start is not practical. (Rule 9.E).

### 4. DEFINITION OF TEAM & MATCH ROSTERS:

- A. TEAM ROSTERS: There is no limit as to the number of eligible players listed on a TEAM ROSTER. **ELIGIBLE PLAYERS MAY BE NOT BE ADDED AFTER JULY 31.** NOTE: Team rosters may include eligible members from clubs under the same ownership.
- B. MATCH ROSTERS consists of eight (8) competing players from each team at each regular season and all play-off matches.
- C. CLUB(s) may sponsor more than one team under the following guidelines:
1. Complete separate entry forms and fees for each team.
  2. There is availability to complete a POD.
  3. Each team competes in a different POD, unless approval is granted by the CGA.
  4. Both teams contain balanced handicap ranges. The clubs’ Head Pro shall designate the distinction of the two teams and without hierarchy.
- NOTE:** A player may not be listed on two TEAM rosters. Players shall remain on their initial TEAM roster for the entire season **once they have competed in a match.** Penalty for a player representing two teams: Forfeiture of points from any previous matches played and possible disqualification of both teams for the remainder of the current Interclub season.
- D. **MULTI-CLUB MEMBERS:**  
Players who are members of more than one CGA member club may play for one club throughout the season and **must** inform their Captain as such, in order for the LI at any one club be used for Interclub competition.

### 5. MINIMUM NUMBER OF COMPETING PLAYERS FOR AN OFFICIAL MATCH:

When a team has less than the full complement (8 players) for a match, it may:

- A. Insert an alternate player (*if eligible and readily available*). Proper handicap sequence procedures must be followed (see Interclub Rule 9.F).
- B. Play with fewer than 8 players by playing one-man team (or teams) against the opponent's two-man team or teams. One-man team(s) must be listed in proper handicap sequence. Each team match must contain a minimum of four (4) competing players from each team for match results to be official.

**NOTE:** A player listed on the match roster prior to the start of a match may join the four-ball match at any time, but only at the beginning of the next hole.

### 6. TEAM CAPTAINS' DUTIES:

- A. **ATTEND PRE-SEASON (CAPTAINS’) MEETINGS – (MANDATORY for New Captains / Teams)**  
The CGA will schedule one or more pre-season regional meetings for all team captains. These meetings will enable the Captains to begin the process of scheduling regular season matches, discuss cart fees and any post-match functions (optional). **Each new team is required to have a representative at one of these meetings.** In addition, special club policies such as; dress codes, on-course coolers, use of cash or credit cards, tipping, etc., must be identified in the pre-season meeting by the captains within an assigned Pod.

Each club representative shall verify the club’s point of contact, their telephone numbers (voice and fax) and addresses (mail and e-mail), and inform the Interclub Administrator with changes accordingly. Contact information (*captain names, email and home addresses, telephone numbers, etc.*) will be available on the CGA Interclub web-site to facilitate arrangements and scheduling throughout the season.

**B. ESTABLISH TEAM and MATCH ROSTERS:**

- Team captains shall set their **Team Roster** prior to the start and during the season.
- Captains will prepare **Match Rosters** prior to the start of each match to allow the opposing captain time to review the matchups and prepare scorecards. Match Rosters should be completed (at a minimum) 24 hours prior to the start of each match. All players will play to 100% of their 12 month **Low Index** of record (*see Interclub Rule 9.A*).
- Captains are responsible for reviewing, verifying and accepting the opponent's roster/lineup for any given match. Match lineups (including LI and HDCP information listed) will be considered approved unless inquiry/protests are made prior to the start of the match.

Each captain should have a copy of his club's most recent monthly GHIN handicap report available at each match. This will allow opponents the opportunity to verify a player's **Handicap Index** should any such questions arise. The host club shall also have available, preferably posted, the conversion chart from handicap index to slope adjusted course handicap for the tees being played.

**NOTE: HDCP STROKES and OPPOSING PLAYER ELIGIBILITY MAY NOT BE QUESTIONED ONCE A MATCH HAS STARTED, UNLESS INCORRECT INFORMATION WAS KNOWINGLY GIVEN PRIOR TO THE START OF EACH MATCH.**

**CAPTAINS SHOULD DOUBLECHECK THE SCORECARDS AND LINEUPS PRIOR TO THE START OF EACH MATCH.**

**C. SELECT TEE PLACEMENT:**

Tee assignment and each hole's par and length must equal the information in the Tournament Software. Use the following course yardage guidelines to determine which tees will be used for all matches.

**NOTE: Total course yardage and tee assignment must be consistent for each home match throughout the season and playoffs. Individual holes may not be altered for a match (i.e., changing a par 5 to a par 3) unless absolutely necessary to play a match and must be communicated to the opposing team captain prior to the start of a match.**

1. Tees used **must be** an association (CGA or USGA) rated set of tees in the Tournament Software.
2. **REGULAR** Interclub Tees: must adhere to the following yardage guidelines related to par;
  - Par 68 – minimum 5600 maximum 6100
  - Par 69 – minimum 5700 maximum 6150
  - Par 70 - minimum 6000 maximum 6200
  - Par 71 - minimum 6000 maximum 6350
  - Par 72 - minimum 6000 maximum 6500

**SENIOR** Interclub Tees: must adhere to the following yardage guidelines related to par;

- Par 68 – minimum 4800 maximum 5400
- Par 69 – minimum 5150 maximum 6000
- Par 70 - minimum 5300 maximum 6000
- Par 71 - minimum 5500 maximum 6100
- Par 72 - minimum 5600 maximum 6200

**D. SLOPE CHARTS / SCORECARDS:**

- I. Clubs with more than 18 holes at their facility may schedule matches on any USGA rated regulation length course at their club. Clubs may use more than one course at their facility during the season. Such clubs must inform opponents as to which course will be used well in advance of the scheduled match to enable ample opportunity for practice rounds.
- II. Captains will be responsible for knowing the slope and course ratings for the set of tees played at their club. Captains will exchange this information at the captains' meeting and verify the same one week prior to any match. If the rating changes during the season, it is the responsibility of the host captain to notify the visiting teams. Captains will determine the course handicaps of their players based on the slope rating of the tees played in each match.
- III. Host Captains will create scorecards with allotted handicap strokes noted. (See Rule 9.E)

**E. RECORD MATCH RESULTS:**

It is the responsibility of BOTH captains to verify the results immediately following the conclusion of a match. Once the results have been verified, they will be considered official unless a valid protest has been made by a team captain (*see Interclub Rule 20*). Both captains must verify that each player has a Gross score for each hole on the scorecards. The Host Captain is responsible for collecting and keying overall match results in TPP. Captains are encouraged to email highlights to the CGA.

**F. ENSURE POSTING OF INDIVIDUAL GROSS SCORES:**

- I. Each player who participates in an Interclub match must have a score recorded for the match played. Scores must be posted by the host captain and **MUST BE ENTERED AS GROSS SCORES**. Equitable Stroke Control (ESC) must be manually applied when scores are submitted.

A player who starts, but does not complete a hole or has conceded a hole, must record a most likely score for posting purposes.

For blank hole scores the host captain should input a score of Par plus any handicap strokes the player would have received.

Captains need to remind players that all 18 holes are in play and every point counts towards the overall Team match (see Rule 9.F).

NOTE 1: ALL Regular Season Scores will be posted as Non-Tournament scores. ALL Playoff Scores will be posted as Tournament Scores.

NOTE 2: FAILURE TO POST SCORES FROM A MATCH (i.e. Player Scores missing in TPP): USGA Handicap System Manual, 8-4 b. Penalty Scores for Failure to Post:

If a player fails to report a gross score following a match, or if the captain fails to include the score in TPP, the Interclub Handicap Committee (in this case the CGA) will post a penalty score equal to the lowest/highest Handicap Differential in the scoring record. The Handicap Committee is not required to notify the player prior to posting a penalty score.

- II. Although it remains the responsibility of the player to ensure a score is posted after each match, the team Captain is responsible for submitting Interclub match scores in TPP. These scores must be consistent with the players gross scores on the scorecards collected following each match.
- III. The CGA will **monitor the posting of scores on a random basis**. The procedures recommended for The Handicap Committee in the USGA Handicap System Manual Section 8 will be followed.

## **7. PRACTICE ROUNDS:**

- A. Practice rounds and associated fees are at the discretion of each club. However, one of the objectives of all the Interclub teams entered is to be competitive and have an equal chance to win the match. Therefore, during the playoffs, teams must have the opportunity to schedule practice rounds on the opponent's course at a reasonable time and at an equal rate for both squads.
- B. Practice rounds for visiting teams should be pre-arranged by both captains and the host club. The host club should ensure that practice rounds are scheduled such that the visiting team will be able to reasonably finish in daylight. It is recommended that green fees be waived and cart fees applied for the visiting team. During the playoffs, and regardless of the type of club (Private vs Semi-Private vs Public), team members should have equal access and equal cost for a practice round.
- C. During the regular season and Play-offs, **practice on the host course (by a player on either team) on the day of a match is not allowed**. Penalty for violation of this rule will be disqualification of the player involved from the match.

**NOTE:** Any abuse of the practice round policy is subject to review by the CGA and could result in penalties (i.e. disqualification, exclusion from the Interclub for 1 year, etc.).

## 8. HOME TEAM ARRANGEMENTS:

During the regular season and playoffs, **the home team is required to host green fees for the visiting team**, and see that carts and food and beverages are made available for purchase by the visiting team.

## 9. INDEXES / HANDICAPS & PAIRINGS:

### A. **INDEXES / HANDICAPS:**

All players in the Interclub will play to 100% of their 12 month **LI (Low Handicap Index)** prior to each match. The **LI** is automatically determined by the [GHIN Handicap Index](#) information. **NOTE: Since player LI's are updated on the 15<sup>th</sup> and 31<sup>st</sup> of each month, Captains should discuss and coordinate when to revise a match roster's handicaps in the Tournament Software when an update is made within 5 days of a scheduled match.**

The LI, slope and course rating of the selected tees will determine a player's handicap for the course on which the match is being played. Team captains should have a copy of this information available at every match. Re-scheduled matches should also use the most current **LI** available and not the **LI** of record when the original match was scheduled. The host captain should provide a conversion chart (from Handicap Index to Course Handicap) for the tees being played.

### B. **MULTI-CLUB MEMBERS:**

Players with multiple club memberships must inform their Captain as such, in order to select the LI (Lowest Index) among all related clubs for Interclub competition.

### C. **MAXIMUM LOW INDEX for REGULAR INTERCLUB PLAYERS is 18.4:**

REGULAR league players with an **LI** greater than 18.4 are not eligible to participate in an Interclub match. If the **LI** of such an individual is reduced to 18.4 or less during the season, he becomes eligible immediately to participate as long as he meets all other eligibility requirements stated in Interclub Rule 1. **A player may not play down to a Lower Index to become eligible for the Interclub.**

### D. **HANDICAP ADJUSTMENTS:**

The CGA may adjust or withdraw a player's Handicap Index during the season for any reason per the USGA Handicap System. The player and club will be notified of the adjusted Handicap Index and its application in future CGA events.

### E. **HANDICAP STROKES (Playing off the Low Ball):**

Within each of the four-ball matches, the lowest handicap player will play at scratch and each remaining player will receive the difference in strokes (**NOT TO EXCEED 18 STROKES PER PLAYER**). In matches where even-numbered handicap strokes fall on the first nine played, the handicap strokes shall be adjusted such that odd-numbered handicap strokes always fall on the first nine played and in accordance with the designated order of allocation on the local scorecard. *For example, a match begins on the 10th hole, which is normally the #4 handicap stroke hole on the scorecard; it will become the #3 handicap stroke hole for the purpose of the match. The #3 handicap hole will then become the #4 handicap hole, and so on...*

If a "shotgun" start is necessary, the allocation of handicap strokes will remain as listed on the scorecard.

NOTE: Before the start of each match, it is the responsibility of each individual player to ensure that his correct course handicap is being used for the competition and inform his opponent of the holes at which strokes are to be given or taken. (USGA Rule 3.2c).

### F. **MATCH PAIRINGS/PROCEDURES (Regular Season and Playoffs):**

#### a. For Regular season matches (one course involved):

1. Captains will list their match rosters in TPP in handicap order from low to high. The two lowest handicap players must be paired together and play as the number one team followed by the next two lowest and so on. The host Course Slope will be used automatically to determine player's handicaps. *(Players with equal handicaps may be paired in the sequence of the captain's choice).* Eight players from each team will be paired in one of four "four-ball" groups and play all 18 holes. Each hole played is worth 1 point. Therefore, 72 points are in play for the overall Team match. The team that earns a majority of points (36½) wins the Team match and receives 2 Record Points in their Pod Standings. If a tie exists at the end of play (36 to 36), each team receives 1 Record Point.

2. Once both rosters are listed, the host captain will prepare scorecards for the four matches to be played at their course (9E.). Confirm tee times and remind players and opposing captain accordingly.
  3. Discuss local rules with staff and be prepared to communicate to all players on day of match.
  4. Remind players to record each player's gross score (or most likely score) on each hole and return their scorecard to the host captain.
  5. Host captain **MUST SUBMIT (WITHIN 24 HOURS)** each players ESC gross score in the Tournament Software (TPP) following the match. Save the scorecards for at least two weeks.
- b. For Playoff matches (both courses involved - excluding the Final Four):
1. Captains will list their match rosters on a worksheet in handicap order from low to high. NOTE: Use **your Home Course Slope rating to determine handicaps.** (*Players with equal handicaps may be paired in the sequence of the captain's choice.*)
  2. The CGA will arbitrarily designate home and away squads based on odd and even numbers for each playoff round (excluding the Final Four). This designation will be noted on the playoff bracket.
  3. Captains will inform their players as to who will play at home and who will play at the opponent's course and list both home and away rosters accordingly in the Tournament Software (TPP).
  4. Each host captain will prepare scorecards for the two matches to be played at their course (9.E.) Confirm tee times and remind players and opposing captain accordingly.
  5. Discuss local rules with staff and be prepared to communicate to all players on day of match.
  6. Remind players to record each player's gross score on each hole and return their scorecard to the host captain.
  7. At the end of both matches, the captains will contact each other to determine the score. In case of a tie (36 to 36) the lowest handicap teams at each course will play "sudden death" one hole at a time until a winner is determined. This will require the captains to contact each other (by phone or text) after each playoff hole. "Sudden death" playoffs should start at the 1<sup>st</sup> hole if available. (*See 22.F.*)
  8. Host captains **MUST SUBMIT (WITHIN 24 HOURS)** each players gross score in TPP following the match. Save the scorecards for at least two weeks.

*Be aware that identical indexes may produce different handicaps due to the slope ratings of each Course involved.*

**NOTE 1:** In the event an alternate is needed at a Regular Season or Play-off match, he must be placed such that the correct order is maintained. **If time does not permit a lineup adjustment, the alternate must play at the lower LI (his own or that of the player he is replacing) in order to compete in the match.**

**NOTE 2:** A player listed on the match roster prior to the start of a match may join the match at any time, **but only at the beginning of the next hole.**

**NOTE 3:** Once a match begins, no alternate shall be used as a replacement for another player that started the match but had to withdraw (for any reason) before the round was completed.

**NOTE 4:** If players are not paired in handicap sequence according to the procedures outlined above, or if a player should play with an improper handicap (i.e., higher than his course handicap based on his 12 month Low Index), and a claim is made by the opposing team prior to the start of the match, the team in violation shall forfeit to their opponents all four-ball points won during the match by the involved player(s). The first team which is out of sequence will be the team whose points are adjusted if a proper protest is filed. All such protests must be registered with the opponent's captain according to *Rule 20.*

## **10. ORDER OF PLAY:**

It is recommended that the four-ball teams tee off in numerical order (No. 1 teams first, No. 2 teams second, etc.) at each regular season match. The order should give consideration to the faster four-ball teams during a regular season match.

It is **highly recommended** that the lowest handicap teams tee off last in all play-off matches in case of a sudden-death playoff. Any deviation must be at the consent of both captains.

The visiting teams shall have the “honors” on the first tee during the regular season (*Rule 22D*).

## **11. TYPE OF COMPETITION AND SCORING:**

- A. REGULAR SEASON and PLAYOFFS: Eight (8) players for each team will compete in one of four “four-ball” matches. The host club’s #1 two-man team plays the visiting club’s #1 two-man team in an 18-hole match worth 18 points followed by the #2 teams and so on. Each four ball match is playing for 1 point per hole. Therefore, in each Team match 72 points are in play. The team that wins a majority of points (36½) is determined the winner of the Team match.
- B. The won/loss/tie record for each team will determine the Pod standings during the regular season. Each Team win is worth 2 points. A tie in a regular season match (36 to 36) is worth 1 point. The number of team match points available in a playoff match is the same as a regular season match (72). However, if a tie exists at the end of any playoff match (36 to 36) the #1 teams for both clubs at both playoff sites will begin “sudden death” play until a winner is determined. (*See Interclub Rule 22.F*).
- C. The “Final Four” teams will meet at a CGA pre-determined course and date for both the Semi Finals and Championship match. Both leagues will have separate “Final-Fours” and on different dates.

## **12. USGA RULES OF PLAY:**

- A. Current USGA Rules of Golf will govern all matches. The host professional staff will help administer the Rules of Golf. Understanding **USGA Rules 3.2 Match Play** and **23 - Four-Ball** is essential to appreciate the format of this Interclub competition. The Rules of Golf shall **NOT** be waived at any time.
- B. There is no time limit on applying the penalty for agreeing to waive the rules. Match results will be adjusted if such a violation is brought to the attention of the CGA.
- C. Winter Rules (Preferred Lies): In the event that a course has adopted a local rule for winter conditions, it is recommended that this local rule be suspended during the Interclub competition. If it becomes absolutely necessary to use "winter rules", the rules shall be mutually agreed upon by both team captains in advance of the start of the match. (*Reference: Section 7 PREFERRED LIES (WINTER RULES) AND ADVERSE COURSE CONDITIONS in the USGA Rules of Golf*).

## **13. BALLS AND IMPLEMENTS:**

- A. Only golf balls in the USGA's latest book of conforming golf balls may be used. Penalty for use of a brand not on the list is disqualification.
- B. The one-ball rule will not be in effect for any phase of the Interclub competition.
- C. A player's golf clubs shall conform to the provisions of *USGA Rule 4-1* and to the specifications and interpretations set forth in Appendix II of the USGA Rules of Golf.
- D. Only 14 clubs may be carried during the competition.

## **14. RESOLVING RULES ISSUES DURING MATCH PLAY:**

Players competing in the Interclub are reminded of *USGA Rule 20.1* which states that:

Players must not unreasonably delay play when seeking help with the Rules during a round:

- If a referee or the Committee is not available in a reasonable time to help with a Rules issue, the player must decide what to do and play on.
- The player may protect his or her rights by asking for a ruling in match play (see Rule 20.1b(2))

*USGA Rule 20.1b(2)* states that when a player wants a referee or the Committee to decide how to apply the Rules to his or her own play or the opponent’s play, the player may make a request for a ruling. If a referee or the Committee is not available in a reasonable time, the player may make the request for a ruling by notifying the opponent that a later ruling will be sought when a referee or the Committee becomes available.

If a player makes a request for a ruling before the result of the match is final:

- A ruling will be given only if the request is made in time, which depends on when the player becomes aware of the facts creating the Rules issue:
  - **When Player Becomes Aware of the Facts Before Either Player Starts the Final Hole of the Match.** When the player becomes aware of the facts, the ruling request must be made before either player makes a stroke to begin another hole.
  - **When Player Becomes Aware of the Facts During or After Completion of the Final Hole of the Match.** The ruling request must be made before the result of the match is final (see Rule 3.2a(5)).
- If the player does not make the request in this time, a ruling will not be given by a referee or the Committee and the result of the hole(s) in question will stand even if the Rules were applied in the wrong way.

If the player requests a ruling about an earlier hole, a ruling will be given only if all three of these apply:

- The opponent breached Rule 3.2d(1) (giving wrong number of strokes taken) or Rule 3.2d(2) (failing to tell the player about a penalty),
- The request is based on facts the player was not aware of before either player made a stroke to begin the hole being played or, if between holes, the hole just completed, and
- After becoming aware of these facts, the player makes a request for a ruling in time (as set out above).

When a player makes a request for a ruling after the result of the match is final, The Committee will give the player a ruling only if both of these apply:

- The request is based on facts the player was not aware of before the result of the match was final, and
- The opponent breached Rule 3.2d(1) (giving wrong number of strokes taken) or Rule 3.2d(2) (failing to tell the player about a penalty) and knew of the breach before the result of the match was final.

**A player who is uncertain about the right procedure in a match is not allowed to play out the hole with two balls. That procedure applies only in stroke play (see Rule 20.1c).**

## **15. ADVICE:**

In “four-ball” match play partners and their caddies (if any) may give each other advice during a round. In addition, each team **may designate ONE Advice Giver** who may also give advice to any team member during a match except if the advice giver is a player on the team he is not allowed to act in that role while playing in the competition (Rules of Golf 24.4b). Advice givers must be identified and made known to the opposing team prior to the start of a match.

## **16. GOLF CARTS AND CADDIES:**

- Golf cart use is expected and subject to the host club's rules and regulations governing the use of these carts.
- In the event caddies are available for the host club, an equal number of caddies must be available for each team. (This excludes ex-partners who have assumed the role of caddie - see *Interclub Rule 15 - Advice*).
- Visiting teams may bring caddies if approved by the host club.
- **NOTE: Caddies are not allowed in any playoff match.**

## **17. RAIN / WEATHER PROCEDURES, POSTPONED AND SUSPENDED MATCHES:**

- A. All Interclub matches are to be played as scheduled unless the course is officially closed to **all** play because of inclement weather. However, team captains can mutually agree to postpone the match in advance of the start of play or during the course of the match (subject to *Interclub Rule 17.B.VI*) due to actual or predicted unfavorable weather conditions.
- B. In the event the course is officially closed to all play because of inclement weather during the progress of play, the following procedures will apply:
  - I. The decision to officially close the course to all play shall be at the discretion of the course management.
  - II. Management will go directly to the team captains, or representatives of the captains, to inform them of the decision that the course is to be closed and play suspended. The players must discontinue play immediately.

- III. The team captains are in turn to notify their respective players of the “suspended play” and remove their teams from the course. All team members shall proceed to the clubhouse according to USGA Rule 6-8 and remain until the decision to close the course is final.
- IV. Team captains shall verify the results of each match up to the point when play was suspended, and record and attest the scores prior to leaving the facility. **(See Rule 17.B.VI.b.)**
- V. If the course is closed only to the use of golf carts, all Interclub matches will continue with the players walking the remaining holes. In the event that caddies are made available by the host club, an equal number of caddies must be made available for each team (see Interclub Rule 16).
- VI. If, after play has started, the course is officially closed and play cannot be resumed, the following procedures apply:
  - a. If **all** matches **have not** completed nine (9) holes, and the course has been officially closed to all play or captains mutually agree to postpone the match due to inclement weather or darkness, the entire match must be replayed. It is **not** required that the same players participate in the make-up match. Exception: Playoff matches (see Interclub Rule 22. E.).
  - b. If **all** matches **have** completed nine (9) holes, the match results will stand as of the last completed hole at the time play was suspended.

**C. MAKE-UP MATCHES:**

- I. Postponed matches must be rescheduled at the earliest available date which is mutually agreeable to both team captains. The **CGA** must be notified and the date edited in TPP.
- I. All matches (regular season and playoffs) must be completed within the dates specified in Interclub Rule 2. If such an agreement cannot be reached, the **CGA** will serve as final arbitrator. Any match not completed may be treated as "no match" for both teams in determining the final Pod standings.

**D. DARKNESS:** If play has been suspended due to darkness refer to Interclub **Rule 17.B.VI.**

**18. WITHDRAWAL DURING THE REGULAR SEASON:**

The withdrawal of a team at any time after the pairings have been announced may result in ineligibility for the Interclub until the second year following the year of withdrawal. Any previous matches played by a team that withdraws will be considered as "no match" in determining the final Pod standings.

**19. FORFEITURES:**

." **Inability to field a full team is not an acceptable reason for forfeiture.** Any circumstances causing forfeiture shall be subject to review by the CGA Rules and Competitions Committee. This review may result in the team’s ineligibility for the following Interclub season. Additionally, it is unacceptable for a team to forfeit or withdraw from the last match(s) of the season simply because they will not advance to the playoffs. Any circumstance causing forfeiture shall be subject to review by the CGA, including how the Pod standings are affected.

**20. PROTESTS:**

Once the overall results of a team match have been agreed by both Captains:

- the results will be considered "official" unless a valid protest has been made
- any protests must be made by the team Captain and registered with the opponent's Captain
- subsequent protest shall not be considered unless it is based on facts previously unknown
- all protests must be submitted by email to the **CGA Interclub Administrator**.
- Scorecards should be held by the team captains for at least one (1) week to aid in resolution of any protest.

**21. DETERMINING POD STANDINGS:**

- A. POD standings are determined by "**Record points**" which are based on the club’s won / lost record
- B. Record points are awarded as follows: two (2) points for a win, one (1 ) point for a tie, and zero (0) points for a loss

- C. In the event of a tie:
  - o **between two (2) teams** - POD position is determined by accumulated match points in their head to head matches
  - o **between three (3) teams** - POD position is determined by accumulated match points between the tied teams in their head to head matches
  - o **between all POD teams** - accumulated match points won in all matches played by each of the tied teams will determine the POD standings
  - o If a tie still exists, the CGA reserves the right to schedule play-in matches as part of the play-off process.

## **22. PLAYOFF MATCHES:**

- A. All POD winners and 2<sup>nd</sup> place teams (plus 3<sup>rd</sup> place teams in a 6 team pod) will compete in a season ending single elimination playoff format to determine the Interclub Champion. At large Playoff spots may also be awarded based on won/loss records, cumulative match points and the pre-determined size of the Playoff field. The Playoff matches will begin following the completion of the regular season schedule and will be conducted on the courses of the competing teams, and played in accordance with all regular season Interclub rules. **NOTE: Playoff teams will need to re-set tees in the Tournament Management Software following the set-up of the playoff partition.**
- B. With the exception of the Final Four (semi-finals and Championship match), all Playoff matches will involve the split format (both opponents courses involved simultaneously). Captains will prepare both home and away rosters in TPP in order of low to high (**based on home course handicap**). **See Rule 9.F for additional pairing procedures.** Once the rosters have been prepared, Captains will review their home course matchups in order to create scorecards with handicap strokes based on the competition course. Both Captains are responsible for submitting the correct results in TPP for the matches held at their club immediately following the match. **NOTE: both teams can agree to hold a playoff match at a neutral site.**
- C. Players with equal Home Course Handicaps can play in the sequence of choice by the captain. **However, each player will play to the Course Handicap applicable at his site of play.** It is **highly recommended** that lower handicap teams tee off last (high to low) during the Playoffs. This permits the lowest handicap teams to proceed directly to the first tee in the event a sudden-death playoff is necessary.
 

**NOTE: USE OF ALTERNATES:** In the event an alternate is needed at a regular season or Playoff match, he must be placed such that the correct competition course handicap order is maintained. **If time does not permit the preparation of a revised order, and an alternate is used, the alternate must play at the lower LI (his own or that of the player he is replacing) in order to compete in both matches.** Once a match begins, no alternate shall be used as a replacement for another player that started the match but had to withdraw (for any reason) before the round was completed.
- D. The away club shall have the honor on the first tee at each course.
- E. If a postponement of a scheduled playoff match should occur, the match should be rescheduled in accordance with Interclub Rule 17.C. If a suspension (without the possibility of continuance) should occur after a Playoff match has begun, **Rule 17.B.VI** will be in effect. In the event of an officially un-completed playoff match (**17.B.VI.a**) with no possibility of a continuance or re-schedule, or an officially completed match (**17.B.VI.b**) with no possibility of a continuance, re-schedule or sudden death playoff, the tie breaker will be based on regular season records (see Interclub Rule **21.a-c**).
- F. **TIE-BREAKING PROCEDURES (Playoff Matches):**

In the event of a tie in a Playoff match, there shall be a sudden-death playoff, beginning on the 1<sup>st</sup> hole at each of the two courses involved, to determine the winner of the match. Team captains will be responsible for coordinating the sudden-death playoff between the two courses, according to the following procedures:

  - I. The sudden-death playoff will involve only the No.1 teams playing at each club.
 

**NOTE:** In the event an eligible player for sudden-death is unavailable, the Captain of that team may select the next lowest handicap player (excluding alternates) as a replacement. The replacement player must play at the lower LI (i.e., his own or that of the player he is replacing).

- II. The sudden-death format will involve four-ball match play.
  - III. The team accumulating the most points after the first playoff hole, based on results at both courses, will be declared the winner of the match. If a tie still exists, the playoff will continue to a 2<sup>nd</sup> hole and any subsequent holes until the tie is broken. *(Both captains should monitor the playoff progress at the conclusion of each hole via cell phone until a winner is determined.)*
  - IV. Handicap strokes for the sudden-death playoff will be given in accordance with Interclub Rule 9.E.
- G. **INTERCLUB FINALS (Final Four):**
- I. The Finals (*Semi-Finals and Championship match*) will be played over the same weekend (REGULAR League) or weekday (SENIOR League) at pre-determined sites and dates. Teams will consist of eight (8) competing players plus two (2) alternates.
  - II. In the event of a tie, a sudden-death playoff will involve the No.1 lowest handicap (four-ball) teams from each club. The CGA official in charge will determine the playoff hole rotation.

### **23. POLICY FOR COURSE USAGE:**

It is required that any team electing to participate in the Interclub shall make available its home course for all scheduled regular season matches, make-up of all postponed or suspended matches, and potential Playoff matches. If the course cannot be made available on the scheduled dates and there are no arrangements by the host team to play the match at an alternate site, the host team shall be deemed to have forfeited the match in accordance with the procedures of Interclub Rule 19 (Forfeitures). The circumstances pertaining to such forfeitures shall be reviewed by the CGA and may result in disqualification from future Interclub competition. Whenever possible, make-up matches should take place on the day the teams normally played their matches during the regular season. If this cannot be accomplished due to conflicts by one or both teams, the captains must strive to reschedule the match on another day.

### **24. PACE OF PLAY:**

Team captains and all team members should be aware of **USGA Rule 5.6 Unreasonable Delay; Prompt Pace of Play** which states that all players shall play without undue delay. The penalty for breach of *Rule 5.6* is loss of hole in match play. **See Pace of Play Guidelines.**

**NOTE:** Team captains should reiterate the negative impact of slow play on the team but also on the host club members playing behind the team matches. The success of the Interclub depends on the host club membership accepting the pace of play and supporting future matches at their club.

### **25. CELLULAR PHONES AND ELECTRONIC DEVICES:**

The use of cell phones and other electronic devices (except in the case of an emergency or a ruling), are not allowed during a round. First offense results in a warning. Second offense results in the player's disqualification.

### **26. ETIQUETTE:**

Players must follow the Interclub guidelines and rules in this manual. If a player consistently disregards the guidelines during a round or over a period of time to the detriment of others, the CGA will consider appropriate disciplinary action. Such action may, for example, include prohibiting play for a limited time on the course or in a certain number of competitions. In the case of a serious breach of etiquette, the CGA may disqualify a player under *USGA Rule 1*.

### **27. MATCH PLAY RULES OF GOLF:**

#### a. **Result of Hole and Match**

##### 1. **Winning a Hole. A player wins a hole when:**

- The player completes the hole in fewer strokes (including strokes made and penalty strokes) than the opponent,
- The opponent concedes the hole, or

- The opponent gets the general penalty (loss of hole).

If the opponent's ball in motion needs to be holed to tie the hole and the ball is deliberately deflected or stopped by any person at a time when there is no reasonable chance it can be holed (such as when the ball has rolled past the hole and will not roll back there), the result of the hole has been decided and the player wins the hole (see Rule 11.2a, Exception).

**2. Tying a Hole. A hole is tied (also known as "halved") when:**

- The player and opponent complete the hole in the same number of strokes (including strokes made and penalty strokes), or
- The player and opponent agree to treat the hole as tied (but this is allowed only after at least one of the players has made a stroke to begin the hole).

**3. Winning a Match. A player wins a match when:**

- The player leads the opponent by more holes than remain to be played,
- The opponent concedes the match, or
- The opponent is disqualified.

**4. Extending a Tied Match. If a match is tied after the final hole:**

- The match is extended one hole at a time until there is a winner. See Rule 5.1 (an extended match is a continuation of the same round, not a new round).
- The holes are played in the same order as in the round, unless the Committee sets a different order.

**But the Terms of the Competition may say that the match will end in a tie rather than be extended.**

**5. When Result is Final. The result of a match becomes final in the way stated by the Committee (which should be set out in the Terms of the Competition), such as:**

- When the result is recorded on an official scoreboard or other identified place, or
- When the result is reported to a person identified by the Committee.

**b. Concessions**

**1. Player May Concede Stroke, Hole or Match. A player may concede the opponent's next stroke, a hole or the match:**

- Conceding Next Stroke. This is allowed any time before the opponent's next stroke is made.
- Conceding a Hole. This is allowed any time before the hole is completed (see Rule 6.5), including before the players start the hole.
- Conceding the Match. This is allowed any time before the result of the match is decided (see Rules 3.2a(3) and (4)), including before the players start the match.

**2. How Concessions Are Made. A concession is made only when clearly communicated:**

- This can be done either verbally or by an action that clearly shows the player's intent to concede the stroke, the hole or the match (such as making a gesture).
- If the opponent lifts his or her ball in breach of a Rule because of a reasonable misunderstanding that the player's statement or action was a concession of the next stroke, a hole or the match, there is no penalty and the ball must be replaced on its original spot (which if not known must be estimated) (see Rule 14.2).
- A concession is final and cannot be declined or withdrawn.

**c. Applying Handicaps in Handicap Match**

**1. Declaring Handicaps.** The player and opponent should tell each other their handicaps before the match. If a player declares a wrong handicap either before or during the match and does not correct the mistake before the opponent makes his or her next stroke:

- Declared Handicap Too High. The player is **disqualified** if this affects the number of strokes the player gives or gets. If it does not, there is no penalty.
- Declared Handicap Too Low. There is no penalty and the player must play off the declared lower handicap.

**2. Holes Where Handicap Strokes Applied.**

- Handicap strokes are given by hole, and the lower net score wins the hole.
- If a tied match is extended, handicap strokes are given by hole in the same way as in the round (unless the Committee sets a different way of doing so).

Each player is responsible for knowing the holes where he or she gives or gets handicap strokes, based on the stroke index allocation set by the Committee (which is usually found on the scorecard). If the players mistakenly apply handicap strokes on a hole, the agreed result of the hole stands, unless the players correct that mistake in time (see Rule 3.2d(3)).

**d. Responsibilities of Player and Opponent**

**1. Telling Opponent About Number of Strokes Taken.** At any time during play of a hole or after the hole is completed, the opponent may ask the player for the number of strokes (including strokes made and penalty strokes) the player has taken on the hole. This is to allow the opponent to decide how to play the next stroke and the rest of the hole, or to confirm the result of the hole just completed.

When asked for the number of strokes taken, or when giving that information without being asked:

- The player must give the right number of strokes taken.
- A player who fails to respond to the opponent's request is treated as giving the wrong number of strokes taken.

The player gets the **general penalty (loss of hole)** if he or she gives the opponent the wrong number of strokes taken, unless the player corrects that mistake in time:

- **Wrong Number of Strokes Given While Playing Hole.** The player must give the right number of strokes taken before the opponent makes another stroke or takes a similar action (such as conceding the player's next stroke or the hole).
- **Wrong Number of Strokes Given After Hole Completed.** The player must give the right number of strokes taken:
  - Before either player makes a stroke to begin another hole or takes a similar action (such as conceding the next hole or the match) or,
  - For the final hole of the match, before the result of the match is final (see Rule 3.2a(5)).

**Exception – No Penalty If No Effect on Result of Hole:** If the player gives the wrong number of strokes taken after a hole is completed but this does not affect the opponent's understanding of whether the hole was won, lost or tied, there is no penalty.

**2. Telling Opponent About Penalty.** When a player gets a penalty:

- The player must tell the opponent about that penalty as soon as reasonably possible, taking into account how near the player is to the opponent and other practical factors.
- This requirement applies even if the player does not know about the penalty (because players are expected to recognize when they have breached a Rule).

If the player fails to do so and does not correct that mistake before the opponent makes another stroke or takes a similar action (such as conceding the player's next stroke or the hole), the player gets the **general penalty (loss of hole)**.

**Exception – No Penalty When Opponent Knew of Player's Penalty:** If the opponent knew that the player had a penalty, such as when seeing the player obviously take penalty relief, the player gets no penalty for failing to tell the opponent about it.

**3. Knowing Match Score.** The players are expected to know the match score – that is, whether one of them leads by a certain number of holes ("holes up" in the match) or the match is tied (also known as "all square"). If the players mistakenly agree on a wrong match score:

- They may correct the match score before either player makes a stroke to begin another hole or, for the final hole, before the result of the match is final (see Rule 3.2a(5)).
- If not corrected in that time, that wrong match score becomes the actual match score.

**Exception – When Player Requests Ruling in Time:** If the player makes a timely request for a ruling (see Rule 20.1b), and it is found that the opponent either (1) gave the wrong number of strokes taken or (2) failed to tell the player about a penalty, the wrong match score must be corrected.

**4. Protecting Own Rights and Interests.** The players in a match should protect their own rights and interests under the Rules:

- If the player knows or believes that the opponent has breached a Rule that has a penalty, the player may act on the breach or choose to ignore it.
- But if the player and opponent deliberately agree to ignore a breach or penalty they know applies, both players are **disqualified** under Rule 1.3b.
- If the player and opponent disagree whether one of them has breached a Rule, either player may protect his or her rights by asking for a ruling under Rule 20.1b.

## 28. MODEL LOCAL RULE E-5:

“When a player’s ball has not been found or is known or virtually certain to be out of bounds, the player may proceed as follows rather than proceeding under stroke and distance. For **two penalty strokes**, the player may take relief by dropping the original ball or another ball in this relief area (see Rule 14.3):

### Two Estimated Reference Points:

- a. **Ball Reference Point:** The point where the original ball is estimated to have:
  - i. Come to rest on the course, or
  - ii. Last crossed the edge of the course boundary to go out of bounds.
- b. **Fairway Reference Point:** The point of fairway of the hole being played that is nearest to the ball reference point, but is not nearer the hole than the ball reference point.

For purposes of this Local Rule, “fairway” means any area of grass in the general area that is cut to fairway height or less.

If a ball is estimated to be lost on the course or last crossed the edge of the course boundary short of the fairway, the fairway reference point may be a grass path or a teeing ground for the hole being played cut to fairway height or less.

### Size of Relief Area Based on Reference Points: Anywhere between:

- A line from the hole through the ball reference point (and within two club-lengths to the outside of that line), and
- A line from the hole through the fairway reference point (and within two club-lengths to the fairway side of that line).

**But** with these limits:

- Must be in the general area, and
- Must not be nearer the hole than the ball reference point.

Once the player puts a ball in play under this Local Rule:

- The original ball that was lost or out of bounds is no longer in play and must not be played.
- This is true even if the ball is found on the course before the end of the three-minute search time (see Rule 6.3b).

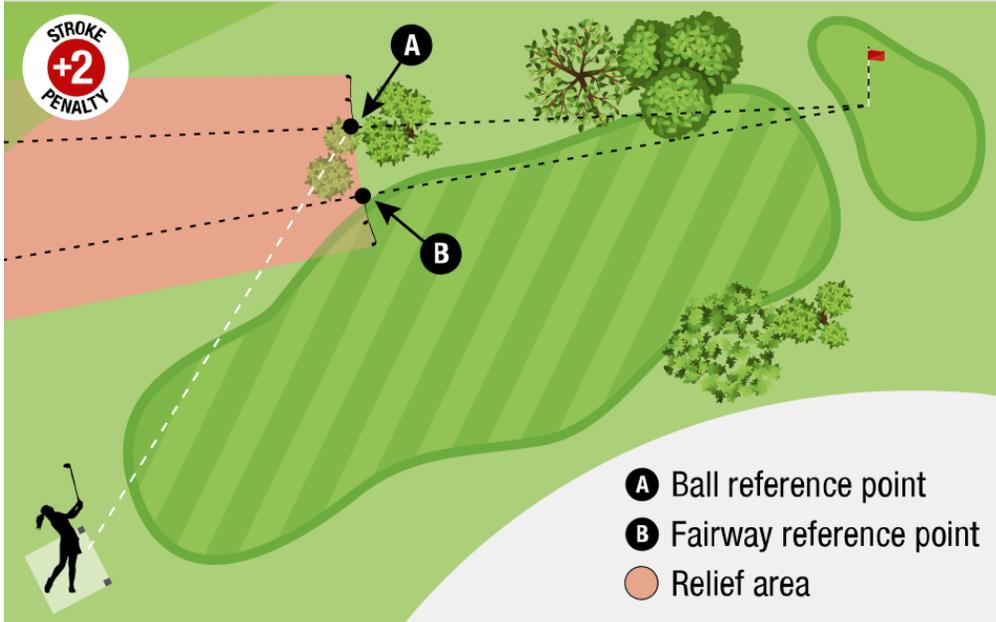
**But** the player may not use this option to take relief for the original ball when:

- That ball is known or virtually certain to have come to rest in a penalty area, or
- The player has played another ball provisionally under penalty of stroke and distance (see Rule 18.3).

A player may use this option to take relief for a provisional ball that has not been found or is known or virtually certain to be out of bounds.

**Penalty for Playing Ball from a Wrong Place in Breach of Local Rule: *General Penalty Under Rule 14.7a.***

## MLR E-5 DIAGRAM 1: BALL NOT FOUND



- A** Ball reference point
- B** Fairway reference point
- Relief area

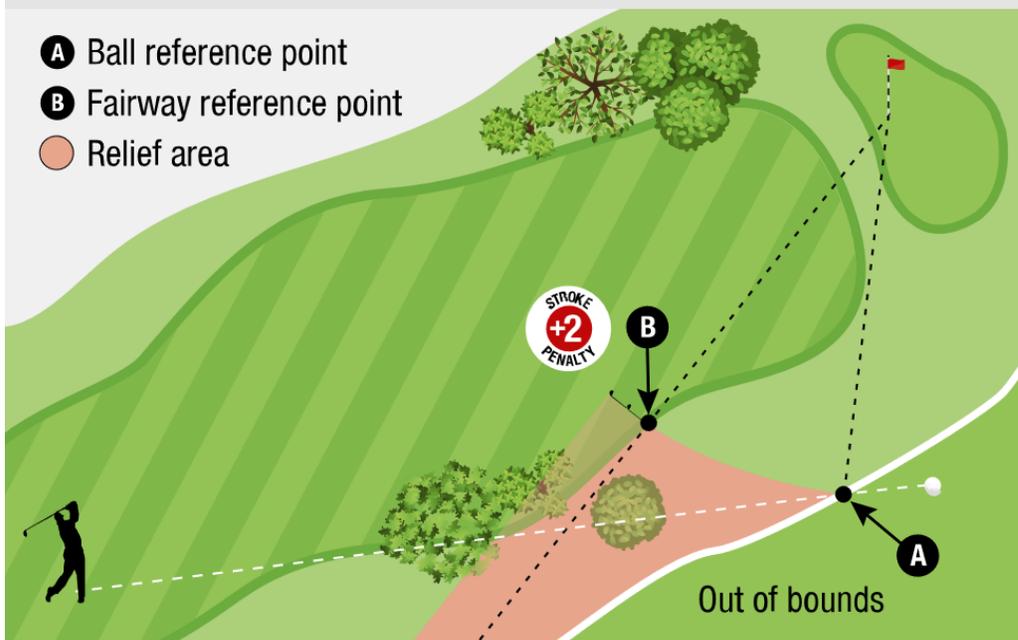
When a player's ball has not been found, the player may take stroke-and-distance relief, or when Model Local Rule E-5 is introduced, the player has the additional option to drop a ball in and play from the relief area described below for two penalty strokes:

Reference Points	Size of Relief Area	Limits on Relief Area
<p><b>A. Ball Reference Point:</b> The point where the original ball is estimated to have come to rest on the course (point A)</p> <p><b>B. Fairway Reference Point:</b> The point of fairway of the hole being played (point B) that is nearest to the ball reference point, but is not nearer the hole than the ball reference point</p>	<p>Anywhere between:</p> <ul style="list-style-type: none"> <li>• A line from the hole through the ball reference point (point A) (and within two club-lengths to the outside of that line), and</li> <li>• A line from the hole through the fairway reference point (point B) (and within two club-lengths to the fairway side of that line)</li> </ul>	<p>The relief area:</p> <ul style="list-style-type: none"> <li>• Must not be nearer the hole than the ball reference point, and</li> <li>• Must be in the general area</li> </ul>

### Player Notes:

As the relief area is likely to be very large, the ball could roll a considerable distance from the spot where it first strikes the ground and not need to be dropped again.

## MLR E-5 DIAGRAM 2: BALL OUT OF BOUNDS



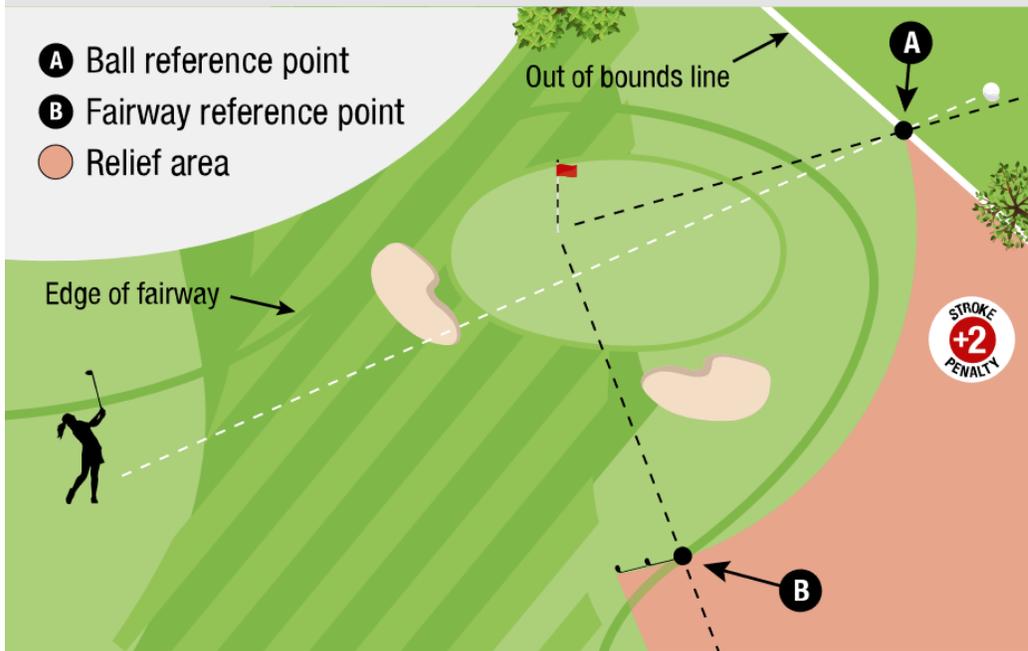
When a player's ball is known or virtually certain to be out of bounds, the player may take stroke-and-distance relief, or when Model Local Rule E-5 is introduced, the player has the additional option to drop a ball in and play from the relief area described below for two penalty strokes:

Reference Point	Size of Relief Area	Limits on Relief Area
<p><b>A. Ball Reference Point:</b> The point where the original ball is estimated to have last crossed the edge of the course boundary to go out of bounds (point A)</p> <p><b>B. Fairway Reference Point:</b> The point of fairway of the hole being played (point B) that is nearest to the ball reference point, but is not nearer the hole than the ball reference point</p>	<p>Anywhere between:</p> <ul style="list-style-type: none"> <li>• A line from the hole through the ball reference point (point A) (and within two club-lengths to the outside of that line but still on the course), and</li> <li>• A line from the hole through the fairway reference point (point B) (and within two club-lengths to the fairway side of that line)</li> </ul>	<p>The relief area:</p> <ul style="list-style-type: none"> <li>• Must not be nearer the hole than the ball reference point, and</li> <li>• Must be in the general area</li> </ul>

### Player Notes:

As the relief area is likely to be very large, the ball could roll a considerable distance from the spot where it first strikes the ground and not need to be dropped again.

**MLR E-5 DIAGRAM 3: BALL NOT FOUND OR OUT OF BOUNDS CLOSE TO GREEN**



When a player's ball has not been found or is known or virtually certain to be out of bounds, the player may take stroke-and-distance relief, or when Model Local Rule E-5 is introduced, the player has the additional option to drop a ball in and play from the relief area described below for two penalty strokes:

Reference Points	Size of Relief Area	Limits on Relief Area
<p><b>A. Ball Reference Point:</b> The point where the original ball is estimated to have come to rest on the course or last crossed the edge of the course boundary to go out of bounds (point A)</p> <p><b>B. Fairway Reference Point:</b> The point of fairway of the hole being played (point B) that is nearest to the ball reference point, but is not nearer the hole than the ball reference point</p>	<p>Anywhere between:</p> <ul style="list-style-type: none"> <li>• A line from the hole through the ball reference point (point A) (and within two club-lengths to the outside of that line), and</li> <li>• A line from the hole through the fairway reference point (point B) (and within two club-lengths to the fairway side of that line)</li> </ul>	<p>The relief area:</p> <ul style="list-style-type: none"> <li>• Must not be nearer the hole than the ball reference point, and</li> <li>• Must be in the general area</li> </ul>

**Player Notes:**

As the relief area is likely to be very large, the ball could roll a considerable distance from the spot where it first strikes the ground and not need to be dropped again.