



Carolinas Golf Association

20th REGULAR Interclub Team Match Play Competition 1st SENIOR Interclub Team Match Play Competition

Revised March 2016

To: Clubs Competing in the CGA (Carolinas) Interclub Team Match Play:

Welcome to the 2016 Carolinas Interclub Team Match Play competition.

The following information will:

1. Define interclub match play rules, format, and captains' responsibilities
2. Provide a "Captain's Checklist" to assist in the preparation of 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.

Contents include:

- Captains' checklist
- The Rules of Play
- Pace of Play Guidelines
- TPP Interclub Team Web Site procedures (prior to and at the conclusion of each match)
- A summary of basic USGA Match Play Rules of Golf.

These Interclub rules are tailored to accommodate Groups of three, four or six teams and are specific for 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 with the players at initial team meetings. A summary of the USGA Match Play Rules of Golf is provided herein to encourage all captains to copy and hand-out to each of his players. Copies of the forms/worksheets used at each match are provided on-line (at www.carolinasgolf.org) and in the Captains' packet received at the regional captains' meeting.

Please visit the CGA Interclub section at: www.carolinasgolf.org (Click the **TOURNAMENTS tab then **CAROLINAS INTERCLUB SEASON**) for more information and the entry process.**

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

Rusty Harder

CGA Director of Rules and Competitions

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2016
Carolinas Interclub
Team Match Play Rules

- Captain's Manual -



Carolinas Golf Association

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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 following a match
- Secure TPP logon ID and password to:
 - Set-up Team Roster on TPP
 - Set regular Season Match Dates on TPP
 - Set Tees used for home matches on TPP
 - 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 the schedule (date and tee times). (If re-scheduling is necessary, edit the date in TPP)
- Prepare a 12 man team match roster in TPP (**8 man team match roster for SENIOR Interclub**)
 - List players in correct handicap order (refer to Rule 9.F)
 - Review matchup in TPP and print worksheet
 - **Verify opposing team's eligibility and LI (REGULAR) or CI (SENIOR)**
 - **Contact opposing captain with questions/inquiries**
- Notify the CGA Interclub Administrator with questions for resolution.

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

- Coordinate all activities with the host pro:
 - Discuss any local rules (document and prepare hard copies per group for both teams)
 - 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
 - Use separate scorecards for singles vs. four-ball match (**four-ball match only SENIOR Interclub**)
 - Make two sets (one for each cart).

DAY OF MATCH

- Captains to re-confirm both rosters, scorecards and players' low index/current index 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 6-2a/5).

- 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 scores and return scorecards for posting.

AFTER EACH MATCH

- Both captains collect scorecard - verify that EACH PLAYER HAS AN ADJUSTED GROSS SCORE
- Host captain submits overall match results and players' scores in TPP (Scores will post automatically)
- Retain scorecards for 1 week to support questions that might arise.

CGA Carolinas Interclub Team Match Play

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2016 RULES CHANGES and/or EDITS

(Please note the following 2016 Interclub Rules edits/changes)

[Rule 2.C \(¶\) pertaining to NEW Regular Season beginning and end dates\)](#)

[Rule 4.B. – DEFINITION OF TEAM ROSTERS:](#)

[Rule 6.C – Select Tee Placement](#)

[Rule 6.F.I – ENSURE POSTING OF INDIVIDUAL SCORES –](#)

[Rule 6.F \(NOTE 1\): \(Tournament scores vs non-Tournament scores\)](#)

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 (minimum 6,000 yards).

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.N. 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 low index of **18.4** or less (there is no maximum CI for SENIOR Interclub)
- J. must be at least **18 years of age** (minimum age is 55 for SENIOR Interclub)
- K. must not have played in CGA Interclub competition for another club in the current year.

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 (not applicable for SENIOR Interclub)
- M. Special circumstances may be considered regarding a player's eligibility. Final determination will be made by Interclub Director upon review of presented circumstances.
- N. Each team may include up to 2 (two) non-amateur players for any match with the requirements that they are either a full-time employee or a member of the club. They must also meet eligibility requirements G – K, and comply with all other Interclub rules. The use of professional players is optional. (not applicable for SENIOR Interclub)

2. SEASON:

Groups/Pods may consist of 3, 4, 5, 6 or 7 teams that reside in close proximity. Teams are encouraged to pre-form their own Group/Pod prior to submitting an entry. Teams not in a pre-formed Group/Pod will be assigned to one if available. Pre-formed Pods/Groups may be asked to include additional teams that entered individually.

Each team will play an equal number of Home and Away matches for a total of six regular season matches. For example:

- 3 team Pods will schedule 3 home and 3 away matches. Each club will play the other two teams home and away for a total of four regular season matches. TPP will schedule a 5th and 6th match arbitrarily as one additional home and one additional away match with the other two teams. For example; Teams A, B and C will play home and home matches with each other for a total of four matches each. Team A will then play at team B and host team C. Team B will play at team C and team C will host a match with team A for a total of six regular season matches. In the end, each team plays 3 Home and 3 Away matches.
- 4 team Pods will play each other twice with home and away matches for a total of six matches.
- 6 team Pods will be split into two divisions. Each 3-team Division will play two home and two away matches within their Division and the CGA will designate two additional matches (1 home and 1 away) with one team from the other Division for a total of six matches each.

- 5 and 7 team Pods will play a total of six regular season matches. Each team will have three home matches and three away matches but not necessarily equally with the other four teams. For example; Team A might play teams B & C both home and away (for a total of four matches) but will play team D away and team E at home for their 5th and 6th match. This type of rotation continues arbitrarily until each team has three home and three away matches in total.

Regular season matches are primarily scheduled on weekends for the **REGULAR** Interclub and weekdays for **SENIOR** competition. Regular season matches start in April and end in early August. Both competitions are independent of each other. Eligible players (see Rule 1.) may compete in both leagues for their respective club.

Play-offs begin immediately following the end of the regular season for both leagues. Playoff teams come from Group/Pod winners, 2nd place teams and “at large” bids (based on regular season records). A minimum of 32 teams earn a playoff spot. Playoffs are single elimination for both competitions. The Semi-Finals and Championship match (*Final-Four*) will be held at pre-determined sites and dates for both competitions.

3. STARTING TIMES:

- A. Any time mutually agreeable to BOTH team captains.
- B. Starting times should be selected that will ensure completion of play prior to darkness.
- C. Play may start from the 1st and/or 10th tees, preferably the first tee, to best accommodate the Interclub with their regular members’ play. The preferred first tee is on the nine where the odd number handicap strokes fall on the scorecard. A “shotgun” start is allowed when a single and/or double tee start is not practical. (See Interclub Rule 9B).

4. DEFINITION OF TEAM ROSTERS:

- A. There is no permanent TEAM ROSTER and no limit as to the number of eligible players who may be used during the regular season. Eligible players may be added to the TPP TEAM ROSTER at any time provided they meet all Interclub eligibility requirements (Rule 1.). NOTE: Team rosters may include eligible members from clubs under the same ownership. The CGA will validate the set-up in TPP upon request.
- B. Rosters/players competing in a match (regular season and/or playoffs): **REGULAR competition consists of 12 (twelve) players.** **SENIOR competition consists of 8 (eight) competing players.**

C. CLUB SPONSORING TWO TEAMS:

A Club may sponsor two teams provided they meet all of the following guidelines:

1. The club must complete separate application/entry forms when fielding two Interclub teams, and the request must be accepted by the CGA prior to the final pairings of clubs into Groups.
2. Multiple teams from the same club will be considered on availability to complete a Group.
3. Teams entered from the same club must play in different Pods, unless approval is granted by the CGA.
4. Both teams shall be distinct with its specific captain and roster. No player can be listed on two rosters. Players shall remain on their original roster for the entire season. In other words, once a player actually competes for a team during the regular season, they cannot compete for any other CGA Interclub team.
5. The two rosters should be balanced in both the number of players and in handicap ranges.
6. The clubs’ Head Pro shall designate the distinction of the two teams and without hierarchy.
7. Each team shall pay the full entry fee and receive like favors as other clubs within the Interclub.
8. Both teams must remain in good standing to maintain the clubs’ eligibility in the Interclub.

NOTE: Penalty for a player representing two teams: Forfeiture of points from any previous matches played (including both individual and four-ball match points) 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 or CI (**Low Index for REGULAR competition** or **Current Index for SENIOR competition**) at any one club be used for Interclub competition.

5. LESS THAN TWELVE (12) PLAYERS (8 Players for SENIOR Interclub):

When a team has less than the 12 (**REGULAR**) or 8 (**SENIOR**) players, it may:

- A. Insert an eligible player (if readily available). Proper handicap sequence procedures must be followed (see Interclub Rule 9C), thus returning to 12 / 8 players; or
- B. Play with fewer than 12 / 8 players by playing one-man team (or teams) against the opponent's two-man team. The one-man team(s) may be placed in any position in the line-up, as long as they are in proper handicap sequence. In addition to the Four-Ball match, a one-man team shall play only one opponent individually. The opponent can be either player for the individual match, but must be determined prior to the start of the match. (**Individual match play does not apply to SENIOR Interclub.**)
- C. **REGULAR** team matches must include a minimum of 6 competing players (**4 competing players for SENIOR Interclub**) 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. Without “exceptional circumstances” preventing him from starting on time (USGA 6-3.a), the player forfeits the individual match point but can participate in the four-ball competition from that point forward (USGA 30-3.a). (**Individual match play does not apply to SENIOR Interclub.**)

6. TEAM CAPTAINS' DUTIES:

- A. **ATTEND PRE-SEASON (CAPTAINS') MEETINGS – (MANDATORY for New Captains a/o Teams)**
Prior to the beginning of the season, the **CGA** will schedule one or more regional meetings for all team captains. These meetings will enable the representatives in each Group to meet and discuss fully the responsibilities of the host club. Each team is required to have 1 or 2 representatives at one of these meetings.

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 and approved by the captains within the assigned Group.

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 (on TPP) –**

- Team captains shall set their **Team Roster** on TPP prior to the start and during the season.
- Captains will prepare **Match Rosters** on TPP prior to the start of each match to allow 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 in the **REGULAR** Interclub will play to 100% of their 12 month **Low Index** of record (see Interclub Rule 9A and TPP Administrative Procedures). **SENIOR Interclub will play to Current Index.**
- Captains are responsible for reviewing, verifying and accepting the opponent's roster/lineup for any given match. Match lineups (including LI a/o CI and HDCP information listed) will be considered approved unless inquiry/protests are made prior to the start of the match.

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.

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.

C. SELECT TEE PLACEMENT (on TPP) -

The tees to be used for the Interclub competition: **NOTE: Tees must not be changed during regular season or in the playoffs.**

1. must be an association (i.e., CGA or USGA) rated set of tees (*no temporary ratings will be allowed*)
2. REGULAR Interclub Tees; must adhere to the following yardage guidelines related to par;
 - 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 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 Group 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 for both individual and four-ball play separately.

E. RECORD MATCH RESULTS (on TPP) –

It is the responsibility of **BOTH** captains to verify the Interclub Results immediately following the conclusion of the 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). Each captain is encouraged to identify and submit highlights of an Interclub match to the CGA (via email). This information may be used by the CGA in publicity articles for the Interclub.

Both captains should verify that each player's ESC score is correct on the scorecards. **The Host Captain must collect each scorecard and submit overall match results in the TPP Interclub Team Play Site.**

F. ENSURE POSTING OF INDIVIDUAL SCORES –

- I. **Each player who participates in the Interclub must have a score recorded for a match played.**
Scores shall be posted as **adjusted** gross scores in accordance with the procedures outlined in the USGA Handicap System Manual, Section 4-1 and 5-2.
 1. A player who starts, but does not complete a hole or is conceded a stroke must record for handicap purposes the **most likely score**. The **most likely score** may not exceed the player's **Equitable Stroke Control** limit (see chart below), defined in Section **4-3**. This **most likely score** should be preceded by an "X." (See Decision **4-1/1**.) There is no limit to the number of unfinished holes a player may have in a round, provided that failure to finish is not for the purpose of handicap manipulation.

EQUITABLE STROKE CONTROL

COURSE HANDICAP	MAXIMUM NUMBER ON ANY HOLE
9 or less	Double Bogey
10 through 19	7
20 through 29	8
30 through 39	9
40 or more	10

2. Holes remaining after the Individual and Four-Ball matches are closed out will be deemed “un-played holes” for handicap purposes. The player’s score **MUST** be recorded based on par, plus any handicap strokes that the player is entitled to receive, even if the player elects to play the remaining holes. This also holds true for any un-played holes during the match.

NOTE 1: ALL regular season scores will be posted as Non-Tournament scores. ALL playoff scores will be posted as Tournament Scores for both REGULAR and SENIOR Interclub.

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

If a player fails to report an adjusted gross score following a match, or if the captain fails to include the score on the TPP results screen, 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 his adjusted gross score is posted after each match, the team Captain is responsible for submitting Interclub match scores on TPP. These scores must be consistent with the adjusted gross scores on the Results Form.
- 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. Regular season practice rounds and associated fees are at the discretion of each club. Adjusted gross scores for all practice rounds should be posted as non-tournament scores.
- B. Playoff practice rounds by the visiting team should be pre-arranged by their Captain with the host club, and should be scheduled at a date and time agreeable to the host club. The host club must ensure that practice rounds are scheduled such that the entire visiting team will be able to reasonably finish in daylight. For the practice round, it is recommended that green fees be waived and cart fees applied for the visiting team. If for any reason the host club does not permit a practice round in accordance with this rule, such circumstances shall be reviewed by the CGA and may result in refusal of entry from future Interclub competition.
- 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 prior to the beginning of the round is not allowed**. Penalty for violation of this rule will be disqualification of the player involved from the match. (See Note under Rule 7-1 of the USGA Rules of Golf).

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 Play-off matches, **the home team is required to host green fees for the visiting team** (12 players during the regular season and 6 players during the Play-offs) (8 players during the regular season for **SENIOR Interclub**), and see that carts/caddies and food and beverages are made available for purchase by the visiting team.

9. INDEXES / HANDICAPS & PAIRINGS:

A. INDEXES / HANDICAPS

All players in the **REGULAR** Interclub will play to 100% of their **Low Handicap Index (LI)** of record for the last 12 calendar months effective prior to the day of the scheduled match. The **LI** for each player will be determined using the latest GHIN Handicap Index information. The **LI**, along with the selected tees, will determine the 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. Players participating in a make-up match shall use the most current **LI** available and not the **LI** of record when the original match was scheduled. The host captain shall also provide the conversion chart from Handicap Index to Course Handicap for the tees being played. **SENIOR Interclub will play to their Current Index (CI) with no minimum or maximum limits.**

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 = 18.4 (9C. does not apply to SENIOR Interclub)

Players whose **LI** is 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

In all Individual matches, the highest handicap player of the two players will receive the full difference in strokes between his handicap and that of his opponent, as they fall on the scorecard.

In each of the four-ball matches, the lowest handicap player will play at scratch and each of the other three players in the Group will receive the full difference in strokes as the strokes fall on the scorecard.

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...*

For the clubs which employ a shotgun start, the allocation of handicap strokes will remain as listed on the scorecard.

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 6-2a) To avoid any confusion, the host captain may distinguish the individual and four-ball stroke differentials with red and black dots on the scorecard.

F. PAIRINGS –

- a. For “full complement” (one course involved for all 12 players) (8 players for SENIOR Interclub), use the **Competition Course Slope to determine Handicaps**. List roster from low to high with the lowest handicap player listed first for each two-man team. The two lowest handicap players must be paired together and play as the number one team. The next two lowest handicap players must be paired together and play as the number two team, etc. NOTE: Players with equal handicaps may be paired in the sequence of the captain’s choice.
- b. For “split-format” (two courses involved - 6 players home / 6 players away) (4 players home / 4 players away for SENIOR Interclub), use the following procedure:
Procedure: Once you have selected the competing players;
 1. Use **your Home Course Slope to determine handicaps** for each player.
 2. Using these handicaps, list initial lineup from low handicap to high handicap.
NOTE 1: Players with equal handicaps may be paired in the sequence of the captain’s choice.
 3. From the first 4 lowest handicap players in your lineup, select any 2 players to play at home while the remaining 2 will compete on the opponent’s course. This same privilege exists for the next set of 4 players and again for the last set of 4 players.
 4. Re-calculate the AWAY players’ handicaps **based on the slope of the opponents course**.
NOTE 2: Be aware that identical indexes may produce different handicaps based on the slopes of each course involved and may impact the initial lineups in a “split-format” match.
 5. Sequence each set of players (Home and Away) in handicap order and list accordingly in TPP
NOTE 3: Captains can agree to allow additional sequence adjustments if necessary.

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 competition course handicap order is maintained. **If time does not permit a lineup adjustment, the alternate must play at the lower LI or CI (his own or that of the player he is replacing) in order to compete in the match.**

NOTE 2: If a two-man team is represented by only one player, that player may be designated either the lowest or highest position on the team prior to the start of the match. In addition, 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**. Without “exceptional circumstances” preventing him from starting on time (USGA 6-3.a), the player forfeits the individual match point but can participate in the four-ball competition from that point forward (USGA 30-3.a). (Individual match play does not apply to SENIOR Interclub.)

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 (or Current Index for SENIOR Interclub), and a protest is made by the opposing team prior to the start of the match, the team in violation shall forfeit to their opponents all individual and/or 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 Interclub 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 players tee off last in all play-off matches in case of a sudden-death playoff (See Rule 22C). 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 (See Rule 22D).

11. TYPE OF COMPETITION AND SCORING:

A. Regular Season and Playoffs:

REGULAR Interclub - 12 players from both teams will compete in both four-ball and individual match play simultaneously. Each two-man team is playing for a total of three (3) points (*1 for the four-ball match and 1 each for the two individual matches*). A total of eighteen (18) points is available for all team matches.

Four-Ball - The host club's # 1 two-man team plays the visiting club's # 1 two-man team in an 18-hole (four-ball) match with the winning team being awarded 1 point. In the event of a tie match, each team will earn ½ point. The remaining 5 two man teams will follow suit.

Individual – Two individual matches within each foursome. The winner of each match will be awarded 1 point. A tie match will result in ½ point awarded to each individual. *Refer to Rule 9.F.a for pairings order.*

SENIOR Interclub - 8 players from both teams compete in four-ball match play competitions.

Four-Ball - The host club's # 1 two-man team plays the visiting club's # 1 two-man team in an 18-hole (four-ball) match with the winning team being awarded points as follows: **Each two-man SENIOR team is playing for a total of six (6) points; (2 for the front nine, 2 for back the nine, 2 for the overall).** A total of twenty four (24) points is available for each match.

- B. In the event of a tie during a regular season match, both teams will earn 1 Record point towards the Group standings. In the event of a tie during a playoff match, "sudden death" will be used until a winner is determined. See Interclub Rule 22.F.

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 Rule 2 (*Match Play*) and Rule 30 (*Three-Ball, Best-Ball and Four-Ball Match Play*) is essential to appreciate the format of this Interclub competition. The Rules of Golf shall NOT be waived at any time. The penalty for waiving the Rules of Golf is disqualification for the player, players or team who is in violation of this rule. For example, agreeing to waive the rules include allowing a local rule which permits a player to repair spike marks on the player's line of putt (Decision 1-3/3).
- B. There is no time limit on applying the penalty for agreeing to waive the rules (Decision 1-3/8). Results of matches of individuals and/or teams will be adjusted if such a violation is brought to the attention of the CGA.
- C. Local Rules - Local rules must conform to the USGA Rules of Golf. Any local rules which are to be in effect during Interclub matches should appear on the club scorecard, or be communicated to all players before play begins. The Embedded Ball rule "anywhere through the green", as stated in the Appendix I of the USGA Rules of Golf, will be in effect for all Interclub competition matches. All Groups must play according to that day's local rules of play. Individuals are not allowed to change or alter these rules for their Group even if agreed upon by all players.
- D. Winter Rules - In the event that a course has adopted a local rule for "winter rules", 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: "Preferred Lies" and "Winter Rules", Appendix I the USGA Rules of Golf).
- E. Distance Measuring Devices (DMD) – Distance measuring devices (DMDs) are allowed for CGA Interclub competition. However, DMDs that have features other than measuring distances (i.e. gauge wind direction, temperature, gradient, etc.), regardless of whether they can be turned off or not, are not permissible. Penalty for breach of rule is disqualification of the involved player(s).

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. MATCH PLAY CLAIMS:

Players competing in the Interclub are reminded of Rule 2-5 of the USGA Rules of Golf which states that:

"In Match Play, if a doubt or dispute arises between the players, a player may make a claim. If no duly authorized representative of the CGA (including Host Professional staff) is available within a reasonable time, the players must continue the match without delay. The representative may consider a claim only if the player making the claim notifies his opponent:

- that he is making a claim
- the facts of the situation
- that he wants a ruling

The claim must be made before any player in the match plays from the next teeing ground or, in the case of the last hole of the match, before all players in the match leave the putting green.

A later claim may not be considered by the representative unless it is based on facts previously unknown to the player making the claim and he had been given wrong information (Rules 6-2a and 9) by an opponent.

Once the result of the match has been officially announced, a later claim may not be considered by the representative unless it is satisfied that the opponent knew he was given wrong information."

The privilege of playing a second ball does not exist in Match Play. (USGA Rule 3-3, i.e. if a competitor is doubtful of his rights or procedure).

15. ADVICE:

In the event a four-ball match is closed out, the players who previously were partners no longer remain partners at the start of the next hole. These players may no longer give each other advice except as it pertains to the USGA Rules of Golf or matters of public information. Any advice given at this point, e.g., line of play or club selection, would be in violation of Rule 8 of the USGA Rules of Golf and would, therefore, subject the player(s) to a penalty. The notable exception to this rule occurs when a player is finished with both his four-ball and individual matches. The player may now serve as his former partner's caddie and be allowed to give advice. A player who chooses to serve as a caddie in such a circumstance may not continue play. (NOTE: Players may not have two caddies simultaneously.)

16. GOLF CARTS AND CADDIES:

- A. Golf cart use is expected and subject to the host club's rules and regulations governing the use of these carts.
- B. In the event caddies are made available by the host club, an equal number of caddies must be made available for each team. (This excludes ex-partners who have assumed the role of caddie - see Interclub Rule 15 - Advice).
- C. Visiting teams may bring caddies only under abnormal circumstances and subject to host club approval.

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**)
 - 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 the course is officially closed to all play or captains mutually agree to postpone the match, the following procedures will 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, all matches will stand as of the last completed hole at the time play was suspended and the results will be verified by both team captains.

C. MAKE-UP MATCHES

- I.** Postponements must be rescheduled on the first available weekend following the conclusion of regular season play, or at the earliest available date which is mutually agreeable to both teams, and on the course where originally scheduled unless the team captains choose otherwise.
- II.** The **CGA** must be notified (or TPP edited) of makeup date(s) for all re-scheduled matches.
- III.** All matches must be completed by the date specified in Interclub Rule 2. Any match not completed by that date may be treated as "no match" for both teams in determining the final Group standings.

NOTE: The Interclub Championship Finals will be scheduled by the CGA in advance and at a non-participating club. Thus, due to time constraints involved with Play-off matches, there may be occasions when teams must reschedule a postponed play-off match on a day other than the weekend to allow for the continuation of the play-off schedule. Team captains must mutually agree to reschedule on the alternate date. If such an agreement cannot be reached, the **CGA** will serve as final arbitrator.

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

18. WITHDRAWAL FROM INTERCLUB:

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 Group standings.

19. FORFEITURES:

Forfeiture of a scheduled team match shall be scored as "no match". All other matches played by the forfeiting team, either prior to or after the forfeited match, shall also be scored in the same manner in order to equalize the advantage of the forfeiture among the other teams within the Group. Any circumstance causing forfeiture shall be subject to review by the CGA.

20. PROTESTS:

All protests must be made by the team Captain and must be registered with the opponent's Captain prior to their mutual signoff of the Interclub Results Form. The host captain is responsible for the preparation and mailing of the result form at the conclusion of the match. Once the form has been reviewed and agreed by both team Captains, the results of the match will be considered "official", unless a valid protest has been made. A subsequent protest shall not be considered unless it is based on facts previously unknown to the team making the claim. All protests must be submitted in writing to the CGA at: interclub@carolinagolf.org or mailed postmarked within 72 hours following the date of the match. Scorecards should be held by the team captains for at least one (1) week to aid in resolution of any protest.

21. DETERMINING GROUP WINNERS:

- A. Group winners will be determined on "record points" which are based on the club's won / lost record. Record points are awarded as follows: three (3) points for a win, one (1) point for a tie, and zero (0) points for a loss.
- B. In the event of a tie between two teams with identical record points, the Group winner will be determined by the most total match points won between the tied teams in their two home-and-away matches against each other during the regular season.
- C. In the case of a tie between more than two teams in any Group, the Group winner will be determined by the most total match points won between the tied teams in their two home-and-away matches against each other during the regular season.
- D. In the event a tie still exists following the application of 21B or 21C, the most total points won in all matches played by each of the tied teams will determine the Group winner.
- E. If a tie still exists, the CGA reserves the right to schedule play-in matches as part of the play-off process.

22. PLAY-OFF MATCHES:

- A. All Group winners will compete in a season ending single elimination play-off format to determine the Interclub Champion. Depending on the number of Teams and Groups involved, some or all 2nd place teams will also qualify to complete a minimum 32 team playoff ladder. "At large" bids may also be awarded a play-off spot based on won/loss record and cumulative match points in order to complete a 32 team field. The play-off 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.
- B. All play-off matches, with the exception of the Interclub Semi-Finals and Finals, will involve the "split format" (6/4 players at home and 6/4 players away). Competition at both courses must be held simultaneously. Captains will prepare both home and away rosters on 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 exchange rosters (via TPP) in order to create scorecards with handicap strokes based on the competition course. Both Captains are responsible for submitting the correct Results on TPP for the matches held at their Club.

- 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 play-offs. This permits the lowest handicap teams to proceed directly to the first tee in the event a sudden-death Play-off is necessary.
- NOTE: USE of ALTERNATES:** In the event an alternate is needed at a regular Season or play-off 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 Index (his own or that of the player he is replacing) in order to compete in the match.** 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 should occur, the Play-off match should be rescheduled in accordance with Rule 17C. If a suspension (without the possibility of continuance) should occur after a Play-off match has begun, rule 17B. IV will be in effect. In the event of a tie of an officially completed match with no possibility of a playoff (*see F. below*), the tie breaker will be based on regular season records (see Rule 21A-E).
- F. **TIE-BREAKING PROCEDURES (Play-off Matches) -**
In the event of a tie in a Play-off match, there shall be a sudden-death Play-off, beginning on hole #1 at each of the two courses involved, to determine the winner of the match. Team captains will be responsible for coordinating the sudden-death Play-off between the two courses, according to the following procedures:
- I. The sudden-death Play-off will involve only the #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 (or CI) (i.e., his own or that of the player he is replacing).
 - II. The sudden-death Play-off will involve the same format of play as used during the regular season match (i.e., two individual matches and one four-ball match in each Group of four players).
 - III. Scoring will remain the same as in the regular season match (see Interclub Rule 11).
 - IV. The team accumulating the most points on hole #1 in the sudden-death Play-off, based on the play at both courses, will be declared the winner of the match. If a tie still exists, the Play-off will continue to hole #2 and any subsequent holes until the tie is broken. (*Both captains should coordinate the availability and use of cell phones at the conclusion of each hole to determine the winner or if play must continue*).
 - V. Handicap strokes for the sudden-death Play-off will be given in accordance with Interclub Rule 9E.
- G. **INTERCLUB FINAL-FOUR:**
- I. Both REGULAR and SENIOR Finals (*includes the Semi-Finals and Championship match*) will be played over the same weekend (REGULAR) / weekday (SENIOR) respectively at pre-determined sites and dates. The number of competing players and formats will be the same as the regular season. Teams will also be allowed to bring two alternates.
 - II. In the event of a tie, a sudden-death Play-off, beginning on hole #1, will involve **only** the #1 lowest handicap (four-ball) teams from each club.

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 Play-off 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 6-7 which states that all players shall play without undue delay. The penalty for breach of Rule 6-7 is loss of hole in match play. **See enclosed 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 cellular phones (except in the case of an emergency or a ruling), laptop and tablet computers, PDA's, Pagers, Beepers, and the like are not allowed during a stipulated round. First offense results in a warning. Second offense results in the player's disqualification.

26. ETIQUETTE:

If players follow the guidelines and rules in this manual, it will make the game more enjoyable for everyone. 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 taking appropriate disciplinary action against the offending player(s). Such action may, for example, include prohibiting play for a limited time on the course or in a certain number of competitions. This is considered to be justifiable in terms of protecting the interest of the majority of golfers who wish to play in accordance with the guidelines. In the case of a serious breach of etiquette, the CGA may disqualify a player under USGA Rule 33-7.

APPENDICES

The following procedures and/or forms can be found & downloaded from the CGA Interclub web site:

<http://www.carolinasgolf.org/championship/home/16interclub/year/2016>

(Click on Captains Information in the blue menu box and scroll down for Sample Forms)

TPP Interclub Team Online Scoring Procedures (see separate attachments)

A. HOW TO SELECT YOUR TEAM ROSTER

1. Once you login, click on the Select League icon, the Carolinas Interclub Championship will be the only one available.
2. Under the **Teams** tab in the top left, select Set Team Roster.
3. Select Add to Team Roster via Club Roster to bring up your club's entire handicap roster.
4. Select all players that you wish to participate during the season. Players are listed in alphabetical order.
5. You can choose all eligible players on your club's roster or just the twelve that are playing in a particular match.
6. You can add players from this list throughout the season; you do not need to put all players on your team immediately.
7. Remember, their low index must not exceed 18.4 for REGULAR Interclub.
8. Click Add to add players to team roster.

B. HOW TO SET YOUR MATCH ROSTER

1. Under the Teams tab, select Weekly Management.
2. The Team Management menu shows your regular season schedule, from here you can select your match lineup, and input scores for matches.
3. To select players for a match, click on Show Lineup.
4. Click on Add Player to select a player from your roster to play in the match.
5. Select whichever player you want.
6. Players can be sorted alphabetically, by handicap index, course handicap, or GHIN number by clicking on the category header.
7. Players must be selected one at a time.
8. Players need to be listed in handicap order, use the arrows on the right of the screen to put them in the correct order.
9. The Player in position 1A will play four-ball with the player in position 1B and so forth.
10. Make sure to click Submit Roster when you finish.
11. You have the option of e-mailing your roster to:
 - a. The opposing team captain(s)
 - b. The opposing team captain(s) and your players
 - c. Your players only
 - d. Don't send any e-mail.
12. When all players have been entered click on: Teams, Weekly Management, then Show Scores under Team Management. This will bring up your Weekly Scorecard.
13. To print off your match worksheet click on Print on the top right side of the screen.

C. HOW TO SELECT YOUR TEES

1. Under the Teams tab, select Set Team Home Tees.
2. To set default tee for all matches, click Edit under the header "Select the tee below to be used as the default tee for all matches".
3. Select the Course name and then select the tee to be played for all matches. Click save once correct tee is selected. As per interclub rules, each player will play from this tee in all matches.
4. If you are using a combination tee that is not listed, you can manually enter the course rating and slope to better reflect the appropriate tee.
5. When you are finished, "Use default tee" should be selected for each position. Any tees that are not set will be set to the default tee.

D. HOW TO INPUT MATCH SCORES (SENIOR INTERCLUB IS SAME EXCEPT 4-5)

1. Under the Teams tab, select Weekly Management.
2. Select Show Scores for the appropriate match when you are ready to input match scores.
3. To input results, click on Score for each match on the right side of the screen.
4. For the four-ball match select the winning team or <Match Halved> if it ended in a tie, and hit Save. **For SENIOR Interclub Four-Ball Match, only assign points won by each side (0; 1; 2; 3; 4; 5; or 6).**
5. For the individual matches, you have to enter each player's ESC score and who won the match or if it was halved. **For SENIOR Interclub, enter each player's ESC score, but do not assign any points.**
6. You can also specify if the match was played over 18 holes or just 9 holes. If it was only 9 holes, you would input the 9 hole score.
7. When you are finished, all match results should be filled out. Match and overall points will be calculated for you.
8. Make sure to hit Submit Overall Match Results at the bottom of the screen.

We prefer you use the formats and screen printouts provided by TPP. However, the next 5 pages provide hard copy worksheets to assist you with preparing a regular season schedule, and recording the results of a match if having trouble with TPP.

TPP instructions and sample formats are located in a separate document.



CGA Interclub Team Play Regular Season Schedule

Group No.			
Team 1:			
Team 2:			
Team 3:			
Team 4:			

HOST	GUEST CLUB	DATE (mm/dd/yy)	TEE TIMES

Team Captains must email, fax, or mail the tentative Schedule prior to the first Match to:

Carolinas Golf Association – 140 Ridge Road, Southern Pines NC 28387

interclub@carolinasgolf.org, 910-673-1000 voice, 910-673-1001 fax

Date _____

Final Score**Final Score**

Club / Team

Club / Team

Course Played:

Tees (Color):

Slope

CR

Tee Times		HOST					Individual				Four Ball			VISITING					Individual		Four	
		Team Players	*Lo Index	Cr Hdc	Ad Gros	Result	Pt	Result	Pt	Team Players	*Lo Index	Cr Hdc		Ad Gros	Result	Pt	Result	Pt				
	Team 1									Team 1												
	Team 2									Team 2												
	Team 3									Team 3												
	Team 4									Team 4												
	Team 5									Team 5												
	Team 6									Team 6												
	Alt 1									Alt 1												
	Alt 2									Alt 2												
			Totals									Totals										
		HOST Captain:							VISITING Captain:													

Totals

Totals

Match Highlights / Notes:

* **LOWEST INDEX in the last 12 months**(This information may be found in the Club's Handicap History Report). Both Captains must verify the results and the Host Captain must email to (interclub@carolinagolf.org), or fax to (910.673.1001) or mail to (CGA -

Captains - remind players that adjusted gross scores will be posted by TPP for each match/round played

Date 5/16/09

Final Score

18

Final Score

18

Club / Team	Firethorn
--------------------	-----------

Club / Team	Verdict Ridge
--------------------	---------------

Match Highlights / Notes:

Pat Neel (Firethorne) had his first ever hole in one on # 6. Steve Jones came from 5 down to halve his match with John Reynolds. Ken Marino and Nicolosi as a team have not lost a match this year.

* **LOWEST INDEX in the last 12 months**(This information may be found in the Club's Handicap History Report). Both Captains must verify the results and the Host Captain must email to (interclub@carolinasgolf.org), or fax to (910.673.1001) or mail to CGA

Captains - remind players that adjusted gross scores will be posted by TPP for each match/round played

Date _____

Final Score

Final Score

Club / Team

Club / Team

		Course Played:				Tees (Color):				Slope				CR						
Te Tim		Team		*Lo Index	Cr Hdc	Ad Gros	Individual		Four			Team		*Lo Index	Cr Hdc	Ad Gros	Individual		Four	
		Player Names					Result	Pt	Result	Pt		Player Names					Result	Pt	Result	Pt
			Team 1									Team 1								
	Team 2									Team 2										
	Team 3									Team 3										
		sub-totals										sub-totals								
		Totals										Totals								

Captain:

Captain:

Match Highlights / Notes:

* **LOWEST INDEX in the last 12 months**(This information may be found in the Club's Handicap History Report). Both Captains must verify the results and the Host Captain must email to (interclub@carolinascgolf.org), or fax to (910.673.1001) or mail to CGA

Captains - remind players that adjusted gross scores will be posted by TPP for each match/round played



CGA Interclub Team Play

RESULTS Form - Split Format Competition (Both Courses Involved)

Date 9/19/08

Final Score
18
Final Score
18
Club / Team Firethorn

Club / Team Verdict Ridge

Course Played: Firethorne
Tees (Color): Blue
Slope 128 **CR** 71.0

Te Tim	Team	*Lo Index	Cr Hdc	Ad Gros	Individual		Four		Team	*Lo Index	Cr Hdc	Ad Gros	Individual		Four	
					Result	Pt	Result	Pt					Result	Pt	Result	Pt
9:00 AM	Team 1	Anthony Carpenter	2	2	76	2 & 1	2	2 & 1	2	Team 2	Dave Stevens	0.9	1	81		0
	Team 1	Scott Dobberstein	3.2	4	75	4 & 2	2			Team 2	Ralph Bozzini	1.5	2	82		0
9:10 AM	Team 2	Ben Wrigley	4.2	5	86		0		0	Team 2	Pat Foley	4.3	5	82	2 & 1	2
	Team 2	Tom Robertson	5.2	6	86		0			Team 2	Glenn Carter	4.5	5	78	3 & 1	2
9:20 AM	Team 3	Jamie Lein	7.1	9	87		0	e	1	Team 3	Brian Holsinger	9	11	91	1 up	2
	Team 3	John Reynolds	7.3	9	93		0			Team 3	Steve Jones	9.3	11	90	1 up	2
		sub-totals				4			3	sub-totals				8		3

Course Played: Verdict Ridge
Tees (Color): White
Slope 124 **CR** 70.2

Te Tim	Team	*Lo Index	Cr Hdc	Ad Gros	Individual		Four		Team	*Lo Index	Cr Hdc	Ad Gros	Individual		Four	
					Result	Pt	Result	Pt					Result	Pt	Result	Pt
9:00 AM	Team 1	Derek Pederson	3.8	5	78	3 & 2	2	3 & 2	2	Team 2	Mike Weber	2.2	3	84		0
	Team 1	Pat Neel	4.5	5	79	e	1			Team 2	Mike Stolzenbach	4.1	5	78	e	1
9:10 AM	Team 2	Kevin Carnell	5.6	7	79		0		0	Team 2	Marc Luce	4.2	5	73	1 up	2
	Team 2	Dave Hilfger	6.2	7	85	e	1			Team 2	Nick Kaylor	5.9	7	86	e	1
9:20 AM	Team 3	Ken Marino	7.7	9	85	3 & 1	2	3 & 1	2	Team 3	Randy Banks	9.7	12	100		0
	Team 3	Tom Nicolosi	11.1	13	88	e	1			Team 3	Ken Koval	10.2	12	89	e	1
		sub-totals				7			4	sub-totals				5		2
		Totals				11			7	Totals				13		5

Captain: John Reynolds
Captain: Marc Luce
Match Highlights / Notes:

* **LOWEST INDEX** in the last 12 months (This information may be found in the Club's Handicap History Report). Both Captains must verify the results and the Host Captain must email to (interclub@carolinagolf.org), or fax to (910.673.1001) or mail to CGA

Captains - remind players that adjusted gross scores will be posted by TPP for each match/round played

CGA Carolinas Interclub Team Match Play

PACE OF PLAY GUIDELINES

USGA RULE 6-7 STATES: “The player shall play without undue delay.” The penalty for breach of the rule is loss of hole in match play. For a repeated offense, the penalty is disqualification.

CGA does not wish to apply penalties for undue delay. However, for the benefit of all, the pace of play must be reasonable.

The first Group will be deemed out of position if they take longer than 15 minutes per hole at any point in the round (equivalent to a 4 1/2 hour round). Any following Group will be considered out of position if the Group falls behind one hole and is taking more than the allotted time to play.

NOTE: A Group has lost substantially more than its starting interval if on a par-three hole, it is on the tee and the Group ahead is hitting second shots on the following hole; on a par-four hole the Group is on the tee and the Group ahead is walking off the green and on a par-five hole, it is on the tee and the Group ahead is on the green.

Under severe course conditions, the appropriate time to play a hole can be adjusted by the on-site staff.

A Group not in position will be alerted to that fact by a speed of play official or the Rules Chairman (host club course marshal and/or pro shop staff). The official will inquire as to the nature of the delay and will request the Group to play at a faster pace. The official may also monitor the progress of the Group for a period of time to see that the Group is attempting to get back into position.

If the official determines that the Group has not made sufficient progress to get back in position, he will warn them that the amount of time it takes each player to play a stroke will be checked.

Any competitor in a Group out of position will have 40 seconds to play a stroke (50 seconds for a competitor first to play on or near the putting green or first to play from the teeing ground on a par-three hole). Timing begins when the competitor has reached his ball in a reasonable amount of time, it is his turn to play and he can play without interference by another person or another ball.

Any competitor being timed will be penalized loss of hole if he takes over 40 seconds or more to play a stroke on two or more occasions.

Undue delay may also occur between strokes. Accordingly, a competitor may also be subject to a penalty under USGA Rule **6-7**, even if he plays each of his strokes in less than the time allowed.

CGA asks for your cooperation in this matter to help make the event enjoyable for all participants and the host club members behind the matches.

CGA Carolinas Interclub Team Match Play

USGA RULES OF GOLF FOR MATCH PLAY

The USGA Rules of Golf that are specific to match play competition are highlighted below. It is imperative that all participants gain knowledge of the following rules.

USGA RULE 2 - MATCH PLAY

2-4 CONCESSION OF MATCH, HOLE OR NEXT STROKE

A player may concede a match at any time prior to the start or conclusion of that match.

A player may concede a hole at any time prior to the start or conclusion of that hole.

A player may concede his opponent's next stroke at any time, provided the opponent's ball is at rest. The opponent is considered to have holed out with his next stroke, and the ball may be removed by either side.

A concession may not be declined or withdrawn.

2-4/6 PUTTING OUT AFTER CONCESSION OF STROKE

Rule 2-4 does not cover the question of whether a player may putt out after his next stroke has been conceded. A player incurs no penalty for holing out in such circumstances. However, if the act would be of assistance to a partner in a four-ball or best-ball match, the partner is, in equity (Rule 1-4), disqualified for the hole.

2-5 DOUBT AS TO PROCEDURE; DISPUTES AND CLAIMS

In match play, if a doubt or dispute arises between the players, a player may make a claim. If no duly authorized representative of the Committee is available within a reasonable time, the players must continue the match without delay. The Committee may consider a claim only if it has been made in a timely manner and if the player making the claim has notified his opponent at the time (i) that he is making a claim or wants a ruling and (ii) of the facts upon which the claim or ruling is to be based.

A claim is considered to have been made in a timely manner if, upon discovery of circumstances giving rise to a claim, the player makes his claim (i) before any player in the match plays from the next teeing ground, or (ii) in the case of the last hole of the match, before all players in the match leave the putting green, or (iii) when the circumstances giving rise to the claim are discovered after all the players in the match have left the putting green of the final hole, before the result of the match has been officially announced.

A claim relating to a prior hole in the match may only be considered by the Committee if it is based on facts previously unknown to the player making the claim and he had been given wrong information (Rules 6-2a or 9) by an opponent. Such a claim must be made in a timely manner.

Once the result of the match has been officially announced, a claim may not be considered by the Committee, unless it is satisfied that (i) the claim is based on facts which were previously unknown to the player making the claim at the time the result was officially announced, (ii) the player making the claim had been given wrong information by an opponent and (iii) the opponent knew he was giving wrong information. There is no time limit on considering such a claim.

Note 1: A player may disregard a breach of the Rules by his opponent provided there is no agreement by the sides to waive a Rule (Rule 1-3).

Note 2: In match play, if a player is doubtful of his rights or the correct procedure, he may not complete the play of the hole with two balls.

2-6 GENERAL PENALTY

The penalty for a breach of a rule in match play is loss of hole except when otherwise provided.

3-3 SECOND BALL

The privilege of playing a second ball **does not exist in match play**. (Rule 3-3- i.e., if a competitor is doubtful of his rights or procedure)

USGA RULE 30 - THREE-BALL, BEST-BALL AND FOUR-BALL MATCH PLAY

30-1. RULES OF GOLF APPLY

The Rules of Golf, so far as they are not at variance with the following specific Rules, apply to three-ball, best-ball and four-ball matches.

30-3. BEST-BALL AND FOUR-BALL MATCH PLAY

A. REPRESENTATION OF SIDE

A side may be represented by one partner for all or any part of a match; all partners need not be present. An absent partner may join a match between holes, but not during play of a hole.

B. ORDER OF PLAY

Balls belonging to the same side may be played in the order the side considers best.

C. WRONG BALL

If a player incurs the loss of hole penalty under Rule 15-3a for making a stroke at a wrong ball, he is disqualified for that hole, but his partner incurs no penalty even if the wrong ball belongs to him. If the wrong ball belongs to another player, its owner must place a ball on the spot from which the wrong ball was first played.

D. PENALTY TO SIDE

A side is **penalized** for a breach of any of the following by any partner:

- Rule 4 Clubs
- Rule 6-4 Caddie
- Any Local Rule or Condition of Competition for which the penalty is an adjustment to the state of the match.

E. DISQUALIFICATION OF SIDE

(i) A side is **disqualified** if any partner incurs a penalty of disqualification under any of the following:

- Rule 1-3 Agreement to Waive Rules
- Rule 4 Clubs
- Rule 5-1 or 5-2 The Ball
- Rule 6-2a Handicap
- Rule 6-4 Caddie
- Rule 6-7 Undue Delay; Slow Play
- Rule 11-1 Teeing
- Rule 14-3 Artificial Devices, Unusual Equipment and Unusual Use of Equipment
- Rule 33-7 Disqualification Penalty Imposed by Committee

(ii) A side is **disqualified** if all partners incur a penalty of disqualification under any of the following:

- Rule 6-3 Time of Starting and Groups
- Rule 6-8 Discontinuance of Play

(iii) In all other cases where a breach of a Rule would result in disqualification, **the player is disqualified for that hole only.**

F. EFFECT OF OTHER PENALTIES

If a player's breach of a Rule assists his partner's play or adversely affects an opponent's play, **the partner incurs the applicable penalty in addition to any penalty incurred by the player.**

In all other cases where a player incurs a penalty for breach of a Rule, the penalty does not apply to his partner. Where the penalty is stated to be loss of hole, **the effect is to disqualify the player for that hole.**