

# *Golf*

## **I. RULES**

The tournament shall follow the rules of golf for stroke play and match play as determined by the United States Golf Association and the Royal and Ancient Rules of Golf.

## **II. RULE EXCEPTIONS**

- A. Always hit a provisional ball if in doubt as to whether original ball is out of bounds.
- B. In the event of a controversial lie, etc., if a marshal is not available to make a ruling, the player should hit a 2nd ball and score both. The committee can then later decide when the player finishes the round which of the two balls was played within the rules of golf.
- C. Shotgun start whenever possible.
- D. The committee will determine before the start of the tournament whether boys go off of blue or white tees, and whether girls go off red or white tees.

## **III. ROSTERS**

Rosters (up to 6 boys and 6 girls) must be submitted two weeks prior to the tournament and include the following information:

- Name
- Grade
- Passport nationality
- Birth date
- Ranking (1 – 6 for establishing foursomes)
- Housing preferences/needs
- Allergies/Medical Issues

## **IV. SUBSTITUTIONS**

There are no substitutes or alternates. All players are expected to play all three days. In the event of a player being unable to play due to sickness or injury, the team must take the best scores from a reduced squad on days 1 and 2, and forfeit one match play match on day 3 (see X. Tournament Scoring).

## **V. FACILITIES**

Par 72 golf course is advisable, although par 70 or 71 is acceptable depending on availability of courses in the host school's area.

## **VI. UNIFORMS**

Each team member will wear the team's golf shirt(s) during play throughout the event.

## **VII. SPECIAL EQUIPMENT**

Students bring their own clubs, balls, and all equipment. Preference is to leave bags at venue overnight between rounds if possible. Scores will be posted by the host school near the clubhouse. Range finders may not be used.

## **VIII. OFFICIALS**

The host school will supply a tournament director who will oversee the competition and settle any discrepancies. Whenever possible, the tournament director will consult with a committee consisting of the athletic director of the host school, the head coach of each team, and a home course pro or official if available for any rule interpretations, decisions on scoring, or changes in format due to weather or other conditions.

The club where the championship is being contested works with tournament director to ensure that play is not too slow. Coaches are to marshal play on individual holes and make judgment calls on questionable rulings to the best of their ability, subject to review by the committee.

## IX. TOURNAMENT PROCEDURES

Day 1 foursomes will be arranged according to the matrix below using the rankings as submitted prior to the tournament and the letter assignments indicated in the Schedule Maker Pro. Following day 1, players are re-seeded within their own teams based on their gross scores from that round. Team allocations are also changed based on the team's day 1 standings: e.g. the 1<sup>st</sup> ranked team becomes A, the 2<sup>nd</sup> ranked team becomes B, etc. Foursomes are then made using the same matrix.

Group 1: A1 B1 C1 D1

Group 2: E1 F1 B2 C2

Group 3: D2 E2 F2 A2

Group 4: C3 D3 E3 F3

Group 5: A3 B3 D4 E4

Group 6: F4 A4 B4 C4

Group 7: E5 F5 A5 B5

Group 8: C5 D5 F6 A6

Group 9: B6 C6 D6 E6 (04/14)

Day 3 match play foursomes will be organized with the 5th/6th golfers going off together, then the 3rd/4th golfers, and finally the 1st/2nd golfers.

At the start of every day there must be a warm-up time of 30 minutes. Additionally, there also must be a full-group meeting at the golf course on day 1 and day 3 prior to commencing play.

Coaches should be allowed to coach. For all three days Green-to-Tee is the allowed coaching venue for technical comments. (04/13)

## X. TOURNAMENT SCORING

First two days: gross score of top four players each day is the team aggregate score. Different players can contribute each day. Gross scores after two days determine the team rankings for the day three match play. If there is a tie in the ranking after day two, the tie is broken by comparing the day 2 scores of the fifth players of the tied teams. If still tied, then go to the sixth players, then the day 1 scores of the fifth and sixth players in that order.

Day 3: Low teams 1 & 2 play for gold, teams 3 & 4 play for bronze, teams 5 & 6 play for placing only. Day three is match play with lowest gross

scoring players from each team for the first two days in match play competition; second lowest playing each other, etc. 1 point for match play win; one-half point for a draw; 0 for a loss. All six matches count. Winner of the match is the team with most points on day 3. In case of a tie, the team with the lower ranking from days 1 & 2 will be declared the winner. Note: individual medals are based on low gross scoring for days 1 & 2 only (see XII. Awards below).

## XI. PROTESTS

For disputed play or scoring, a decision is made with or without marshal's aid depending on availability of marshal (see II. Rule Exceptions); protests are settled at the end of the round by the committee before scores are made official.

## XII. AWARDS

The same awards are given to both Boys and Girls teams.

### A. Championship Team

1. IASAS Traveling Plaque
2. IASAS Championship Plaque
3. Team Members-Champion Chevrons (6)
4. Gold Medal to each competitor (6)

### B. Runner-Up Team

1. Team Members-Runner-Up Chevrons (6)
2. Silver medal to each competitor (6)

### C. Third Place Team

1. Bronze medal to each competitor (6)

**D.** We recognize IASAS records for low scores achieved either total strokes for first two days or in the case of playing a course with less than par 72, strokes vs. par.

**E.** Teams are not eligible to win team awards if they have an incomplete team i.e. 3 boys or 3 girls (FEWER THAN 4 GOLFERS) because they can't get an aggregate total for the first two days. Teams with 4 or 5 golfers must forfeit matches on day three for each missing golfer (if there are only 4

golfers on a team, match play matches 5 and 6 must be forfeited).

- F.** Best Individual Golfers: Top three finishers in boys and girls for stroke play days 1 and 2 receive medals; first through sixth place finishers for those first two days of play receive all tournament chevrons.

NOTE: When ties occur in an individual medal event, the medal award for a position will be made based on the number of places above the awardee. For example, if two competitors tie for first place, the next award would be the third place award. If two competitors tie for second place, the next award will be for fourth place.

All awards are to be distributed at the Closing Ceremony.

**Total Awards needed:**

Traveling trophy (1-boys, 1-girls)  
Team Plaque (1-boys, 1-girls)  
Individual medals (places 1-3 boys, 1-3 girls)  
All Tournament Chevrons (6-boys, 6-girls)

TEAM Medals (Gold-6 boys, 6 girls)  
(Silver-6 boys, 6 girls)  
(Bronze-6 boys, 6 girls)

Champion Chevrons (6 boys, 6 girls)  
Runner-up Chevrons (6 boys, 6 girls)