



ZONE 3 AND 4

TEAM AND INTERCLUB MATCH PLAY MANUAL WEEKDAY AND BUSINESS WOMEN

GOALS OF TEAM AND INTERCLUB MATCH PLAY

- 1) 1) Provide players from Member Clubs / Groups in Zones 3 and 4 with the opportunity to learn the Rules of Golf and Golf Etiquette when competing in a friendly Match Play event.
- 2) Provide players the opportunity to play different courses within Zone 3 and Zone 4 and take pride in representing their Club's / Group's Team.
- 3) Promote friendship, camaraderie and fair play when meeting and competing against golfers from other Zone 3 and Zone 4 Member Clubs / Groups.

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TEAM OVERVIEW

Team play is an annual event, in which each Club's /Group's Team(s) play(s) two "Home" and two "Away" games according to the Rules of Golf and the guidelines set out in this manual. A computer generated rotational schedule attempts to have Teams play different Clubs /Groups each year.

Any questions or disputes not resolved at the Club/Group level, will be referred to the Zone 3 and 4 First Team Chair and if necessary to the Zone 3 and 4 Team Match Play

Committee. The Zone 3 and Zone 4 Team Match Play Committee members are:

1st Team Chair, 2nd & 3rd Team Chairs, Zone Chairs, Zone Rules Chairs, Business Women's Chair and the Zone 3 and Zone 4 Coordinator.

NOTE: British Columbia Golf is not a referee, arbitrator, decision maker, nor a member of the Team Match Play Committee with reference to any questions or disputes that may arise.

SECTION ONE ~ TEAM BASICS

1. GENERAL INFORMATION:

FIRST TEAM:	Zones 3 and 4 compete for the MacAdam Trophy
SECOND TEAM:	Zone 3 competes for its own Shield Zone 4 competes for the Marpole Cup THIRD
TEAM:	Each Zone competes for its own Shield BUSINESS
WOMEN:	Compete for their annual Trophy

2. YEARLY REMINDERS:

- a. Review Rule 3.2 [Match Play] and Rule 2.3 [Four Ball Match Play] with all players at the beginning of each season. Match play is an exciting format and many of the rules are different from Stroke Play.
- b. Ensure that a copy of the Manual Guidelines [pages 7– 10] is posted so that all participants have a clear understanding of how the Draw is done, who the eligible players are and how their playing partners will be determined.
- c. Inappropriate conduct or breach of common courtesy will not be tolerated. (Rule 1.2)
It is the Clubs' /Groups' responsibility to review claims / complaints and deal with them promptly. If a solution can't be reached, the issue should be referred to the Zone 3 and 4 First Team Chair for resolution.
- d. The wearing of Team uniforms is the decision of each individual Club/Group. Zone 3 and 4 will not involve itself in this matter.

3. ELIGIBILITY FOR PARTICIPATION:

All Clubs/Groups in Zones 3 and 4 are eligible to participate, providing they have sufficient players to field the following Teams:

- First Team:** requires 8 lowest handicap players
(Maximum Handicap Factor for a 1st Team Player is 19.2)
- Second Team:** requires next 8 lowest handicap players.
(Maximum Handicap Factor for a 2nd Team Player is 25.4)
- Third Team:** requires next 8 lowest handicap players plus spares. (Maximum handicap factor for a 3rd Team Player is 36.6 or a Course Handicap maximum of 40). **If a Handicap Factor of 36.6 results in a course handicap greater than 40, the player must play to a 40.**
- Business Women:** requires 8 players with a maximum Handicap Factor of 36.6, or a Course Handicap maximum of 40.
The Club/Group must be able to host 2 games per year on a weekend.

NOTE 1: To be eligible for Team Play, A player **MUST BE REGISTERED WITH BC GOLF AS A MEMBER OF YOUR CLUB/GROUP.**

NOTE 2: To be eligible to participate, each Club/Group must use a Handicap Factor generated by play on a course length greater than 3,000 yards. A short course handicap is not portable to other golf courses. [Reference: Golf Canada Handicap Manual-page 109]

In addition:

Team play is a reciprocal arrangement. No green fees are to be charged to the visiting Club/Group.

The Host Team is to provide lunch for the visitors. Coffee and muffins before play are provided if possible.

Business Women are to serve refreshments before and/or after the golf game.

4. APPLICATION FOR PARTICIPATION:

- Clubs/Groups wishing to be considered for participation in the annual schedule for Team Match Play must submit their request in writing to the respective Zone Chair.
Clubs/Groups wishing to participate in Business Women's Play must submit their request to the Business Women's Chair.
- The letter should include a printout in Handicap Factor order of the Club/Group Members who have confirmed their **willingness** to commit to the four gameschedule.
- The letter must be sent no later than September 5th. This is to allow time for the Chair to review the request and advise the appropriate Team Chair of the addition so that the newly instated Club/Group will be included in the next year's Team schedule.
- A letter will then be sent to the Club/Group confirming their acceptance and at what Team level they will participate: Team 1, Team 2, Team 3 or Business Women.

The letter will also include a copy of this manual and the names and contact information of the presiding Team Chairs and respective Team Captains.

TO WITHDRAW: Clubs wishing to withdraw a Team from the schedule may do so only at the end of the playing season. A letter must be received by the Chair no later than September 15th.

5. TEAM SELECTION-DRAW PROCEDURE:

Weekday divisions and Business Women's divisions playing at the same course are considered to be members of the same Club. At the beginning of the season, a player must declare whether she will play Team for a Weekday Division or a Business Women's Division within her own Club/Group. Once a player has made this declaration, she may not change from a Weekday to a Business Team (or vice versa) in mid-season except as indicated below.

All participating Clubs /Groups must establish a set of Guidelines for Team Eligibility. A player interested in representing her Club/Group must be willing to allow the scrutiny of her score cards by the Club's /Group's Handicap Committee.

WEEKDAY TEAMS

- a. The number of players required for a Club /Group that is participating in 1st Team would be a minimum of 12-13. For 1st and 2nd Teams, a minimum of 25-26 players would be required. If a Club /Group fields 3 Teams, a minimum of 33-35 players would be required. The recommended numbers allow for Team spares.
- b. Team players are selected in order of Handicap Factor from the sign-upsheet.
Handicap Factors are frozen on the Tuesday after play a week prior to each scheduled Team Match. Teams are selected from that printout.
- c. The first 8 players will form the 1st Team; the next 8 players will form the 2nd Team; and the next 8 players will form the 3rd Team. (Reference - page 4: **Eligibility for Participation**) The remaining players will become spares. A player may not commit to being only a spare for a Team. She will play (or not) according to where her Handicap Factor places her in the Draw.
- d. If a Team is short of the required number of players due to an absent player, then everyone moves up one position. All players remain in the same Handicap Factor order. **When the score cards have been made up, using the above procedure, no changes or substitutions may be made after 6 pm the evening prior to the Match.** If a Team is short a player on the morning of the Match, the Team must play with fewer players.
- e. If a Team has a bye, the correct procedure to make the Draw must be followed. Availability of a player is not taken into consideration. **If 1st Team has a bye, the first 8 players are set aside, and the next 8 players make up the 2nd Team. If 2nd Team has a bye, the first 8 players make up the 1st Team and the next 8 players are set aside. The next 8 players form the 3rd Team.**
- f. The order in which the players play Team is decided by their Handicap Factor. For example, a Handicap Factor of 12.5 will precede a factor of 12.6 even though their Course Handicaps may be the same.
- g. Team Captains may not select who plays for which Team, nor may the players. All players should be available and prepared to play where their Handicap Factors place them.
NOTE: Players may not be selective about which courses they wish to play.
- h. No player may compete in more than one Team game in the same week for the same Club. **A calendar week is Sunday through to Saturday.** A player may not play 2nd Team on Tuesday, and then play 3rd Team on Thursday of the same week. If called upon to play with the Business Women's Team on Sunday, a player may not play Team on Tuesday or Thursday of the same week.

If a player is a Member of two Clubs/Groups, she must declare which Club/Group she will play for at the beginning of the season, and only play for that Club/Group.

- i. Weekday Women's Teams may, if there are no other options, draw on players from the Business Women's Team **as spares, to a maximum of 2 players.**
- j. All other restrictions are set by the individual Clubs/ Groups.

BUSINESS WOMEN'S TEAMS

- a. The number of players required for a Club's Business Women's Team is a minimum of 8.
- b. Handicap Factors are to be frozen **Saturday by midnight the week prior** to Team play.
- c. The order in which a player plays Team is determined by her Handicap Factor. A Handicap Factor of 12.5 will precede a Handicap Factor of 12.6 even if their Course Handicap may be the same.
- d. All players should be available and be prepared to play where their Handicap Factors place them.
NOTE: Players may not be selective about which courses they wish to play.
- e. No player may compete in more than one Team game in the same week for the same Club. **A calendar week is Sunday through to Saturday.**
If a player is called upon to play with the Weekday Women's Team **as a spare**, she may not play on the Business Women's Team within the same week.
NOTE: She may, however, play Weekday Team for one Club/Group and Business Women's Team for another Club/Group.
- f. Business Women's Teams may, if there are no other options, draw on players from Weekday Teams **as spares**, to a maximum of 2 players, under the condition that she/they are not scheduled to play a Weekday Team match within the same week.
- g) All other restrictions are set by the individual Clubs/Groups.

6. GUIDELINES AND CONDITIONS OF PLAY

(A) FORMAT: FOUR BALL MATCH

PLAY Handicap Strokes:

First, Second, Third and Business Women's Teams:

The course handicap of all four players is reduced by the course handicap of the player with the lowest handicap, who then plays from scratch. Each of the other three players is allowed 100 % of the difference.

[Reference: Golf Canada Handicap Manual pages 58-59.]

Scoring:

1 point per hole

1/2 point for a halved hole

Maximum points per side..... 18 points

Total points for 1st Team 72 points

Total points for 2nd & 3rd Team..... **72** points Total points for Business Women's Team.. 72 points

Match play scores must be posted for handicap purposes.

Due to the fact that Teams play at different times on different courses and under different conditions, it is the decision of the Committee that they must NOT be posted as

Shotgun starts are acceptable as Match Play is based on total points.

When a player's ball is not in contention, she should pick it up in order not to delay the game. Record the most likely score and adjust it if necessary using Equitable Stroke Control.

If the hole is not completed then no points will be awarded.

(B) CANCELLATIONS

Once the schedule has been published, a need for rescheduling may occur. Try to ensure this happens at the beginning of the season before play begins. Team Captains **must** work to find a suitable alternate date. If Captains cannot agree and the match is not played, **neither team will receive points.**

One Team cannot contact the opposing Team and declare the competition cancelled to suit their purpose(s). When situations occur such as: construction problems, temporary greens, EXTREME weather, pull or power carts not allowed or other unusual circumstances, it is permissible to cancel if the two Teams involved are in agreement.

If one Team prefers to play on the scheduled date in spite of the conditions and the Course is playable, the game **MUST** be played. If power carts are not allowed, **players may not be forced to play.**

If there is the possibility that bad weather might create unplayable conditions, the two Team Captains involved should confer the day before Team play. If it is a joint decision to cancel, the call should be made no later than 8.00 p.m. on the previous night to prevent the visiting Team from travelling in adverse conditions and incurring unnecessary expenses. It is better to err on the side of caution in these circumstances.

If Teams arrive at the venue and weather creates difficult playing conditions, all members of the two Teams will vote as to whether or not to proceed with the match. (The majority rules.) If cancelled, the match must be rescheduled.

Team Chairs should be informed of the revised schedule.

All rescheduled games must be completed by Labour Day or the date set by the First Team Chair.

Business Women's rescheduled games must be completed the week prior to the Business Women's Championship Tournament.

(C) ONCE A GAME HAS COMMENCED, IT MUST BE COMPLETED UNLESS:

1. The Course is declared unplayable by the Pro Shop.
2. Conditions exist which are covered under Rule 5.7 [Stopping Play] This decision must be made jointly by the Team Captains only.

In Team Match Play, when the rescheduled game is on a different day, the Match must be started over. The Team Chair must be notified.

(D) BYES

All Clubs / Groups must form their Teams in the same manner. Even though a Team has a bye, the Draw must be made using the correct procedure.

[Reference: Manual - Section 1- 5e - page 5]

(E) PENALTIES

1. In case of a default, a suspension of one to two years from competition may be imposed and re-application for acceptance will be necessary.
2. If a match or entire Team fails to complete 18 holes, then only the points on the remaining holes are forfeited.
3. Players with an incorrect Handicap Factor or players playing out of proper Handicap Factor order will forfeit all points earned, but the opposing side, will only be given the points they earned, NOT the whole 18 points [Reference: Committee's Decision].
4. If a Disqualification Penalty of a side occurs under Rule 23.8b the winning side is awarded a minimum of 9 points. (Not all 18 points)

(F) ABSENT PLAYER

If a player is unavoidably late (Rule 23.4), tee off and have her join a match between holes, but not during the play of a hole.

(G) WINTER RULES

"Winter Rules" or "Preferred Lies" should be the exception. Players should follow the Local Rules of the Host Club.

(H) CLAIMS (Rule 20.1b)

In Match Play, if a doubt or dispute arises between the players, a side may make a claim. If a ruling cannot be agreed upon among the four players within a reasonable time, the players must continue the match without delay. Bring the claim to the Team Captains to solve at the end of the match. If the two Team Captains cannot solve the problem, they must refer the facts to the First Team Chair. The First Team Chair and /or the Committee, may consider a claim **only** if it has been made in a **timely manner**. The player making the claim must notify her opponents that she is making a claim or wants a ruling of the facts:

- 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. [Rule 3.2a (5)]

The player is responsible for knowing the Rules (Rule 1.3b).

If the Two Team Captains cannot obtain the ruling, the results of the match should be announced as pending a ruling from another source (the Zone 3 and 4 First Team Chair.) This Ruling must be made **as soon as possible**.

(I) OTHER GUIDELINES

1. Each Team consists of Golf Canada Members placed according to their Handicap Factor established in the Club's / Group's approved computer system. **All players must be registered with BC Golf as members of your Club/Group.**
2. Clubs /Groups may field more than one Team if approved by the respective Zone.
3. Juniors are **not** eligible for participation in this event. For purposes of this event, the definition of a Junior is anyone age 18 or under

4. Players belonging to more than one Club /Group **may not** play Team for both Clubs. They must declare which Club / Group they will play for at the beginning of the season. This does not apply to the Business Women's Team.
5. It is required that all Team players be **'Active, regular' playing Members of a Women's Club / Group**. A further definition of 'active and regular' playing members is left to the description of the individual Club/Group. However, the intention is clear: players who have not had their cards subjected to a peer review on a regular basis are not considered to be regular playing members for the purposes of Team competition.
6. Power golf carts may be used by any player. Sharing a ride with any member of the group is allowed.
7. The Zone 3 and 4 Committee approves the use of Distance Measuring Devices for all Team play. Distance Measuring Devices must be for **DISTANCE ONLY**, not wind or gradient. Any device which measures other than distance is not permitted regardless of whether such an additional function is used and would result in disqualification of the side.
NOTE: If a particular course prohibits the use of a measuring device – that decision should be honoured.
8. Teams are expected to play each Course in the posted required playing time.
All players must be aware of the Host Club's Pace of Play Guideline and realize that failure to do so may jeopardize future Team privileges.
TEAM CAPTAINS SHOULD FOLLOW THE ABOVE GUIDELINES TO AVOID CONTROVERSY BETWEEN THE CLUBS /GROUPS AT TEAM PLAY EVENTS.

As a courtesy, the honour on the first tee should be given to the visiting Team.

7. PACE OF PLAY GUIDELINES (Rule 5.2b)

It is the responsibility of all four players to keep up with the group in front. If your group falls behind, all four players must make every effort to catch up.

1. Be aware of the Host Club's Pace of Play Guideline. A player must make every effort to play each course in the required posted playing time.
2. When a player's ball is not in contention, she should pick it up.
3. Be ready to play as soon as it is your turn.
4. One practice swing is normally enough.
5. Watch the shots of everyone in your group, to minimize the time required to search for a potential "lost" ball.
6. If a group is searching for a lost ball, and it is thought that it will not be found easily, signal the group behind to play through. (The search must be kept to less than 3 minutes.)
 7. If a ball may be lost outside a penalty area or may be out of bounds, **to save time** a provisional ball should be played. (Refer to Rule 18.3)
 8. Line up your putt while others are putting and be ready to play when it is your turn.

8) TEAM CAPTAINS' DUTIES

- TIME:** The Host Team is to contact the opposing Team Captain at least one week prior to the scheduled Match to arrange tee times.
- HANDICAPS:** Freeze Handicap Factors **one week prior to team play**.. Team Captains are responsible for correct Handicap Factors. **A list of Team Players is exchanged as soon as possible along with their Handicap Factors. Please list player's names as they appear on the Golf Canada Handicap System. A copy of these lists should also be sent to the appropriate Team Chair.** Business Women's Handicap Factors are to be frozen **Saturday by midnight the week prior** to Team play.
- SCORE CARDS:** Arrange players in order of Handicap Factor to establish partners. The Host Team Captain prepares all score cards prior to the game. All Team Captains must keep the records of all games played. (Double checked at the end of the season)
- ADVISE PLAYERS:** It is each player's responsibility to check her score cards to confirm her handicap and the stroke(s) given or received are correct.
Note to Rule 3.2c(2): It is the player's responsibility to know the holes at which handicap strokes are to be given or received.
- RULES:** Copies of the rules (from this manual) should be duplicated and provided to each player at the beginning of each season. *Match play is an exciting format and many of the rules are different from stroke play.*
The Team Captain is responsible for working with the opposition's Team Captain to resolve any rules questions that arise.
- RESULTS:** Captains of each Team are responsible for phoning or e-mailing results on the day of the competition to:
- First Team: 1st Team Chair for Zone 3 and 4
Second Team: 2nd Team Chair for the respective Zone
Third Team: 3rd Team Chair for the respective Zone
Business Women: Chairperson

SECTION TWO: 2019 RULES OF GOLF – FOUR BALL MATCH PLAY

GENERAL PENALTY

Match Play: Loss of Hole (**Rule 1.3c(2)**)

Stroke Play: Two strokes (1.3c (2))

CONCESSION OF MATCH, HOLE OR NEXT STROKE

Match Play: 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 **her opponent's next stroke** at any time, provided that opponent's ball is at rest.

The opponent is considered to have holed out with her next stroke. A **Concession may not be declined or withdrawn.** (**Rule 3.2b (2)**)

Stroke Play: *There is no concession or "gimmies" in stroke play. All putts must be holed out. A player who fails to hole out and does not correct her mistake before she makes a stroke on the next teeing area will be disqualified. (3.3c)*

SECOND BALL

Match Play: In match play, if a player is doubtful of her rights or the correct procedure, she may not complete the play of the hole with two balls (**20.1b (4)**). A second ball played in match play is a **WRONG BALL** and results in the loss of hole if a timely claim is made by her opponent. Otherwise the score with the original ball counts. (Rule 20.1b (4)/1)

Note: A second ball is not a provisional ball. If a ball may be lost outside a penalty area or may be out of bounds, to save time the player should play another ball provisionally. **Rule 18.2**

WRONG BALL IN PENALTY AREA

Identifying Ball: Under **Rule 7.3**, a player may lift the ball for identification in a penalty area without penalty. If a player makes a stroke at a wrong ball, she is disqualified from the hole.

STOPPING PLAY (RULE 5.7)

Match Play: (Rule 5.7) For the purpose of Team Match Play refer to **Section 6 Guidelines and Conditions of Play – (C) -page 7.** The decision will be made by the **Team Captains only.**

Exception – Danger from lightning – Players may STOP play immediately.

PRACTICE

Match Play: (Rule 5.2a) A player may practice on the competition course before a round on the day of Team Match Play.

Stroke Play: *Rule 5.2b. Player must not practice on competition course before a round. May practice after completing final round for that day.*

INFORMATION AS TO STROKES TAKEN (Rule 3.2d)

Match Play: A player is entitled to ascertain from her opponent, during the play of a hole, the number of strokes she has taken, and after play of the hole, the number of strokes taken on the hole just completed.

Note: A player has given wrong information even if it is due to the failure to include a penalty that she did not know she had incurred. If a player gives incorrect information regarding the number of strokes taken to her opponent, she must correct the mistake before her opponent makes her next stroke during play of a hole, or if any player makes a stroke from the next teeing area when the hole has been completed.

Penalty: Loss of Hole

ORDER OF PLAY (Rule 6.4a) <Play Out of Turn>

Match Play: If a player plays when her opponent should have played, there is no penalty, but **the opponent may immediately require the player to cancel the stroke** so made and, in correct order, play a ball as nearly as possible at the spot from which the original ball was last played. Under Rule 23.6, balls belonging to the same side may be played in the order the side considers best. **(Must play without unreasonable delay)**

Stroke Play: *The ball is played as it lies without penalty.*

TEEING AREA (See Rules of Golf – Definition – Teeing Area)

When starting play of a hole, if a player plays a ball from outside the teeing area:

Match Play: Rule 6.1b (1) There is **no** penalty, but the opponent may **immediately** require the player to cancel the stroke and play a ball from within the teeing area or accept the stroke so made.

Stroke Play: *There is a two stroke penalty and a ball MUST then be played from within the teeing area. (Rule 6.1b (2)) or player is disqualified.*

BALL AT REST MOVED BY OPPONENT or HER EQUIPMENT

Match Play: Rule 9.5b If, other than during search for a player's ball, an opponent or her equipment moves the ball, touches it or causes it to move, except as otherwise provided in the Rules, the OPPONENT incurs a penalty of one stroke. If the ball moved, it must be replaced.

Stroke Play: *If a ball at rest is touched or moved by a another player, there is no penalty. If the ball moved, it must be replaced. (Rule 9.6)*

BALL IN MOTION DEFLECTED or STOPPED (Rule 11.1)

Match Play:

- If a player's ball in motion is **accidentally** deflected or stopped by an opponent her caddy or her equipment, there is NO penalty. Play the ball as it lies.
- When a ball played from the putting green is accidentally stopped or deflected by an opponent or outside agency, the stroke is cancelled and the ball must be replaced and replayed. (Rule 11.1 Exception 2)
- Ball in Motion accidentally hits Flagstick or Person Attending Flagstick, there is no penalty. Play the ball as it lies. (Rule 13.2b)
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BALL IN MOTION DEFLECTED OR STOPPED BY ANOTHER BALL ON THE PUTTING GREEN: Rule 11.1a

Match Play: If a player's ball in motion after a stroke on the putting green is deflected or stopped by a ball in play and at rest on the putting green, there is **no penalty**.

The player must play her ball as it lies.

Stroke Play *If both balls lay on the putting green prior to the stroke, there is a two- stroke penalty. (Rule 11.1a)*

BALL HELPING or INTERFERING WITH PLAY (Rule 15.3)

Ball Helping Play: Rule 15.3a only applies when ball is on putting green, not anywhere else on the course. If player reasonably believes that a ball on the putting green might help anyone's play (such as by serving as a backstop near the hole), the player may:

- If it is her own ball, mark and lift it under Rule 13.1b
- If it belongs to the opponent require them to mark the spot and lift the ball
- The lifted ball must be replaced on its original spot

Ball Interfering with Play: Except when a ball is in motion, if a player considers that another ball

might interfere with her play, she may have it lifted.

* Except on the putting green, a player may not lift her ball solely because she considers that it might interfere with the play of another player. If a player lifts her ball without being asked to do so, she incurs a penalty of one stroke. Rule 15.3b (2)

Stroke play: *A player required to lift her ball, **may play first rather than lift** the ball.*

Note: In Team Play, the side that has the ball further away from the hole may play their ball in the order the side considers best under Rule 23.6. (**The player must play without unreasonable delay**)

CLAIMS (Rule 20.1b) Related Rule: 3.2d

In **Match play**, if a doubt or dispute arises between the players, a player may make a claim. Any claim must be made before any player in the match plays from the next teeing area or in the case of the last hole of the match, before the result of the match is final.

Once the result of the match has been officially announced, a claim may not be considered by the Committee unless it is satisfied that:

- the claim is based on facts which were previously unknown to the player (side) making the claim at the time the result was officially announced, or
- the player (side) making the claim had been given wrong information by an opponent and
- the opponent knew that she was giving wrong information.

There is **no time limit** on considering such a claim under Rule 20.1b (3).

Reference

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Rules of Golf Effective January 2019

SECTION THREE

Appendix I: Sample Decisions from Past Years

Over the past 20 or more years the Coordinators' of the area, now known as Zone 3 and 4, (formerly Districts 2-5-8) have been called upon to make decisions about issues under dispute in Interclub Team Match Play. The Team Match Play Manual was revised into booklet form in November 2004 for ease of use by the clubs. While the same issues do crop up yearly, every now and again there are special ones that need to be addressed. In reviewing the notes and minutes of the Coordinator and the Zone 3 and 4 Committee meetings, the following Decisions have been compiled for your reference. As stated in the TEAM & INTERCLUB MATCH PLAY MANUAL;
*Any questions or disputes not resolved at the Club level must be referred to the **Zone 3 and 4 First Team Chair** and if necessary to the Zone 3 and 4 Team Match Play Committee.*

WEATHER PROBLEMS Decision 1:

A game was scheduled between Team A (the Host Team) and Team B. The members of Team B all met at their clubhouse to carpool to the game. There was torrential rain and they decided that they did not want to drive such a long way to have the game cancelled once they got there. They tried to call the Host Club's Pro-shop but there was no answer. They decided not to play. Later attempts to get in touch with someone at the club were finally successful. Team A showed up and was ready to play. It had rained overnight but the day was clear and conditions were good. Since Team B was not present at the Host Club without any notice or contact, Team A claimed the total 90 points.

Ruling:

It was ruled that neither Team could claim the full points because the game was not played and this would unfairly affect the point standing against other clubs' Teams toward the Zone 4 Year End Competitions. The match had to be rescheduled with the understanding that only the Host Club could determine the conditions of play on any given day.

Decision 2:

Team A (Host Team) and Team B began playing the course. There were four groups playing. When the first group completed the 9th hole, it started to rain. By the time the first group finished playing the 14th hole, there was standing water in the bunkers and on the putting green interfering with play. The rain had become considerably heavier, there was standing water everywhere and the light was beginning to deteriorate. The Captain of Team A approached the Captain of Team B (who was in the next group) and they decided to discontinue play. Both Team Captains contacted the Team Chair for a ruling. In this instance the Zone Chair and Zone 3 and 4 First Team Chair were contacted to assist with the ruling.

Ruling:

FACTS: a) The Team Matches could not be resumed that day as there was lightning in the area and the course was closed. It was already late in the day.

b) All groups had completed at least 11 holes of play. c)

It was the last game of the Yearly Schedule.

The game should not be replayed. They were given the option to resume the Match Play from the hole last finished. However, as they were unable to find a date, it was decided that the game would stand as played and the points for the remaining holes would be divided equally between the Teams.

RESCHEDULING OF GAMES Decision1:

A Team game was scheduled between Team A (Host Team) and Team B. Team B phoned in advance to notify the Host Team that due to scheduling problems with players and the club, they were not able to play the away game as scheduled and requested Team A to help out in this regard and to reschedule the game. Team A refused and stated that if Team B did not show up for the game they would lose all 90 points which would be awarded to Team A.

Ruling:

This is a friendly competition and every effort should have been made to try to accommodate a reasonable request by another Team. Since the reason for the request by Team B was very reasonable and it was done over 2 months before the scheduled game, Team A was advised they must find an agreeable date. They were also advised that if the game was not played no points would be awarded to either Team. The game could be played on any day of the week (Monday thru Sunday) agreeable to both Teams. The game was rescheduled and played at a later date agreeable to both clubs.

Decision 2:

A game was scheduled between Team A (Host Team) and Team B. When the draw needed to be completed, Team B notified Team A with the names and Handicap Factors of four players that were available to play. As there should have been eight players, Team A asked the Committee for advice and a ruling.

Ruling:

The Committee asked Team B for the reason why there was only four players and then gave them an option of rescheduling the game at a time agreeable for both Teams. Team B was also advised that they must be able to field their Team with eight players. If they were consistently fielding their Team short of the number of players set by the Manual, the club should consider withdrawing from Interclub Team Match Play.

CHANGES TO THE DRAW (NB. *The following two Decisions and Rulings were taken in accordance with the directions of past Team Manuals. They are included for historical reasons. This year's revised Team manual, 2015, attempts to negate such harsh penalties and reduce pressures on Team Captains.*)

Team A was hosting Team B. Team B was short one player in the third group. This absent player notified her Captain on the night before that she was unable to play. Team B was a small club who could barely field the 12 players needed. They decided to play the Team Match with one player short. Team A agreed that the third group would play one player short and all other players would play as the score cards indicated in order to eliminate extra work making new score cards. The guideline in the Team & Interclub Match Play Manual is clear. When a club is one player short (and the Captain was aware of this fact on the night before the game), the Captain must move everyone up and the last group will play short. This must not be decided by agreement between the two clubs. The Interclub Team Match Play Manual must be adhered to. Team B forfeited all points that it earned by fielding its team in the wrong order.

Decision 2:

Team A fielded three Teams. The draws were made and posted. On the afternoon prior to team play, a player who was in the second group of Team A's First Team became unavailable and informed the Team Captain. Team A decided that the player in the second group would play alone and the rest of the draw would remain the same.

On the arrival of Team B, Team A's Captain informed Team B's Captain they had decided to leave a single player in the second group and the rest of the field would remain in the same order. Team B's Captain agreed to the arrangement. After the match, Team B's Captain reported the facts to her club executive. The matter was referred to the Team Chair for a ruling.

Ruling:

The two Captains cannot override the Guidelines of the Team & Interclub Match Play Manual. As Team A's Captain knew the facts of the cancellation the day before the team match and there was indeed "enough time" for the Captain to adjust the draw. It was ruled that all players of Team A should have moved up one spot. Since all three of Team A's Teams played in incorrect order, they were in breach of the manual. All points earned by Team A's three Teams were forfeited. Team B kept only the points they had earned.

HANDICAP ISSUES

Decision 1:

In accordance with the guidelines, a player had been playing Team at two different clubs. Half way through the year it was discovered that the player maintained a different Handicap Factor at each club. At Club A the player had an 18 handicap and at Club B the player had a 15 handicap. The facts were reported to the Captain of each club, the Zone Chair and subsequently the Zone 3 and 4 Coordinator.

Ruling:

It was determined that the player incorrectly thought that she only needed to post scores at Club A for her handicap at Club A, and games at Club B for her handicap at Club B. This coupled with a different last name at each club caused a lot of problems. The player had been playing golf at both these clubs for over 5 years.

The player must play all events at both clubs to the lower handicap (15). Therefore all Team games with the lower handicap were ruled correct and all games played at the higher handicap were ruled inadmissible. Furthermore, Club A was penalized and lost all points earned for the games that included this player in the draw. Though neither Captain was aware of this situation prior to the Team games being played, the handicap guidelines were clear and must be followed by all Team players to ensure the integrity of the competition. **NOTE:** This handicap problem was referred to the Zone Handicap Chair and recommendations were given as to how to deal with the additional problems incurred by the player using two different handicaps. The files were merged and corrected. The player is responsible for her handicap and the club must use its own guidelines as to whether or not any disciplinary action should be taken against the player.

Decision 2:

A member of Club Z reported that her club was fielding its Team with skilled players of lower handicaps who were not playing members of any of Club Z's competitive groups or ladies groups and that one player was not even a member, but had posting privileges for her handicap at the club. This resulted in members being constantly bumped off their earned spots to represent their club in Interclub Team Match Play so the club could field a "ringer" Team. She reported that these players were not submitting their cards for handicap review, were unaware of Match Play Rules and Etiquette and the Team Captain had no idea as to the validity of the handicaps being used.

Ruling:

Club Z was asked to provide a list of regular playing members together with their Handicap Factors and to provide a printout of the Handicap Factors of the three skilled players used in the Team games. It was determined that these players were not posting all scores, tournament scores or Team game scores when they played them. Also it was confirmed that one player had posting privileges only and was not a member of the club.

Club Z was advised that they must not include these players on the list of Team Players again. They were penalized with removal of the points that they earned using these players. If it was determined that these players were listed to play a Team Game again, Club Z would be subject to the withdrawal of

Team Match Play Privileges for an unspecified period of time.

ETIQUETTE

Decision 1:

During the play of a Team game a player in the fourth group from Team A (visitors) was constantly rude, slammed clubs about and used bad language. She was asked a number of times by players in the group, including her partner, to stop. Following the game the problem was referred to the Host Team (B) Captain who then phoned the Zone Team Chair to notify her that they would not host Team A at their club again.

Ruling:

The Zone Team Chair requested Team B's Captain to write a tactful letter to Team A outlining the problem and requesting them to deal with it.

This was a club issue; however such discourteous conduct by a Team Player was in breach of Rules of Golf section 1 – Etiquette. Team A should be given a chance to address this issue and to educate this Team player. This procedure was followed and resolved to both clubs' satisfaction.

The Zone's Rotation Schedule must not take into account one club refusing to host another. The Club is either part of the Team schedule or the club withdraws.

COURSE CHANGES OR UNAVAILABILITY

Decision 1:

During the Team playing season a municipal strike caused the closure of a number of public courses in Vancouver, preventing the final two games of Team play to be completed for a number of clubs in the Vancouver area. The Teams affected by this strike requested the Zone Committee for assistance to resolve this problem.

Ruling:

It was decided that the remaining games could be played at other courses that were not affected by the strike. All Teams were allowed to book their game wherever they could - in Surrey, Langley, Richmond or Delta. The other Team guidelines of the Host club in providing muffins, coffee,

pull carts, lunch and green fees were suspended. A short extension of time was given and all games were completed for that year.

DISPUTES AND CLAIMS

Decision 1:

Between Team A and Team B, during Team and Interclub Match Play, Team A's player X played her partner Y's ball by mistake at the par-3, 3rd hole. Then X's ball was found in the hole.

Team B claimed the hole on the grounds that X had played a wrong ball thus she was disqualified from the hole. Team B's score was also lower than Team A's player Y's score.

Player X and Y were not sure why they would lose the hole in spite of scoring a "Hole-in-One".

However, Team A did not dispute the Claim from Team B.

On completion of the 3rd hole, both Teams agreed that Team B won the 3rd hole. When 9 holes were completed and after completion of 18 holes, both sides checked their score cards and agreed on the total points. Score cards were signed and returned to the Team Captains. Team Match Play results were announced following the lunch.

When Team A's Captain returned home, she consulted with the Club's Rules Chair about this incident. She learned that, because player X had completed the hole when her own ball was holed and before play of a wrong ball, the play of the wrong ball was irrelevant. She was the rightful winner of the hole in question, since Team B did not score a "Hole-in-One". Team A also requested the ruling from "Ask Rules Expert" programme online and received the same answer.

Team A lodged a claim with the Zone 3 & 4 First Team Chair.

Ruling:

The First Team Chair and Zone 4 Rules Chair requested both Teams to submit a record of the players' detailed conversation at the 3rd hole in order to find out if both sides came to an agreement on the result of the hole or whether there was any claim from Team A regarding the "Hole-in-One".

Both Teams submitted the players' detailed exchanged conversation in writing.

It was ruled: Both Teams' reports revealed that Team A did not dispute Team B's invalid claim before Team B played from the Next Teeing Ground. Therefore, Team B's Claim stands and Team B won the hole in question, under Rule 2-5. (Rules of Golf Decision 2-5/5) (Related Decisions – 2-4/11 and 1-1/4) Match stands as played.

A player incurs no penalty for giving incorrect information on the Rules; this is not wrong information as that term is used in Rule 9-2. It is up to each player to know the Rules (Rule 6-1).

Both Teams' players were encouraged to learn the Rules of Golf by the Zone 3&4 First Team Chair.

Appendix II:

Team And Interclub Match Play Manual

Revision Dates

First Edition- 2004: Created and approved by:
Joan Barter Zone 3 & 4 1st Team Chair
Marlene Dance Zone 3 Chair
Helen Steeves Zone 4 Chair

Revised Editions:

January 2012: Zone 3 & 4 - 1st Team Chair
February 2013: Zone 3 & 4 - 1st Team Chair March
2015: Zone 3 & 4 - 1st Team Chair
 Zone 4 - 2nd & 3rd Team Chairs
February 2019;.....Zone 4 Rules' Chair

NOTES