



## 2019 OGA Women's Interclub Play (WIP)

# POLICY

### **STANDARDS OF PLAYER CONDUCT (SERIOUS MISCONDUCT):**

Contestants are expected to play in the spirit of the game as noted in Rule 1.2. If the Committee considers that a player is guilty of a serious breach of misconduct, including but not limited to unsportsmanlike conduct (cheating, damaging the golf course, defacing club property, using loud obscene language, throwing clubs, consuming alcoholic beverages when such consumption: is prohibited by the host facility, is offensive to the contestants fellow competitors and/or causes the contestant's behavior to become offensive, etc.), penalty for serious misconduct is disqualification and possible suspension from future play in OGA Championships may be imposed. Any disciplinary actions imposed on a contestant by the OGA may be formally communicated to a representative of the contestant's club and/or to any other allied golf association that the OGA deems appropriate.

### **GOLF CARTS AND COURSE INFORMATION**

- Golf carts will be permitted subject to the course's rules and regulations governing the use of these carts. Golf carts will be paid for separately by the players if not included in the greens fee.
- Hole Location Sheets: If courses will use tournament flags (or flags of a different color than during normal play/practice rounds) for matches, hole locations should be provided to all teams.

### **SUSPENSIONS DUE TO INCLEMENT WEATHER, DARKNESS AND POSTPONEMENTS**

All Team Play matches are to be played as scheduled unless the course is officially closed to all play because of inclement weather.

**Inclement Weather:** In the event the course is officially closed to all play because of inclement weather during the progress of Team Play, the following procedures will apply:

The decision to officially close the course to all play shall be at the discretion of course management.

Management will notify the WIP Rules Committee or Team Captains, to inform them of the decision that the course is to be closed and players must discontinue play immediately (see Rule 5.7b(1)).

The Team Captains must notify their respective players (if possible) and ensure their teams are removed from the course. All team members shall proceed to the clubhouse and remain until the decision to close the course is final.

Team Captains are to verify the results of each match up to the point when play has been suspended and record and attest the scores.

If the course has been officially closed to all play or the WIP Rules Committee postpones the match, the following procedures will apply:

- If all matches have not completed nine holes, the entire match must be replayed. It is not required that the same players participate in the make-up match.
- If there are incomplete matches and all players have completed nine holes, the match stands as completed at the time play is halted, and Team Captains will verify the results of each match through the number of holes completed and record and attest the results prior to leaving the course.

When play is suspended, the following procedures will apply:

- If the players are between the play of two holes, they should not resume play until ordered to do so. If they are in the process of playing a hole, they have the option of marking the position of their ball or completing play of the hole. They may not, after being notified of the suspension, commence play of another hole.
- If a dangerous situation and the horn is blown, play **MUST** be suspended immediately.
- If play is resumed after suspension but with certain conditions imposed (e.g., no golf carts, preferred lies, etc.) play will continue from the point at which it was suspended and the conditions imposed shall remain in effect for the remainder of the stipulated round.
- If suspended play cannot be resumed, or if Team Captains mutually agree not to resume play, the match is considered to be postponed and shall be treated as prescribed herein.
- All postponements, for whatever reason, must be rescheduled on the course for which originally scheduled, at the earliest available date that can be scheduled by the WIP Steering Committee.

**Darkness:** In the event that play has been suspended due to darkness, refer to suspension of play.

- **Postponement:** WIP postponements should be rescheduled as soon as possible before the conclusion of regular season play and on the course where originally scheduled.

## **FORFEITURES**

A forfeiture shall be scored as “no match.” All other matches played by the forfeiting team (prior to or after the forfeited match) shall also be scored as “no match” in order to equalize the advantage of the forfeiture among the other teams within the group. Inability to field a full team of 6 players is not an acceptable reason for forfeiture. Any circumstances causing forfeiture shall be subject to review by the WIP Steering Committee. The review may result in the team’s ineligibility for the following WIP season. Additionally, it is unacceptable for a team to forfeit the last match(es) of the season simply because they will not advance to the playoffs.

## **WITHDRAWAL FROM TEAM PLAY**

Withdrawal of a team during the WIP Season is unacceptable. If you commit to the WIP Season by submitting an entry, we expect your team to compete in every scheduled match. The withdrawal of a team at any time after the pairings have been announced may result in the team’s ineligibility for the following WIP season. Any previous matches played by a team that withdraws will be treated as “no match” in determining the final division standing. Any circumstances causing withdrawal during the regular season or playoffs shall be subject to review by the WIP Steering Committee. The review may result in the team’s ineligibility for the following WIP season.

## **PROTESTS**

All protests must be submitted in writing by the Team Captain within one business day from the conclusion of the match. Protests should deal with WIP policy issues only. If any rules issues arise, players must make a timely claim (see WIP Rules for Team Play.) To file a protest, both Team Captains must be aware that the match is in protest beforehand. The protest must be emailed to [competitions@oga.org](mailto:competitions@oga.org) or faxed to (503) 981-7599.

## **PACE OF PLAY**

Slow play is a recurring problem in many forms of competitions. Unfortunately, playing out of turn is not permitted in match play, unless you invite your opponent to play first. When done solely for the purpose of saving time, a player whose turn it is to play may invite her opponent to play first. The opponent is under no obligation to accept the offer to play first, but if she does so, the player has waived her right under Rule 6.4a to recall the stroke played out of turn. (Rule 6.4a(2)) Nevertheless, each player should manage her time efficiently between shots and be ready to play when it is her turn. All groups should keep pace with the group in front of them. If they fall off that pace, players should make every effort to regain position behind the group in front of them. Team Captains and all team members should be aware of Rule 5.6a which states that all players shall play without undue delay.