



## 2017 OGA Women's Interclub Play (WIP)

### RULES FOR TEAM PLAY

- **RULES OF PLAY:** Current USGA Rules of Golf, the OGA Hard Card, the Women's Interclub Play Local Rules Sheet (if any) and this document will govern all matches. The Rules of Golf may **NOT** be waived at any time. The penalty for waiving the Rules of Golf is disqualification for the player or team in violation.
- **FORMAT:** Four-Ball Match Play. A match in which two play their better ball against the better ball of the other two players, both gross and net. An understanding of USGA Rules 2 (Match Play) and 30 (Four-Ball Match Play) is essential in comprehending the format of Team Play.
- **LOCAL RULES:** Local Rules must conform with the USGA Rules of Golf. Any Local Rules which are to be in effect during Women's Interclub Play must be published and distributed to all players in advance of the start of the match.
- **WINTER RULES:** In the event that a course has adopted a Local Rule for "preferred lies" or "winter rules," it is recommended that the Local Rule be suspended during WIP competition. If it becomes absolutely necessary to use "preferred lies," the procedure shall be determined by the WIP Rules Committee in advance of the start of the match. It is strongly recommended that players fully familiarize themselves with the policy listed in Appendix I of the USGA Rules of Golf ("Preferred Lies" and "Winter Rules").
- **DISTANCE MEASURING DEVICES:** A player may obtain distance information by using a device that measures distance only (USGA Decision 14-3/0.5). However, if, during a stipulated round, a player uses a distance-measuring device that is designed to gauge or measure other conditions that might affect her play (e.g., gradient, wind-speed, temperature, etc.), the player is in breach of USGA Rule 14-3, for which the penalty is loss of hole for the player and her partner for the first offense. For subsequent offense the penalty is disqualification.
- **ORDER OF PLAY:** Balls belonging to the same side may be played in the order the side considers best. If a team plays out of turn the opponent may immediately require the player to cancel the stroke and play in the correct order.
- **HONORS:** On the first tee, honors are determined by a coin flip. Thereafter, the honors on the tee go to the side having the lowest GROSS score on the last hole. If your side does not have honors do NOT play out of turn.
- **ADVICE:** When the four-ball match remains ongoing, both players are deemed to be partners and therefore may exchange advice. Team Captains must not give advice to their players that are not their

four-ball match partner. REMEMBER: When making a stroke a player shall not allow her partner to position herself on or close to an extension of the line of play or line of putt behind the ball.

- **BALLS AND CLUBS:** Only golf balls listed on the USGA's latest Conforming Golf Ball List may be used (Note to USGA Rule 5-1). Penalty for use of a ball not on the list: Disqualification of the player and her partner. The One-Ball Rule will **not** be in effect for any phase of WIP. A player's clubs shall conform with the provisions of USGA Rule 4-1 and with the specifications and interpretations set forth in Appendix II of the USGA Rules of Golf. Penalty for carrying, but not using, a nonconforming club: At the conclusion of the hole at which the breach is discovered, the state of the match is adjusted by deducting one hole for each hole at which a breach occurred; maximum deduction per round – two holes. Penalty applies to the player (individual and team match) and her partner (team match only).
- **SCORE CARD:** A team score card will be kept by each team. The teams must complete the scores for all 4 players, be totaled, signed and agreed to by both teams and turned in to each team's Team Captain. **Players who are 'out of the hole' and cannot help the side may (and should for pace of play) pick up on the hole.** You must still post a score for handicapping purposes. You may put down the score you think you might have made on the hole never exceeding your maximum adjusted ESC score. Any hole where the player 'picked up' must be designated with an X on the scorecard.
- **PRACTICE:** Practicing on the competition course on the day of or between rounds will NOT be permitted.
- **SCORING:** There are six players per team; therefore each team will have three matches. Maximum points available per match are 6 points (a gross and net point for the front, back and overall). Maximum points per team are 18. Points will be accumulated for the year. The teams in each division with the most Gross, Net and Overall points at the end of the season will advance to play in the playoffs.
- **CONCEDING A HOLE OR PUTT:** You may concede your opponent's hole or putt at anytime. If on the putting green you concede your opponents next putt, **THE PLAYER MAY NOT FINISH A CONCEDED PUTT.** If a player finishes a conceded putt and it helps her partner, there is no penalty to the player, but her partner is disqualified from that hole. Also remember you **MAY NOT CONTINUE** putting unless your side is away.
- **MATCH PLAY CLAIMS:** Players competing in Team Play are reminded of USGA Rule 2-5: 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 the player making the claim notifies her opponent (i) that she is making a claim, (ii) of the facts of the situation and (iii) that she 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. **Remember: In match play, when you are in doubt of a Rule of Golf or how to proceed you MAY NOT play a second ball as is the case in Stroke Play.**

EXAMPLE: While playing a hole, your opponent tells you she feels that you are about to break or have broken a Rule of Golf and you disagree with her. At this point, you **MUST** make a decision yourself on how you want to proceed and play the hole out the way you think best. If your ball wins or ties the hole, your opponent may indicate that they think you broke a rule of golf, are making a claim and want a ruling. They must make this statement before teeing off on the next hole or before leaving the green of the last hole. Players involved in the claim may not know the status of their match until the Rules Committee is notified and a decision is made.

**Note:** Once a valid and timely claim is made, players are to continue their match without delay. Do not wait for a decision!

- **PROVISIONAL BALL:** You may only play a provisional ball if you believe your ball may be out of bounds or lost **outside a water hazard**.
- **LOSS OF HOLE PENALTIES:** In Stroke Play the general penalty for a rules breach results in a 2 stroke penalty. In Match Play the general penalty for those actions results in the loss of hole. All players should familiarize themselves with Match Play and Four-Ball Rules and carry a current USGA Rules of Golf book.
- **DRESS CODE:** Proper golf attire is required. This includes no denim shorts or slacks, no cut-offs or short shorts and no halter-tops. The WIP Tournament Committee has the responsibility to inform participants of specific golf club requirements in advance of a match and or enforce the dress code policy by disqualifying competitors that do not meet the minimum dress code requirements.