

High Sierra Team Play Standing Rules

I. TEAM PLAY SEASON

May through October, on dates determined by the Hosting Club Captains.

II. HANDICAPS

- A. Player must have an established USGA handicap based on a minimum of twenty (20) scores. Maximum course handicap is 36. Player's course handicap over a 36 handicap can qualify but must play to a 36 course handicap for the course being played. The most current handicap will be used.
- B. Exception – if a revision date falls within three (3) days of a play day, the handicap is obtained from the prior revision date.

III. ELIGIBILITY

A Player must be an amateur and belong to a club that is a member of High Sierra Team Play. A Player can only play for ONE HSTP Member Club. So, if said Player is a member of more than ONE HSTP Member Club then she will be allowed to qualify and play for only ONE HSTP Member Club throughout the season. If a Player during the season quits the HSTP Member Club that she originally chooses to play for then she must notify the HSTP Board of the change in HSTP Member Clubs in order to be eligible to play for another HSTP Member Club.

IV. QUALIFYING and TEAMS

- A. Each Club's Captain will decide whether or not their Club will hold qualifying days.
- B. Each Captain shall pair their players in 2-Player teams. If you have only 5 players then two 2-Player teams and a single player team. You can have as few as two players, which would make up two single player teams. There will be no local rule enforced so no handicap reduction between players if their course handicap difference is greater than 8 strokes. So, a 36 course handicap player can play with a 10 course handicap player utilizing their full handicaps.
- C. The Captains must email the HSTP Board plus the Scorer seven (7) days prior to the play day (see Captain and Co-Captain list for email addresses). The Captain's email shall include each pair's name and GHIN numbers. If the team list is received late, the Board will determine if a 10 point penalty will be enforced.

V. WEATHER

- A. On the day prior to competition or day of play, the HSTP Board, Host Professional and Team Captains or their designated representative present shall decide whether to cancel or delay play. However, if the Host Club says the course is playable we will play.

- B. Team Captains and Co-Captains are responsible for advising their players regarding the Inclement Weather policy.

VI. TYPE OF PLAY

- A. The format is a NET Team Match Play (in a foursome, the better net score of a 2-Player team against another 2-Player team's net score). Each Club can have up to 6 players forming three 2-Player teams. Each 2-Player team will play better ball against another club's 2-Player team. **18-Holes must be completed**, equaling a total of 18 points per match between the two teams.

Win = 1 point Tie = ½ point Lose = 0 point

- B. Team scores will accumulate for each monthly play day. Below is an example of what scores will be count:
 - 1. Three 2-Player teams complete the round – The two highest point teams will be counted. Lowest team's points will be thrown out.
 - 2. Less than three 2-player teams complete the round – All scores are counted.
- C. Each team will have two scorecards. Each Match (foursome with two 2-player teams) will turn in ONLY ONE legible, signed and attested scorecard.
- D. It will be the players responsibility to post their own scores shall they desire to do so (HSTP will not post scores).

VII. TROPHIES

Awards are given to 1/3 of the field. If at the end of the season there is a tie, all clubs in that tie will receive a trophy.

VIII. GUIDELINES FOR COMPETITION

- A. USGA Match Play Rules and Local Rules apply. Only those GPS devices that provide "distance only" are allowed. If more information is provided by a player's device (i.e. wind speed, elevations, etc.) that device cannot be used at all. **"Smart Phones" with GPS:** HSTP will allow the use of "smart phones" with golf GPS applications as long as the GPS app does not provide weather, wind direction and speed, temperature or elevation. Penalty for using a GPS app with any of the prohibited functions is **LOSS OF MATCH**. It is recommended that if you are using a "smart phone" with GPS, please have it approved by the HSTP Board prior to play and advise your opponents that you have had it approved.
- B. The following uses for a cellular phone during a stipulated round are not a breach of Rule 14-3:
 - a. Using phone for matters unrelated to golf (e.g., calling home);
 - b. Accessing information on advice related matters published prior to the start of the player's round (e.g., yardage book, swing tips);
 - c. Obtaining information related to the competition being played (e.g., leader board, projected cut).
- C. The following uses for cellular phones during a stipulated round are a breach of Rule 8-1 and will result in Disqualification:

- a. Using phone to ask for or give advice is breach of Rule 8-1 (e.g., calling a swing coach);
 - b. Accessing information on advice-related matters not published prior to the start of the round.
- D. If the use of a cellular phone consistently disregards the etiquette guidelines (outlined in the Rules of Golf), the offending player will be issued a warning. If the player repeatedly distracts or offends an opponent or fellow competitor by using a cellular phone the player will be disqualified under Rule 33-7.
- E. All Team Play competitions will be played under USGA Rules unless extreme conditions exist. The Host Golf Course Management will make the decisions to use “preferred lie” or “winter rules”. USGA Rules of Golf, Appendix I, Local Rules.
- F. Scorecards not signed by the scorer/marker and attested by the competitor are deemed void and points will not be counted. No one except the official computer scorer has access to the cards after they are turned in for scoring.
- G. All teams must arrive on time and be ready to play, regardless of weather. If a player is late to the first starting hole, her partner must tee off alone and be joined by the late player between holes, but not during play of a hole. There is no penalty for a player to arrive late to the match. The match will continue with a 2-Player Team against a 1-Player Team.
- H. If a 2-Player team arrives at the assigned tee, ready to play, within five minutes after the assigned tee time, the penalty for failure to start on time is loss of the first hole (Rule 6-3a). Otherwise, the penalty for breach of this Rule is disqualification.
- I. If a 2-Player team is disqualified for failure to start on time, the team that is present shall receive a maximum of 10 points or no less than the points earned prior to the other 2-Player team’s disqualification. The disqualified 2-Player team shall forfeit all points.
- J. If one player of a 2-Player team becomes ill during play, the match will continue. There is no penalty for one player to leave during the match. The match will continue with one team of two players against one team of one player.
- K. Doubts as to Procedure will be considered by the Committee. If a doubt or dispute arises, the player notifies their opponent. The claim must be announced to the opponent before any player hits from the next teeing ground, or in case of last hole, before any player leaves the putting green. The dispute will be settled, after play by the HSTP Board.
- L. No club shall play the same club multiple times. Committee reserves right to an exception to this rule.
- M. Pairings shall be set up by matching the combined 2-Player team course handicaps to the extent possible with the Committee reserving the right to make an exception. For example, a team with a combined team handicap of 33 (one player at 24 and the other at 9), will be paired against another team whose combined team handicap is also 33 (one player at 22 and the other 11).

IX. AMENDMENTS

Any proposed amendments shall be reviewed by the Executive Board. Once reviewed, the amendments will be emailed to the Captains. A vote will be called at the next meeting.

X. CODE OF CONDUCT

As a member of HSTP a certain standard of behavior is expected that reflects the basic requirements of sportsmanship, integrity, courtesy and respect to be shown to all other members.

The following is an example of unbecoming conduct or behavior:

- Bad temper, club throwing, foul and abusive language
- Abuse of alcohol or drugs
- Failure to adhere to the rules and etiquette of the game of golf
- Unsportsmanlike conduct and unnecessary gamesmanship
- Physical violence and threatening behavior

A person engaging in any behavior that may be detrimental to the game of golf is in breach of the code of conduct and should be reported to the HSTP Board.

It is in the best interests of the game that such behavior is reported as soon as possible. All golfers are encouraged and have a duty to report such behavior.

Disciplinary Committee

The HSTP Board will be the Disciplinary Committee. They will oversee complaints and conduct any investigation as may be deemed necessary.

The Disciplinary Committee will be responsible for implementing this policy in a fair and impartial manner.

Complaints Procedure

Complaints may be made by any competitor or HSTP member. Complaints must be made as soon as possible to the HSTP Board. Once received the HSTP Board will determine if the Code of Conduct has been violated and enforce a penalty according to the section below.

Penalties

1st Offense

1. Team Captain will be informed and verbal notice to competitor of offense
2. If severe Code breach, suspension will be imposed by Disciplinary Committee

2nd Offense

1. Team Captain will be informed and competitor will be suspended for remainder of season;
2. If severe Code breach, Competitor will be permanently suspended from competing in HSTP Team Play Tournaments.