

GOLF RULES FOR SDCWGA MATCH PLAY

Scoring

1. One gross ball and one net ball for each side will be scored: the same ball may be used for both gross and net. The gross ball will be scored at scratch. For the net ball, one hundred percent (100%) of the difference in strokes shall be given by the lowest handicapped player in the group, who shall play at scratch.
2. Each match will be played as 4-ball match play (*better ball of partners*). The low gross ball of a side is matched against the low gross ball of the opponent's side for a gross win of that hole. The low net ball of a side is matched against the low net ball of the opponent's side for a net win for that hole. If there is no gross or net winner the hole is halved, and has no consequence in regards to the match.
3. The side with the most gross wins on the first 9 holes scores 1 point gross for that 9. The side with the most net wins will score 1 point net for that 9. The same format will continue with the second 9 holes resulting in a win of 1 point for the most gross wins on the back side, and 1 point for the most net wins on the back side.
4. The side with the most gross wins will score an additional 1 point for overall gross wins. The side with the most net wins will score an additional 1 point for overall net wins. Each side can earn 3 points gross and 3 points net, for a team total of 12 points gross and 12 points net.
5. Strokes shall be taken as they fall on the scorecard, starting with the #1 handicap hole on the course played.
6. For handicap purposes, if a player starts but does not complete a hole, she shall record a score she most likely would have made. Such a score shall not exceed the ESC limits for that hole.

Rules

1. A side may be represented by one partner for all or any part of a match; all partners need not be present. An absent partner may join a match between holes, but not during play of a hole. (*Rule 30-3*) A nonappearance by any team at a scheduled match shall be cause for forfeiture of all points accrued to date. That team will be barred from further team play in the current season. All points won or lost by that team will be withdrawn from all previous opponents. **PLEASE NOTE:** If a team should default by nonappearance at the final match of the regular season or any playoff match, all members will be ineligible for team play the following year. This rule holds true even when the last match is a make-up/rain date.
2. Each team side must be on the tee at the **scheduled time**. **PENALTY:**
 - Loss of 1st hole if both players on a side are within 5 minutes late of the start time.
 - 1st hole will be halved if both sides are late.

- Loss of match if both players on a side are more than 5 minutes late. It will not be necessary to play the match, but it may be played if both sides wish to do so.
3. If a putt is conceded, **it must be accepted** and one more stroke added to the score. Conceded putts are to be picked up & may not be replaced & putted. Although there is no penalty for holing out in such circumstances, if the putt would be of assistance to a partner, the partner is, in equity, disqualified for the hole. (*Decision 2-4/6*)
 4. In match play, if a doubt or dispute arises between the players and no duly authorized representative of the Committee is available within a reasonable time, the player shall continue the match without delay. Any claim, if it is to be considered by the Committee, 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. No later claim shall be considered unless it is based on facts previously unknown to the player making the claim and the player making the claim had been given wrong information (*Rules 6-2a and 9*) by an opponent. In any case, no later claim shall be considered after the result of the match has been officially announced, unless the Committee is satisfied that the opponent knew she was giving wrong information.
 5. All golf balls used during team play must be on the current USGA list of conforming golf balls. X-OUTS are prohibited. (*Rule 5-1*) **PENALTY:** Loss of hole for the player using non-conforming ball.
 6. All team members who are riding in carts must abide by course regulation regarding their use. If the “cart path only rule” is in effect, all team members must conform. If use of a Blue Flag is approved by SDCWGA and the course management agrees that that person and her partner may drive on the course, the “Host” Team Captain shall ask for the same privilege for their two opponents. (See SDCWGA Website for SDCWGA policy on “Blue Flags”.)
 7. Neither galleries nor spectators are permitted on the course while matches are being played. (This includes Team Captains not playing and players that have completed their matches.)
 8. No caddies are allowed during team play matches or during team play play-offs. **PENALTY:** Disqualification for entire match of the player(s) involved. (*Rule 1-4*)
 9. Distance measuring devices are allowed; however, the use of devices that gauge or measure other conditions (e.g., wind or gradient) is not permitted. (See SDCWGA Handbook for penalty.) In the spirit of the game, the measurement on the distance measuring device should be shared with the opponent, if solicited.
 10. Pace of Play: **In order to maintain pace of play, each group shall stay within 2 strokes of the group in front of them. A Penalty for undue delay of play will be in order after the issuance of one warning. PENALTY:** 1st offense is a warning. 2nd offense will result in sides halving the hole and moving forward to the next tee. If only one side is causing the delay, the penalty shall be loss of hole for that side only as the foursome moves to the next tee. 3rd offense will result in disqualification. **If a course marshal tells the players to pick up their balls and move on, the players MUST do so. Failure to do so may result in disqualification. The hostess Captain is responsible for making sure the Pace of Play Policy is enforced.**

11. In order to maintain pace of play, players are not to play any practice stroke on or near the last green played. **PENALTY:** Loss of next hole.
12. A player should pick up her ball when her score is not in contention.
13. An opponent is entitled to ascertain from the player, during the playing 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.
14. **Any group delayed by trouble during play should allow the following group to play through.**