ZONE 3 AND ZONE 4

INTERCLUB TEAM MATCH PLAY MANUAL

WEEKDAY AND BUSINESS WOMEN

THE GOALS OF INTERCLUB TEAM MATCH PLAY ARE:

1. To provide players from member clubs and groups in Zones 3 and 4 the opportunity to learn the Rules of Golf and Golf Etiquette when competing in friendly match play;

2. To provide players the opportunity to play different courses in Zones 3 and 4;

3. To provide players an opportunity to represent their club or group; and

4. To promote friendship, camaraderie and fair play when meeting and competing with golfers from other Zone 3 and 4 clubs and groups.

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SECTION 1 INTERCLUB TEAM MATCH PLAY BASICS

1. OVERVIEW

a. Zones 3 and 4 sponsor annual competitions in which teams from member clubs and groups compete with teams from other member clubs and groups in Four Ball match play, according to the Rules of Golf and the guidelines set out in this manual.

b. In **weekday** play there are three levels of team play: First, Second and Third Team. Each level has a maximum handicap index. A club or group can field one or more teams at one or more levels, depending on the size of the club or group and the handicaps of its members. In **weekend** play, business women's clubs compete on one level with one maximum handicap index.

c. First Team and Business Women compete across Zones 3 and 4. Second and Third Teams compete within their zone.

d. Each level has a chair who co-ordinates as necessary and compiles results. The Business Women's chair co-ordinates the business women's teams.

e. The Team Match Play Committee is made up of the First Team Chair, Second and Third Team Chairs, the Zone Chairs, the Zone Rules Chairs, the Business Women's Chair and the Zone 3 and Zone 4 Coordinator.

f. Each team has two home and two away events. These are scheduled at the zone level and begin in May and complete in August. Teams face competitors on a rotating basis.

g. Teams consist of 8 players.

h. Host clubs or groups provide lunch, or similar, to their visitors. Note: there is no requirement for pre-game refreshments in addition to lunch.

i. Green Fees: For First Team, host teams pay the green fees for their visitors.
For Second and Third Teams in **Zone 3**, host teams pay the green fees for their visitors.
For Second and Third Teams in **Zone 4,** visitors pay their own green fees.
In Business women's play, visitors pay their own green fees.

2. TROPHIES

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: Zones 3 and 4 compete for the Business Women's Team of the Year trophy

3. ELIGIBILITY FOR PARTICIPATION - CLUBS

a. All clubs or groups in Zones 3 and 4 who are **members of BC Golf** are eligible to participate.

b. **Number of players necessary**: To field a team, a club or group should have at least 12 members willing to participate. To field two teams, a club or group should have at least 25 members willing to participate, and for three teams, a minimum of 33 members. (Although each team is comprised of only 8 players, it is advisable to have additional players available as spares.)

c. A club or group must be able to host 2 games per year.

d. A club or group must have an active system of peer review of scores such that the **handicap indexes of its team players are properly scrutinized and attested.**

4. ELIGIBILITY FOR PARTICIPATION – PLAYERS

To be eligible for interclub play for a club or group, **a player must**

a. **be registered with BC Golf as a member of that club or group**. Weekday divisions and Business Women's divisions playing at the same course are considered members of **the same club**. At the beginning of the season and before May 1, **a player who plays with both divisions at the same club must declare** whether she will play team for the weekday or the Business Women's division. Once a player has made this declaration, she may not change from a weekday to a Business Women's team (or vice versa) in mid-season except as indicated below.

   If a player is a **member of two clubs or groups**, she must declare which one she will play for at the beginning of the season and before May 1 and she may only play for that club or group. However, a person may play in the weekday division for one club or group and in the Business Women's division for another club or group, without restriction.

b. **be an active, regular playing member of her club, such that her handicap index has been subjected to regular peer review.**

c. **have a handicap index 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]

d. **be over the age of 18.** Juniors are not eligible to play in these competitions.

A club or group may establish additional eligibility criteria for its team members.

5. MAXIMUM HANDICAP INDEXES

a. The maximum handicap index that can be used at each level is as follows:

First Team:	19.2
Second Team:	25.4
Third Team:	36.6 or course handicap of 40, whichever is less
Business Women:	36.6 or course handicap of 40, whichever is less

b. A player with a higher index than that allowed may play for a team but is limited to the maximum index for that level.

6. APPLICATION FOR PARTICIPATION:

a. Clubs and groups wishing to join in Interclub Match Play submit a request in writing to their zone chair. Clubs and groups wishing to participate in Business Women's Interclub Match Play submit a request in writing to the Business Women's chair.

b. The request should include a printout in handicap index order of the club or group members who have confirmed their willingness to commit to playing team.

c. The request must be sent by **September 5** for the club or group to participate the following year.

d. A successful applicant club or group will receive written confirmation of its acceptance and the level or levels at which they will participate, whether First, Second or Third Team or Business Women. They will be provided with this manual, as well as contact information of the presiding team chairs and the team captains of the other participating clubs and groups.

7. WITHDRAWAL FROM INTERCLUB TEAM PLAY

a. Clubs and groups wishing to withdraw a team from the schedule may do so only at the end of the playing season.

b. Notice of withdrawal must be received by a zone chair or the Business Women's chair by **September 15**.

8. TEAM SELECTION AND DRAW PROCEDURE:

a. In **weekday** divisions, members of each club or group sign up to play team at the beginning of the season. These players are the *team members* and their signing up means that **they commit to playing with the team if they are playing golf on a team event day** and if called upon.

In **Business Women's divisions, m**embers of each club or group may signify their willingness to play team before each event.

b. In **weekday divisions**, a week before a scheduled team event, team captains make a **list** of

the team members who have signed up to play on the day of the event. Players are placed in precise order of handicap index, starting with the lowest index. **(**Thus, a handicap index of 12.5 goes before a handicap index of 12.6 even if they result in the same course handicap.) The first eight players on the list (those with the lowest handicap indexes) are assigned to play with the club's first team, if they have one; the next eight, to their second team; and the next eight, to their third team.

In Business Women's play, **team captains may select their team** from members willing to play team in an event. Their player lists are then ordered in the same way, by precise handicap index.

c. Players' **handicap indexes are frozen** after scores from club play **the week before** the team event have been entered. Thus, for example, a club that plays team events on Tuesdays would have its handicap indexes frozen after its members had posted their scores from play the previous Tuesday. A club that ordinarily plays on Thursdays, would have indexes frozen after play on the Thursday before a team event to be played on Tuesday**.** Clubs that play on Sundays would have their indexes frozen after the entry of their scores the previous Sunday.

d. Players not assigned to a team are spares and may fill in when a cancellation has occurred and been communicated to the competitor before the deadline of 6 pm the day before the event. When such a cancellation occurs, the players move up the list to fill in spaces and the spares are added to the bottom of the list so that players remain in handicap index order.

e. If a weekday club or group does not have enough players for its scheduled team games on a given day, it may call upon other members within its club to play.

If a weekday club or group still does not have enough players, it may call upon players from its Business Women's division to a maximum of two players, provided that no player may compete in more than one team game in the same calendar week for the same club or group.

Similarly, if a Business Women's club or group does not have enough players, it may call upon players from its weekday division to a maximum of two players, provided that no player may compete in more than one team game in the same calendar week for the same club or group.

A calendar week is Sunday through to Saturday. (Thus, a player may not play second team on Tuesday and then third team on Thursday of the same week. Similarly, a player who has played on the Business Women's team on a Sunday cannot play team for a weekday division on the Tuesday or Thursday immediately following.)

f. The team captains exchange their lists of players with handicap indexes the week before an event. The home team captain prepares and sends **the draw** to the visiting team captain. The home team captain also prepares the scorecards and gives them to the

visiting team captain on the day of play for distribution to her players.

g. **No changes or substitutions may be made after 6 pm the evening before the match**. If a team is short a player on the morning of the match, the team must play with fewer players.

h. **Byes:** If a club or group **has more than one team** and one of the teams has a bye, the lists for team are drawn up differently. The team captains are not limited to the players who have signed up to play on the day of the event when counting off the players assigned to each team. Thus, if a first team has a bye, the eight *team members* with the lowest handicap indexes who signed **up for team** are counted and set aside, whether they signed up to play that day or not. The next eight players who signed up to play that day make up the second team. If the second team has a bye, the first eight players make up the first team and the next eight players are set aside, whether they have signed up to play that day or not. The next eight players form the third team.

i. Except within the Business Women's division, team captains may not select who plays for which team but must follow the procedure described above.

9. GUIDELINES AND CONDITIONS OF PLAY

a. The format is **FOUR BALL MATCH PLAY.** Many of the rules are different from stroke play and team captains should review Rule 3.2 [Match Play] and Rule 23 [Four Ball Match Play] with all players at the beginning of each season. See Section Two.

b. Handicaps and strokes given: In each match, 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. [Ref: Golf Canada Handicap Manual pages 58-59.]

c. **If a player is unavoidably late**, her partner must tee off on time and the late player may join the match between holes, but not during the play of a hole. **(Rule 23.4)**

d. "Winter Rules" or "Preferred Lies" should be the exception. Players should follow the local rules of the host club.

e. Power golf carts may be used by any player. Sharing a ride with any member of the group is allowed.

f. Distance Measuring Devices may be used for all team play but they must be for **DISTANCE ONLY,** not wind or gradient. Any device which measures anything other than distance is not permitted regardless of whether such an additional function is used. A side using such a device is disqualified. **NOTE also:** If a particular course prohibits the use of a measuring device, then no measuring device may be used.

g. Teams are expected to play each course in the posted required playing time. All players should be aware of the host club's pace of play guidelines as failure to maintain it may jeopardize future team privileges.

h. As a courtesy, the honor on the first tee should be given to the visiting team.

i. Decisions on team uniforms are up to each club or group. Any other restrictions are also up to the individual club or group.

j. Posting scores: Match play scores must be posted for handicap purposes.

k. When a player's ball is not in contention, she can pick up her ball to maintain pace of play. For posting purposes, she records her most likely score on the hole, and adjusts to net double bogey.

10. SCORING:

a. The winner of each level or division is the club or group that has the greatest number of points accumulated over their four games.

b. Teams get points as follows:

1 point per hole won
1⁄2 point for a halved hole
Maximum points per match ……18 points
Maximum points per team event……,..72 points
Maximum points per season per level….288 points

If a hole is not completed no points are awarded for it.
If a game is not played, no points are awarded for it.

c. If a club withdraws late from Interclub Team Match Play or otherwise defaults from a game such that a team from another club, through no fault of its own, is denied the opportunity to play its four events, the team thus denied will have its points for the season adjusted by a factor equal to 288 divided by the number of points it was able to compete for.

Thus, if a team only plays in three events due to another team's default or withdrawal, its points for the season will be calculated as follows:

$$\text{total number of points received} \times \frac{288}{216} = \text{points for the season}$$

d. Ties are not broken. All points earned are awarded. Where two clubs or groups tie in overall points earned, the trophy will be shared by both.

11. CANCELLATIONS AND DATE CHANGES

a. Teams scheduled to play against each other may change a team date if agreed by both team captains; preferably the team captains will find a suitable date before the start of the season.

b. If the captains cannot agree and a match is not played, neither team will receive points.

c. When situations occur such as: construction problems, temporary greens, extreme weather, pull or power carts not allowed or other unusual circumstances, the two teams may agree to postpone the event. However, if one team prefers to play on the scheduled date despite the conditions **and** the course is playable, the game must be played except if power carts are not allowed, in which case players may not be forced to play.

d. If there is a possibility that bad weather might create unplayable conditions, the two team captains should confer the day before the event and make the call whether to play no later than 8 pm so that the visiting team does not have to travel in adverse conditions or incur unnecessary expenses. It is better to err on the side of caution in these circumstances.

e. If teams arrive at the venue and weather creates difficult playing conditions, all members ofthe two teams vote on whether to proceed with the match. The majority rules. If cancelled, the match must be rescheduled.

f. All rescheduled weekday games must be completed by Labour Day or such other date set by the First Team Chair. Rescheduled Business Women's games must be completed the week before the Business Women's Championship Tournament.

g. Team chairs should be informed of any changes to the schedule.

h. Once a match has begun, it must be completed unless the course is declared unplayable by the pro shop or conditions exist which are covered under Rule 5.7. [Stopping Play]. This decision must be made jointly by the team captains. If a game has started and then been called off, it starts over on the rescheduled date.

12. PENALTIES

a. In case of a default, a suspension of one to two years from competition may be imposed and the club or group must re-apply to participate.
b. If a match or entire team fails to complete 18 holes, only the points on the remaining holes are forfeited.
c. Players who play to a higher handicap index than they are entitled to and players who play out of proper handicap Index order forfeit all points they may have earned, but the opposing side only gets the points they actually earned, **not** all the 18 points. [Reference: Committee's Decision].
d. If a side is disqualified under Rule 23.8b, the winning side is awarded a minimum of 9 points. (Not all 18 points)
e. Inappropriate conduct or breach of common courtesy will not be tolerated. (Rule 1.2)

13. DISPUTES AND REQUESTS FOR A RULING (Rule 20.1b)

a. If a doubt or dispute arises between the players during play, the four players should attempt to resolve the problem, and provided there was no intention to ignore a rule, their decision stands, even if not in accordance with the Rules of Golf.

b. If an agreement cannot be reached, a player may preserve her rights to a ruling by announcing that she will request one, and she must do so as soon as she is aware of the facts upon which the dispute is based, and before the next hole is begun. If the players are on the last hole, her announcement must be made before the results of the match are final.

c. The request for a ruling should be made to the two team captains immediately after play. If they cannot resolve the problem, it must be referred to the Team Chair, and if not resolved there, to the First Team Chair, and if not resolved to the Team Match Play Committee (New: inserting team chairs in dispute resolution.)

d. If a player makes a timely ruling request, the honor on the next teeing ground is decided by agreement or by a random method. Rule 6.4a(1)

14. PACE OF PLAY GUIDELINES

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

a. be aware of the host club's pace of play guideline and make every effort to play each course in the required posted playing time.
b. pick up their ball when it no longer matters.
c. be ready to play as soon as it is their turn.
d. normally limit themselves to one practice swing
e. watch everyone's shots to minimize the time required to search for a potential "lost" ball.
f. signal a group behind to play through when searching for a lost ball, that may not be found easily. (The search must be kept to less than 3 minutes.)
g. play a provisional ball if their ball may be lost outside a penalty area or out of bounds. (Refer to **Rule 18.3**)
h. line up their putt while others are putting and be ready to play when it is their turn**.**

[Reference: R&A USGA Rules of Golf 5.6b]

15. SUMMARY OUTLINE OF TEAM CAPTAINS' DUTIES

Team captains should follow the guidelines below to avoid problems at team play events.

PREPARATION: The team captain of the host club contacts the visiting team captain at least one week before the scheduled match event to arrange tee times. At this time, the host should also provide the visitors with any local rules in play, information on practice facilities, power carts

or special circumstances that may affect the event.

HANDICAPS: Team captains ensure all team players have entered their scores from club play the week before, at which point handicap indexes are frozen, and a list of players' indexes run off. Team captains prepare their list of players with handicap indexes, as frozen, and exchange with each other as soon as possible. Players' names as they appear on the Golf Canada Handicap System should be provided. A copy of these lists should also be sent to the appropriate team chair. Changes may be made up till 6 pm the day before the event.

SCORE CARDS: The hosting team captain prepares the draw, matching lowest handicaps to play with each other, and so on. The hosting team captain prepares two copies of the score cards and gives one set to the visiting team captain for distribution to her team members. All team captains must keep the records from all games played. (They are double checked at the end of the season.)

ADVISE PLAYERS: Each player is responsible for checking that her course handicap and allocation of strokes 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: Team captains should ensure that all team players have access to this manual and the rules for match play, and any local rules. Team captains may be required to work with other team captains to resolve any rules questions that arise.

RESULTS: **Both t**eam captains are responsible to ensure that the results of competition are promptly communicated as follows:

- First Team: to First Team Chair for Zone 3 and 4
- Second Team: to Second Team Chair for the respective zone
- Third Team: to Third Team Chair for the respective zone
- Business Women: Chair of the Business Women

SECTION TWO: 2023 RULES OF GOLF – Four Ball Match Play

GENERAL PENALTY

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

CONCESSION OF MATCH, HOLE OR NEXT STROKE

Match Play:

- A player may concede **a match** at any time before the result of the match is decided, including before the players start the match.
- A player may concede **a hole** at any time before the hole is completed, including before the players start the hole.
- A player may concede **the opponent's next stroke** at any time before the opponent's next stroke is made. The opponent has then completed the hole with a score that includes that conceded stroke. A **Concession is final and cannot be declined or withdrawn. Rule3.2b(2)**

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 (**Rule 20.1b (4)**). A second ball played in match play is a **WRONG BALL** and results in the loss of hole if a timely ruling request is made by her opponent. Otherwise, the score with the original ball counts. (Clarification – 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. 3**

WRONG BALL IN A PENALTY AREA

Identifying Ball: Under **Rule 7.3**, a player may mark and 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 11(h) Cancellations and Date Changes**– (C) -page 7. The decision will be made by the **Team Captains only. Exception –** Immediate Suspension (Imminent Danger e.g., lightning) – Players must STOP play immediately. **Rule 5.7b(1)**

PRACTICE

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

INFORMATION AS TO STROKES TAKEN (Rule 3.2d(1)

Match Play: At any time during play of a hole or after the hole is completed, the opponent may ask the player for the number of strokes (including strokes made and penalty strokes) the player has taken on the hole.

Note: The player gets the **general penalty (loss of hole**) if they give the opponent the wrong number of strokes taken –

- **while playing the hole**, before the opponent makes another stroke or takes a similar action such as conceding the player's next stroke or the hole number of strokes taken, unless the player corrects that mistake in time.
- **after hole completed,** before either player makes a stroke to begin another hole or takes a similar action, OR
- **for the final hole of the match,** before the result of the match is final.

ORDER OF PLAY (Rule 6.4a(2)) Opponent May Cancel Player's Stroke Made Out of Turn
Match Play: If the player plays when it was the opponent's turn to play, there is no penalty, but the opponent may cancel the stroke:

- this must be done promptly and before either player makes another stroke. When the opponent cancels the stroke, they cannot withdraw the cancellation.
- If the opponent cancels the stroke the player must, when it is their turn to play, play a ball from where the stroke was made.

Rule 23.6 – Partners may play in the order the side considers best, i.e., either player or their partner may play next.

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. If the opponent does not cancel the stroke, the stroke counts, and the ball is in play and must be played as it lies.

BALL AT REST MOVED BY OPPONENT
Match Play: Rule 9.5b If the opponent lifts or deliberately touches the player's ball at rest or causes it to move the opponent gets **one penalty stroke.** The ball must be replaced on its original spot.

BALL IN MOTION ACCIDENTALLY HITS PERSON OR OUTSIDE INFLUENCE
Match Play: Rule 11.1a If a player's ball in motion (played from anywhere except on putting green) **accidentally** hits any person (including the player, the opponent or any other player or equipment) or outside influence, there is no penalty to any player. Play the ball as it lies.

Match Play: Rule 11.1b(2) If a player's ball played from the putting green hits an insect, the player, the club used to make the stroke, a ball-marker, a ball at rest, the ball is played as it lies.
Ball in motion accidentally hits Flagstick or Person Attending the Flagstick, there is no penalty. Play the ball as it lies **(Rule 13.2b(2)).**

BALL OR BALL-MARKER HELPING or INTERFERING WITH PLAY Rule 15.3

Ball On Putting Green Helping Play: Rule15.3a applies only to a ball at rest on the putting green, not anywhere else on the course. If a player reasonably believes that a ball on the putting green might help anyone's play (such as serving as a possible backstop near the hole), the player may –

- Mark the spot of the ball and lift it if it is their own ball, or require the other player to mark the spot and lift the ball.
- The lifted ball must be replaced on its original spot.

Ball Anywhere on Course Interfering with Play: **Rule 15.3b**. If a player reasonably believes that another player's ball anywhere on the course might interfere with the player's own play, the player may require the other player to mark the spot and lift the ball and the ball must not be cleaned and must be replaced on its original spot.

Ball-Marker Helping or Interfering with Play: **Rule 15.3c**

If a ball-marker might help or interfere with play, a player may:

- Move the ball-marker out of the way if it is their own, or
- If the ball-marker belongs to another player, require that the player move the ball-marker out of the way. The ball-marker must be moved out of the way to a new spot, measured from its original spot, such as by using one or more clubhead-lengths. When moving the ball-marker back, the player should do so by measuring from the new spot and reversing the steps used to move the ball-marker out of the way.

* Except on the putting green, a player is not allowed to lift their ball under this Rule based only the player's own belief that the ball might interfere with another player's play. If a player lifts their ball when not required to do so by the other player, the player incurs a penalty of one stroke. **Rule 15.3b (2).**

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.**

RESTRICTION ON PLAYER STANDING BEHIND PARTNER WHEN STROKE MADE -Rule 23.8

In addition to the limitations in rule 10.2b(4), a player must not stand on or close to an extension of the line of play behind the ball while their partner is making a stroke to gain information for their (the player's) next stroke. Penalty in Match Play: Loss of hole.

RESOLVING RULES ISSUES DURING ROUND (Rule 20.1b) Related Rule 3.2d

In **Match play,** if a doubt or dispute arises between the players, a player may announce that she will request a ruling under 20.1b(2). An announcement that a ruling request will be made 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 the result of the match is final.

Once the result of the match has been officially announced, the Committee will give the

player a ruling only if both apply:

- The request is based on facts the player was not aware of before the result of the match was final, and
- The opponent breached Rule 3.2d(1) (giving wrong number of strokes taken) or Rule 3.2d(2) (failing to tell the player about a penalty) and knew of the breach before the result of the match was final.

There is **no time limit** on giving such a ruling under Rule 20.1b(3)

References

R&A USGA World Handicap System – rules of Handicapping – Effective January 2020

R&A USGA Official Guide to the Rules of Golf - Effective January 2023

R&A USGA Rules of Golf - Effective January 2023

SECTION THREE APPENDICES

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 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 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 Index 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.

Ruling:

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 therewas 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. Halfway through the year it was discovered that the player maintained a different Handicap Index 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 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 Index and to provide a printout of the Handicap Index 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 despite 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" program 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 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. The decision references were made before the 2019 Official Guide to the Rules of Golf.

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 Zone 4 Rules' Chair	
March 2017	Zone 3 & 4 1st Team Chair	
March 2019	Zone 4 Rules Chair	
May 2019	Zone 4 Chair	
March 2023	Zone 4 Vice Chair and Rules Chair	