

2019 Village Team Match Play Rules

(Rev 5/28/19)

Objective

For Hot Springs Village (HSV) men to enjoy the unique golf experience of Team competition using the format of match play.

Eligible Participants

All HSV men who are either property owners or otherwise eligible to play golf at property owner rates, are over 21 years old, and have an active established GHIN index are eligible to be on a team.

Entry Fee/Registration

Registration to play will be done on the HSV MGA 18 Website (www.hsvmga18.com). A non-refundable entry fee of \$20 is required at the time of registration. These monies, less any minor expenses by the organization, will be returned as prize money. (See the *Prize Money* rule on page 5.)

Handicap Limits

Players of all handicaps are welcome to participate. However, the maximum handicap allowed to be used by any player, calculated from the tees to be played in a match, is 36. This means that any player with a handicap index above 36.0 may participate in a match but is limited to a maximum handicap for the match of 36.

Season

The schedule of matches will be during the months of June through September. Matches will be on Thursdays. A schedule will be made available on the HSV MGA 18 Website.

Teams

There will be 4 to 6 teams depending on participation. Teams will consist of enough players to allow teams to field 8 players for each match.

Captain Duties

Each team shall have a Captain and an Asst. Captain. Either one or both are responsible to perform the following Team Captain duties:

- By no later than the Sunday 10 days prior to a match being submitted through the Lottery system, proposed team lineups will be shared between Captains.
- By no later than the Wednesday one week prior to a match, the Home Team Captain will submit a four (4) foursome Lottery Request for the match using the time range and course order agreed to between competing Team Captains.
- At least two days prior to a match:
 - (1) contact the opposing Team Captain about the match (the Home Team Captain(s) should initiate contact);
 - (2) ensure all changes to their team roster are submitted to the Director for updating the Website;
 - (3) share the seeding of all players expected to play in the upcoming match with the opposing Team Captain and the Director;
 - (4) if an afternoon match, the Home Team Captain shall submit the foursome lineup by tee time, including name and POA#, to the Golf Department for entering into the Tee Time System;
 - (5) when a morning match through the lottery system, the Home Team Captain shall confirm the foursome lineup and make any necessary changes through the Golf Department Tee Time Service;

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(6) the Home Team Captain shall ensure the scorecards are printed and ready for the match (and if the match is scheduled at Isabella should have scorecards prepared for all three possible rotations; and

(7) both Captains shall discuss tee times, tee boxes to be used and potential weather considerations with each other.

- On the day of the match, the Home Team Captain may suggest how to play the ball (up or down) and whether or not to rake and place in bunkers, but the individual foursomes must decide how to play within their group. If there is no agreement, the ball will be played "down" everywhere. (See the definitions of "up" and "down" in the *Local Rules* rule on page 4.)
- Communicate any issues with the Director and/or Rules Committee.
- The winning Team Captain shall report the match results, including the results of all singles and four-ball matches, and any other details about the match, to the Director within two days of the completion of the match.
- Ensure all team members' scores for the match are properly posted in compliance with the USGA handicap system.

Seeding Players for Matches

Captains must determine their lineups for a match by seeding players from lowest to highest handicap index. Once captains have exchanged lineups, any changes must be agreed upon between Captains.

Tee Placement

All matches will be played from either the White or Silver tee boxes. Each player must choose his tee preference when playing his first match of the season and then play from that tee box the remainder of the season. The only exception to this is if the Captains of a match agree that a silver vs white match-up is inequitable. In this case the Captains must mutually agree to the change and must be finalized no later than the day before the match so that the scorecards can be correctly printed. No changes will be made on the day of the match unless it is due to a last-minute player substitute. Of course, handicaps must be adjusted accordingly. If opponents play from different tee boxes, adjustments to handicaps will be done according to USGA rules.

Team Match Foursome Composition

There will be four (4) foursomes each consisting of the following:

- Two players from each team where players of equal seeding are playing each other in a singles match play format. For example, foursome "A" will consist of Team 1's lowest handicap player (#1 seeded player) playing against Team 2's #1 seeded player. The two team's #2 seeded players will fill out the "A" foursome. Foursome "B" will consist of the two team's #3 and #4 seeded players and so on through foursome "D".
- The order of play ("A", "B", etc. foursomes) is up to the discretion and agreement of the competing Team Captains. If no agreement can be reached, the order will be "A" through "D" consecutively.

Team Match Format of Play and Scoring

Each team foursome match shall be conducted as follows:

- Consist of two, two-man singles matches, and a team four-ball match.
- In the singles matches, best ball net between opponents will determine if a hole is won or tied.
- In four-ball matches, best ball net between teams in the foursome will determine if a hole is won or tied.

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- At the completion of the foursome's match, two points are awarded for a win for each singles match and two points for each four-ball match win.
- One point is awarded to each team for a tie -- singles or four-ball.
- There is a total of 6 points awarded per foursome, or a total of 24 points per team match.
- The team awarded a majority (at least 13 points) is the winner. A record of points earned, both singles and four-ball, will be recorded for tie breaking purposes for determining seedings for the playoffs.

Handicapping Each Team Match

- Handicaps will be calculated based on the course and tee box playing.
- Indexes used to calculate players' handicaps will be those on GHIN on the Monday prior to a team match. The maximum handicap to be used for any player is 36.
- In the singles matches, the highest handicap player of the two equally seeded players will receive the full difference in strokes between his handicap and his opponent's and will be used where the strokes fall on the scorecard.
- Handicaps in the four-ball match will be played off the lowest player's handicap player in the foursome, even if that player is absent, hence the other three players will receive the full difference in strokes as they fall on the scorecard.

Schedule of Team Matches

All team matches will be played in accordance with the schedule established and published. The schedule will include only the date, the teams and the acting Captains for each match. Depending on whether lottery tee times were made or Scramble afternoon tee times were made through the POA, the course and tee times will be announced and posted on the website schedule 5 days in advance of the match. A current updated version of the schedule will be kept on the Website and is considered the official schedule.

- Captains of a match may decide to play on a different day, but only if absolutely necessary, and both Captains agree. The match should be rescheduled as close to the original date as possible and the Director will be notified of the change.

Rain Out Policy

The Director will make the determination to cancel a team match due to weather. If there is a rain out of a scheduled match the Director will reschedule the match through the Golf Department at the earliest possible time.

Playing with less than 8 players

- A team may play with fewer than 8 players. No minimum number of players per team is required to play an official team match.
- A team may use an alternate player or players from the approved *Substitute List* to complete its roster for a match.
- A team may play with 7 players by playing a one-man team against the opponents' two-man team. The single team player in a threesome must play in handicap sequence against his seeded opponent in a singles match in addition to the four-ball match. The missing player is a forfeit for that singles match (loss of 2 points). If a team is missing two or more players, the Captain of missing players decides whether to play in threesomes or foursomes, but must adjust his lineup seeding correctly.

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Posting Scores

It is imperative that handicaps are as accurate as possible and therefore important that scores are posted. If the singles or four-ball match between players is closed out prior to the final hole, all players should continue to "play in" to have a postable score. However, if holes are not completed, then act as follows: the player shall record a bogey for all holes his handicap allows for a stroke, a double bogey for all allowing 2 strokes and a par for all others.

- Incomplete Rounds: If players decide not to "play in", then for any holes not played, a par plus score must be recorded for each hole remaining to be played. "Par plus" is the assigned par for the hole, plus any handicap strokes which the player would be entitled to receive on that particular hole (based on the players handicap).
- Less than 13 holes played: If less than thirteen holes are played, a nine-hole score must be posted. Nine-hole scores cannot be posted as tournament scores.
- Incomplete Holes: If a player starts a hole but does not complete the hole, or is conceded a stroke, he must record the score he most likely would have made. This score shall not exceed his Equitable Stroke Control limit based on current index.
- Please visit Section 4-2 of the **USGA Handicap System** manual for further reference.

Late to Tee

If a player is late to the tee, he may join at a later hole, but not during the play of a hole, maintaining his handicap sequence but he loses all holes not played in his singles match.

USGA Rules of Play

Current USGA Rules of Golf 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.

Local Rules

HSV Local Rules are in effect during team play. Captains will ensure their players are aware of the HSV Local Rules prior to play. If the ball is played "up", it may be lifted, cleaned and placed within 12 inches to the original lie. If rake and place in bunkers is used, the ball may be lifted, cleaned and placed as near as possible to the original lie after raking.

Distance Measuring Devices

No restrictions. A player may obtain distance information from any kind of distance measuring device.

Balls and Clubs

Only golf balls listed on the latest USGA's Conforming Balls list may be used during team match play. The one ball rule will not be in effect for any phase of play. The player's clubs shall conform to 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 resulting from the use of a non-conforming club is disqualification for the player, loss of his singles match and four-ball match, but does not affect his partner's singles match. A "rock club" is allowed as an additional club.

Pace of Play

Slow play is a recurring problem in Team Play. Each player should manage his time efficiently between shots and be ready to play when it is his turn. **READY GOLF IS ENCOURAGED.** If a group falls off the pace, players should make every effort to regain their position behind the group in front of them. Foursomes shall adhere to any requests by course Marshalls. If for

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some reason a Marshall must move a foursome up a hole or to the 150 yard marker, that hole will be considered a tie for both singles matches and four-ball match.

Advice from Teammates

- Players are deemed to be partners and therefore may exchange advice throughout the entire match.
- Any players choosing to continue to play once no longer in competition in the four-ball or singles matches must, once near or on the green, putt-out last after the competing players have holed out in order to avoid revealing any green information to the still competing players.

Suspension of Play

Team Captains must mutually agree to suspend play during a team match due to weather, darkness or other reasons, unless a representative of the golf course dictates a suspension.

- At the time of suspension, if players are in the process of playing a hole, they have the option to mark the position of their ball or complete that hole. Players may not start play on another hole until advised to by their Captains. If play is resumed after suspension but with certain conditions imposed, such as preferred lies, play will continue from that point with the conditions imposed for the duration of the round.
- If suspended play cannot be resumed or the Team Captains mutually agree not to resume play, then the match is considered incomplete and will be treated as follows:
 - Any team matches where at least nine holes have not been completed by all players must be replayed. It is not required that the same players participate in the re-match.
 - In case of an incomplete match where all players have completed at least nine holes, the match stands as complete at the point it was stopped.
 - Team Captains are responsible for verification of the results prior to leaving the course.
- The Director will be notified of the make-up day for any replay matches. All regular season matches must be completed by the end of September 2015.

Forfeitures

Forfeitures shall be scored as a loss for the forfeiting team and a win for the opponent. The official score of a forfeit will be 16 points for the winner and 0 for the forfeiting team. The inability to field a team is an acceptable reason to forfeit. All forfeits will be reviewed by the Director. It is unacceptable for a team to forfeit the last match(es) of the season simply because they mathematically cannot advance to the playoffs. Withdrawal of a team during the season is also unacceptable.

Protests

Team Captains must submit all protests in writing to the Director within one day of the conclusion of the match.

Prize Money

All funds collected from entry fees will be distributed as end of regular season prize money and playoff prize money. Approximately 30% will be awarded to the first place regular season team, and approximately 70% to the first and second place teams of the playoffs. Exact amounts will be determined and announced once the total available funds from entry fees is determined. If regular season records are tied for first place, regular season prize monies will be split accordingly without any tie-breakers used.

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Playoff Seedings

Team standings and seedings will be determined by the win/loss/tie records. Win/loss/tie records will be numerically evaluated by applying 3 points for a win, 0 points for a loss, and 1 point for a tie. The top four teams will advance to the semi-finals.

Seeding ties will be broken as follows:

- If two or more teams are tied, they will be seeded by who won their regular season match.
- If further tie breaking is necessary, total match points will be used.
- If the teams are still tied, then the total four-ball match points will be used to break the tie.
- If the teams are still tied, an additional match will be scheduled, if possible, and if not possible then a simple coin toss will be used to determine the higher seed.

Playoff Matches

All teams will participate in the playoffs. First round: #1 vs #4 and #2 vs #3. Winners play in the Finals. The higher seeded team will have the initial honors. A minimum of 8 and a maximum of 12 players, as decided by the Captains involved and the Director, may play in any playoff match. Only players who have played in at least two (2) team matches during the regular season shall be eligible to participate in the playoff matches. The penalty for playing an ineligible player is forfeiture of the match. If a suspension of play should occur during a playoff match, and it cannot be completed in full, the entire match will be replayed.

Tie Breakers for Playoff Matches

In the event of a tie at the completion of a playoff match, there will be a sudden-death playoff beginning on the first tee. The sudden-death will involve only the lowest handicap foursome. The same format (2 singles and a four-ball) will be used in sudden-death. The first team to be ahead at the end of a hole between the outcomes of the singles and four-ball matches determines the winner of the playoff.