



2017

TEAM MATCH HANDBOOK

for

CAPTAINS

THE WOMEN'S GOLF ASSOCIATION OF PHILADELPHIA

2017 TEAM MATCH HANDBOOK FOR CHAIRMEN AND CAPTAINS

REMINDERS	1
RULES OF PLAY	2-4
PROCEDURES FOR CADDIES AND CARTS	5-6
INCLEMENT WEATHER PROCEDURES	6-7
COURSE CLOSED DURING PLAY	7
TEAM DEFAULT RULE	7-9
REPORTING MATCHES BY CAPTAIN	9
INSTRUCTIONS FOR PLAYOFF ROUNDS	10-11
CAPTAIN'S RESPONSIBILITIES	12
PROCEDURES FOR CAPTAINS	12-14
RESPONSIBILITIES OF PLAYERS	14
PLAYOFF INFORMATION	14-15
WITHDRAWING TEAMS	16
WAITING LIST	16
SAMPLES & INSTRUCTIONS	17-19
TEAM MATCH PERSON ON CALL	20

REMINDERS

- Designated Starting Time ~ **9:00 AM**
- Players must play in the **ORDER LISTED ON THE PERMANENT LINEUP**.
- Players may **NOT** bring their own caddie, carry their own bag or use a pull cart or have a family member carry their bag. **Exception: Only if a situation arises that will benefit pace of play, a player may carry her bag to her ball then return the bag to the cart or caddie.**
- **CADDIE & CART FEES** will be in accordance with the Home Club's existing policy.
- The Home Team is responsible for AM **COFFEE** and **LUNCH** following the matches.
- All **RESULTS** must be reported on-line by **3:00 PM**.
- **STANDINGS** will be on our **WEB SITE** following **EACH MATCH** and after the **PLAYOFFS**.

RULES OF PLAY

1. All matches shall be played under the USGA Rules of Golf.
2. A player or caddie may use a USGA approved legal Distance-Measuring Device in Team Matches and Tournaments unless a local rule at a Member Club prohibits the use of such a device. Penalty for using an illegal device: Disqualification. Penalty for using such a device where or when prohibited: Disqualification (Rule 14-3). The Team Match Committee will not settle any personal disputes involving Distance-Measuring Devices.
3. CELL/SMART PHONES – All players are advised that the use of cellular/Smart phones for emergency phone calls/texts/messaging on the course is permitted as it is done so within the confines of Rule 14-3 and if the host facility allows those devices to be used. All players are expected to keep their phones in silent mode while on the course. If a player consistently disregards his fellow competitors or opponent to their detriment, there could be a penalty for undue delay [Rule 6-7] or disqualification (33-7) based on a player's actions.
4. The Team Match Committee reserves the right to cancel any or all of the Team Match days if necessary and to modify any Team Match rules, regulations and policies if deemed necessary during the Team Match season. May also refer to the Inclement Weather Procedures.
5. Players may not waive the Rules of Golf by mutual consent. **Penalty** for both players is disqualification.
6. Should differences of procedures or interpretations of rules occur between opposing players or teams, the matches should be completed and a request for a ruling made to an Executive Committee Member or the Golf Office by the Captain of the protesting player or team. The Captain of the opposing team or the opposing player should be notified of the impending protest.
7. A verbal protest must be made on the day of the match **and** a written protest must be faxed, e-mailed or mailed to the Golf Office and postmarked within 24 hours of the match.
8. Golf Professionals should not be involved in interpreting Team Match Rules - USGA Rules only.
9. Each team shall be composed of seven (7) players.
10. Each match shall score one (1) point.
11. Winners of Inter-Club Team Cups are decided by the number of Team Match wins. Ties for the winner of the Philadelphia Cup shall be played off. In all other cups, ties are decided on the basis of individual matches won.
12. When individual matches won are also tied, ties will be decided by which team prevailed when they opposed each other in the regular season match-play. The team that won that match will be ranked higher in the standings.
13. The designated starting time for Team Matches is 9:00 AM. Because of traveling complications or other emergencies, the teams may, by mutual consent, begin play earlier or later than the designated starting time. Don't forget to coordinate changes with other teams playing at home.
14. If a regular listed player cannot play, all players must be moved up according to the permanent list. This includes moving players from 2nd team to 1st, 3rd to 2nd, etc. Any match or matches of a team affected by incorrect positioning of players shall be forfeited.
15. If, because of an emergency, a player cannot play and is unable to notify the Captain before players on succeeding teams have left for distant clubs, the seventh match shall be forfeited rather than defaulted. All players on the affected team must be moved up in order.
16. All players begin on the same hole (unless a shotgun start is used) and play in twosomes, match play. The Visiting Team Player has the honor on the first tee.
17. It is at the discretion of the Home Captains to arrange starting times and starting holes when two or more teams are scheduled at home on a given day. If the 2nd (3rd, etc.) team will be teeing off at a time other than 9:00 AM, the Visiting Captain should be notified so she can adjust her travel time. It is strongly recommended that shotgun starts be used if more than one team is at home.
 - a) All players should be ready to play at the designated starting time. If a player is unexpectedly delayed en route, and **has notified the club**, play should begin and, by mutual consent, that match may be played out of position. If the delayed player does not arrive within the mutually agreed grace period, that match must be forfeited.
 - b) If a player is late and **has not notified the club**, play must **NOT** begin. Captains should agree on a reasonable grace period after which all players move up and the 7th position will be forfeited.
18. If a team starts at other than the first hole and the match is tied at the end of 18 holes, play must continue from the hole at which play started and continue in order.

19. When a course has a hole closed, the seventeen open holes should be played in order, with the next hole repeated as the 18th hole. If sudden death is necessary, play should continue at the next hole. Do not repeat the hole that was played as the 18th.

Example: If the 9th hole is closed, play 1 through 8, 10 through 18 and repeat the 1st hole as the 18th. For sudden death, go to the 2nd hole, 3rd hole, etc., if necessary.

a) When using a shotgun start, repeat the starting hole as the 18th hole and continue to the next hole to start sudden death.

20. If possible, temporary greens should not be used. We recommend closing those hole(s) and repeating playable hole(s). If necessary to use temporary greens, players should putt out and post scores using "Women's Rating Adjustments from Unrated Tees" in USGA Handicap System Manual.

21. It is up to each club as to which set of tees is used (forward, short forward, etc.). The tees used must be consistent within a cup (for all matches) but not necessarily within a club (e.g. If your 1st team plays from the blue tees, they must do so for all home matches,. Your 2nd team may play from the white tees, but must also play from the whites for all home matches).

22. Visiting Captains and Home Team Captains should collect money from each player for Locker Room Attendant (if on duty) and Caddie Master or bag boys.

23. SHOTGUN START

a) May be used at option of the Host Club.

b) Retain team positions with #2 playing behind #1, etc., regardless of holes in use. A match may be played out of order by mutual consent.

c) May be used for Playoffs and Challenges if agreeable to the Host Club.

d) If sudden death is necessary, resume play at original starting hole unless course has a hole closed – see #17 above.

24. Due to the importance of team standings in cups, there must be a result for each individual match. Failure to complete a match, that match will be voided.

PROCEDURES FOR CADDIES AND CARTS

We have to realize that carts in the game of golf are here to stay, but we have no intention of having caddies no longer be a part of the game. To play golf with a caddie and to walk is still the best way and we hope that is the way golf in the Association will continue.

1. **PLAYERS MAY NOT CARRY THEIR OWN BAG, USE A PULL CART OR BRING THEIR OWN CADDIE. PENALTY - match is forfeited. **Exception: Only if a situation arises that will benefit pace of play, a player may carry her bag to her ball then return the bag to the cart or caddie.***
2. In all Team Matches, Tie Playoffs, Challenge Rounds and Super-Jumps, caddie assignments will be made by the Caddie Master of the Host Club. A player may **NOT** bring her own caddie to a Team Match. Relatives may **NOT** caddie for family members.
3. **THE PLAYER MAY CHOOSE WHETHER TO TAKE A CADDIE OR A CART. PROCEDURES REGARDING CADDIES AND CARTS AND CORRESPONDING FEES WILL BE IN ACCORDANCE WITH THE HOME CLUB'S EXISTING POLICY.**
4. It will be necessary for the person submitting the lineup to designate (by an "X") all those players who prefer to use a cart.

We suggest you check with the club regarding their cart and caddie fee policy. **CAPTAINS SHOULD BE SURE GOLF PROFESSIONAL AND CADDIE MASTER ARE AWARE OF AND FAMILIAR WITH THE ASSOCIATION'S PROCEDURES FOR CADDIES AND CARTS.**

5. The Visiting Captain should call the Pro Shop a few days in advance to make sure a cart will be available for each player needing one.
6. In case carts will not be allowed on the day of the match, (caddies only), the Home Captain must inform the Visiting Captain by the night before the match. If the Home Captain fails to do so, the Home Team must forfeit those matches involving carts. It is permissible to delay play up to one hour. However, in the event of inclement weather during the night before or the morning of the match, it's the responsibility of the Home Captain to determine the availability of carts. If carts are not allowed (caddies only), a Visiting Team should not plan on bringing players who require carts. If they do, the Visiting Team must forfeit those matches involving carts. It is permissible to delay play up to one hour.
7. If a Host Club is OPEN but has no caddies and carts are not allowed and the Away Club is not an option, the Home Team forfeits the match 3-4. It is permissible to delay play up to one hour.
8. **WE STRONGLY SUGGEST THAT A PLAYER WHO MUST USE A CART NOT PLAY ON DAYS WHEN THERE IS A POSSIBILITY THAT CARTS WILL NOT BE ALLOWED ON THE COURSE.**
9. To clubs with more than one team at home - be sure ALL Visiting Captains are notified if there is a problem.
10. Players may ride or walk ahead to check out a hole, as long as play is not unduly delayed.
11. **THE EXECUTIVE COMMITTEE WILL NOT SETTLE ANY DISCUSSION OR DISPUTE INVOLVING CARTS AND CADDIES OR ANY FINANCIAL ARRANGEMENTS THEREOF.**

INCLEMENT WEATHER PROCEDURES

(Your Golf Professional & Green Superintendent have been sent an explanation of our Inclement Weather Procedures - please be sure they have received it and are familiar with it.)

The Team Match Committee reserves the right to cancel any or all of the Team Match days if necessary and to modify any Team Match rules, regulations and policies if deemed necessary during the Team Match season. May also refer to the Inclement Weather Procedures.

1. Communicate with your Green Chairman and/or Green Superintendent. (Have their contact numbers.)

2. If course is closed or likely to be closed, the following options may be used in the order listed below:
 - a. Use available holes at home course (minimum of 6 different holes) totaling 18 holes.
 - b. It is permissible to delay play up to one hour.
 - c. Check availability of away course. Use away course with Home Team acting as Hostess responsible for lunch. (Minimum of 6 different holes, totaling 18).
3. If all of the above options fail, the Home Team shall forfeit 3 and 4.

IF APPLICABLE, INCLEMENT WEATHER PROCEDURES USED SHOULD BE EXPLAINED ON THE BACK OF THE RESULT SHEET.

COURSE CLOSED DURING PLAY

1. If a course is closed during play - all play is immediately suspended and all players should be notified **PROMPTLY**.
2. If matches are stopped due to thunder and lightning, a course being closed, greens under water or unsafe cart conditions, a one-hour maximum waiting period for the reopening of the course will be allowed. Captains must agree on the time play was halted, and therefore when the hour waiting period is up.
3. If play cannot resume, the matches shall be scored as they stand. If the match is even, it will be scored as a half. If some matches haven't started, they will be scored as a half.

IF APPLICABLE, INCLEMENT WEATHER PROCEDURES USED SHOULD BE EXPLAINED ON THE BACK OF THE RESULT SHEET.

.FROST DELAY: The starting time for play will be at the discretion of the Green Superintendent.

TEAM DEFAULT RULE

***Definitions**

"Default" - not playing by choice or intent.

"Team Match Default" – default during one team match season

"Annual Team Default" – 2 "Team Match Defaults" during one team match season or a team defaulting prior to the start of the season

"Forfeit"— inability to play with intent to play

1. **A TEAM MUST HAVE SEVEN PLAYERS ON THE TEE IN TWO MATCHES AND NO FEWER THAN FIVE ON THE TEE IN TWO MATCHES AND NO FEWER THAN FOUR ON THE TEE IN ONE MATCH.**
2. If a team has one "Team Match Default" during the season, that team is still eligible for the remaining matches. The team to whom they default will receive all 7 match points.
3. If that same team has a second "Team Match Default" they then have an "annual default" which excludes them from the remaining matches and all previous matches are voided.
4. If the same team exceeds 2 "Annual Defaults" within a 5 year period, that team will be dropped to last position of last cup available, otherwise to the waitlist.
5. The winner of the lower cup automatically moves to the next higher cup.
6. When there is an "Annual Default" in a cup, that cup will have 5 teams remaining. If one of the remaining teams is Super-Jumping out of that cup, they must have won all four matches and 24 out of a possible 28 individual matches.
7. ****If an "Annual Default" occurs, all teams move up a position in the cup (and all cups below the affected cup). Therefore, there will be no challenge round for the cups below and only the last place team in each cup would possibly be challenged in the Super Jump round.***
8. In all cups, in the case of a "Team Match Default," official notification to the Captain of the opposing team or the Team Chairman, AND to the Golf Office, will constitute proper notification. The team "defaulted to" must submit a lineup to the Golf Office.
9. In the event a team is short of players and a default (s) is claimed, the opposing player (s) must be on the tee to claim the default, except if notification of the default is made in advance. However, the opposing player(s) may not play on a succeeding team. Her name has to be listed on the result sheet to get the win for the defaulted match. If a home team player defaults, the Captain should make every effort to have someone from the club play with the visiting opponent.
10. Once a Team Captain notifies the other Team Captain she will be defaulting one or more matches, this decision is final.
11. If BOTH teams know in advance that they will BOTH be missing a player and the Captains notify each other to that effect, points will be awarded only for those matches that are actually played. (No points for defaulted matches in this situation.)
12. A team player may not drive a ball from the first tee with the intent of forfeiting and then forfeit in order to keep the rest of the team players in place.
13. Any team that cannot provide enough caddies and/or carts for its visitors shall forfeit those matches without caddies and/or carts.

REPORTING OF MATCHES BY HOME TEAM CAPTAIN

1. Team results must be recorded on sheets provided by the Office. These must be filled in completely with names of players as listed on the lineup sheets. Results must show exact result of each match and must be signed by both Team Captains.
2. Any match not played or completed must be so noted on the result sheet and noted in the comment section.
3. Results are to be reported on-line immediately following each match. * **ALL MATCH RESULTS MUST BE REPORTED BY 3:00 PM. CHECK THAT CLUB HAS SUCCESSFULLY SENT THE RESULTS ON-LINE TO wgagolf.org**
4. **ALL RESULTS ARE FINAL WHEN RECEIVED BY THE GOLF OFFICE.**
5. Standings will be available on the web site following each match and following the Super-Jump Rounds.

INSTRUCTIONS FOR PLAYOFF ROUNDS

**Teams have the option to defend their position in Challenge and Super Jump rounds. If they do not want to defend, they will automatically move down. It WILL NOT count as a team default as long as they notify the Golf Office by 5pm Tuesday, (last day of matches...)*

1. The winners of all cups shall challenge the last team in the cup above for its position. The first team on the waiting list shall challenge the team in last position in the last Cup for its position.
2. When a team scores 30 or more points and wins all 5 matches and has advanced to the Cup above by winning the Challenge Round, it is eligible for a Super-Jump. The team challenges the team in 5th position in the cup above. The Super-Jump win must be by a team margin of 5-2 or better.
3. A team may not SUPER JUMP into the Philadelphia Cup or Second Cup. Position in these cups is gained by winning the Challenge Rounds.
4. All Ties, Challenge Rounds and Super-Jumps shall be played off on dates and neutral courses as selected under the direction of the Team Match Committee.
5. Notification for Playoff Rounds.
 - a.) Ties for Philadelphia Cup only - Captains & Host Clubs notified by phone and email Tuesday evening May 9th.
 - b.) Challenge Rounds - Host Club Pro Shops notified by phone and email Tuesday evening May 9th. Designated club representative notified by e-mail Wednesday May 10th.
 - c.) Super Jumps - Captains and Host Clubs alerted by phone Tuesday evening May 9th, confirmed Friday afternoon, May 12th.
6. By mutual agreement of both teams and the neutral course, a shotgun start may be used in any playoff match.
7. *A team must have a minimum of 5 players on the tee for any playoff match.
8. In a Challenge Round, if a team has won 4 individual matches, it is not necessary for the remainder of the matches to have a decision.

9. Player eligibility for playoff matches:

The following criteria may assist you in determining eligibility for your players for playoffs. If you have eligibility questions prior to the playoffs, please contact the Golf Office.

- a. Any player who has played in at least one regular match is eligible to play in a playoff with her regular team or may play "up" as a substitute on a higher team provided she remains in team line-up order. For example, a player on a 2nd team may play "up" on her 1st team but she may not play "down" on her 3rd team.
- b. A player may only play on one team in the event that weather conditions necessitate Ties, Challenges or Super-Jump Rounds being played on more than one day.

**BEFORE LISTING YOUR PLAYERS FOR A PLAYOFF
PLEASE CHECK THE ABOVE CRITERIA CAREFULLY**

NOTE: It is suggested that both teams stay for lunch at the Host Club after the playoff. Please notify Host Club, in advance, of your intentions.

10. If applicable, if the losing team in the last cup wishes to again participate in Team Matches, it will be placed at the bottom of the waiting list upon receipt of a written request.

RESPONSIBILITIES: TEAM MATCH CAPTAIN

1. **Schedule Team Match Meeting AFTER** Association Clinic. Important to emphasize match play rules and make travel arrangements.
2. **Provide hostess for each home match.** (Host Club arranges for refreshments in the morning and is responsible for guests' lunches, even if "Home" match must be played "Away".)
3. **Consult Club Professional.**
 - a. Check match dates, number of players, availability of caddies, cart requests & readiness of 1st and 10th (if necessary) tees at 9:00 AM.
 - b. If using shotgun start, plan starting holes in advance.
 - c. Be sure they have received and are familiar with Inclement Weather Procedures.
4. **Consult Green Chairman and Golf Course Superintendent.** Special areas marked.
 - a. Be sure they have received and are familiar with Inclement Weather Procedures.
 - b. Ground under repair.
5. Water hazards: regular - yellow, lateral - red.
6. Drop areas identified.
7. **Local Rules - WRITTEN** and clarified: Summer Rules or Preferred Lies. (See explanation of "Preferred Lies" on page 128 of USGA Rule Book.) Include all available information on yardage markers.
8. **Check your club's scorecard** - be sure all the yardages are correct for the holes being played.

PROCEDURES FOR CAPTAINS

1. HOME CAPTAIN.

- a. Prepare result sheet - LIST NAMES AS ON TEAM LINEUP.
- b. Prepare two sets of scorecards, players' names listed #1 - #7 IN ORDER LISTED ON LINEUP SHEET.
- c. Prepare lineup list for Caddie Master.
- d. Go over special or local rules with Visiting Captain and players.
- e. Record results of matches on sheet.
- f. Post results on-line
- g. ***ALL RESULTS MUST BE REPORTED ON-LINE BY 3:00 PM.**

2. VISITING CAPTAIN.

- a. **Arrive with lineup list for Caddie Master.**
- b. Fill in names on prepared scorecards.
- c. Check on local or special rules and caddie fee with Home Captain.
- d. Collect money from players to tip Locker Room Attendant and bag carriers.
- e. Notify Home Captain if all of your players are not staying for lunch.

3. BOTH CAPTAINS.

- a. **HAVE PACKET OF TEAM MATCH MATERIALS AND RULES WITH YOU AT ALL MATCHES!**
- b. **CHECK ORDER OF LINEUPS. It is the responsibility of EACH CAPTAIN TO SEE THAT HER LINEUP IS IN PROPER ORDER.**
- c. Check result sheet and sign AFTER THE MATCHES ARE COMPLETED.
(Sample result sheet – showing how to fill out and record results – available for all Captains.)

BOTH CAPTAINS SHOULD VERIFY RESULTS REPORTED ON-LINE. If there is an error call the golf office immediately!

- d. If applicable, check if shotgun start was used, explain any matches not played or completed (forfeits, defaults, etc.), explain Inclement Weather procedures used.
- e. Copy results for future reference.
 - f. If Substitute Captain, be sure she has all materials and rules with her and is familiar with all procedures, etc.

RESPONSIBILITIES OF PLAYERS

1. Be sure name tag is on golf bag.
2. Count clubs in bag before and after play.
 1. Insure against loss.
 2. Penalty if over 14 clubs.
3. Host Player should introduce Visiting Player to caddie.
4. Identify golf ball you are playing on first tee (It is suggested that you put a marking on your ball).
5. Study and keep Rule Book in golf bag for quick reference.
6. If decision cannot be reached between two players, they should agree to later decision by Team Captains or Team Match Committee. (Claim of violation must be made before teeing off on next hole or if on the 18th, before leaving putting green.)
7. Report match results to Captain.
8. If problem with lost balls, etc., ask players behind you to play through.
9. If unable to stay for lunch, ask teammate to hostess your opponent. It is expected that the host player buys lunch for her opponent.

STANDINGS WILL BE ON OUR WEBSITE

PLAYOFF INFORMATION

1. ***Ties – In Philadelphia Cup ONLY:** Thursday, May 11 - Captains will be notified by **PHONE** Tuesday evening May 9 or Wednesday morning, May 10.
2. **Challenge Rounds** - Friday, May 12 - Host Club Pro Shops will be notified by **PHONE** Tuesday evening, May 9. Designated club representative will be notified by e-mail Wednesday morning May 10.
3. **Super-Jumps** - Tuesday, May 16 – Team Captains will be alerted by **PHONE** Tuesday evening, May 9 or Wednesday morning, May 10. Both teams and Host Club will be confirmed by **PHONE** Friday afternoon, May 12.
4. **PLEASE DO NOT CALL THE GOLF OFFICE FOR ANY OF THIS INFORMATION UNLESS IT HAS NOT BEEN RECEIVED BY THE DATES INDICATED ABOVE.**
5. **BOTH TEAMS SHOULD PLAN ON STAYING FOR LUNCH FOLLOWING A PLAYOFF ROUND AND SHOULD NOTIFY THE HOST CLUB OF THEIR INTENTIONS.**
6. Thank you notes to clubs hosting these playoffs would be appreciated.
7. The starting time for all playoffs is 9:00 AM. By mutual consent and if agreeable to the Host Club, the playoffs may begin earlier or later and may be a shotgun start. Honor on tee determined by toss of coin.
8. ****For playoff player eligibility, see www.wgapgolf.org, click on Team Matches Tab Match Information and Schedules.***

A PLAYER MAY ONLY PLAY ON ONE TEAM IN THE EVENT WEATHER CONDITIONS NECESSITATE TIES, CHALLENGES OR SUPER-JUMP MATCHES BEING PLAYED ON MORE THAN ONE DAY e.g. if a player is eligible to play on two different teams, she may not play for one team in a Challenge on one day and then play on the other team in a postponed Challenge on a succeeding day. However, she may play (if eligible) for one team in a Challenge on one day and for the other team in a Super-Jump on another day.

WITHDRAWING TEAMS

1. The position of a withdrawing team should be filled by moving up all teams in the order of last year's final standings.
2. In the event of a Super-Jump, the 5th place team displaced moves up ahead of the 6th place team displaced.
3. A vacancy in the last Cup will be filled by the first team on the waiting list.
4. Upon receipt of a written request, the team that loses the Challenge Round for position in the last cup shall be placed at the bottom of the Waiting List, if they wish to reapply for Team Matches

WAITING LIST

1. The waiting list is in order of application.
2. Any team on the waiting list, unable to move to a vacancy, will be dropped and must reapply in writing, taking its position at the bottom of the waiting list.
3. Teams on the waiting list are required to supply a list of substitutes in addition to a team list. The number of substitutes necessary is dependent on the number of teams from that particular club:

1 team - 4 substitutes
2 teams - 6 substitutes

3 teams - 8 substitutes
4 teams - 10 substitutes
5 teams – 12 substitutes

The first three teams on the waiting list must present a lineup by the regular deadline. Any such team unable to present a lineup or to field a team will be dropped from the waiting list. A team shall not lose its place on the waiting list if unable to present a lineup requested after the deadline for team match eligibility.

2017 INTER-CLUB TEAM MATCHES

Check here if shot gun start was used

CUP			DATE		
HOME TEAM			VISITING TEAM		
USE <u>BLACK INK</u> - PRINT ALL NAMES					
	Result	Name		Name	Result
1			1		
2			2		
3			3		
4			4		
5			5		
6			6		
7			7		
Home Team Captain Signature				Visiting Team Captain Signature	
Name of Winning Team & Team Score					

ALL CAPTAINS – PLEASE POST RESULTS ON-LINE

ALL RESULTS MUST BE POSTED BY 3:00 PM

THE RESULTS ARE OFFICIAL IF NO APPEALS ARE RECEIVED BY THE GOLF OFFICE WITHIN 24 HOURS

Phone – 610-337-9427

Fax – 610-992-1897

E-MAIL - wgap@wgapgolf.org