Western Team Matches Rules/Regulations

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WGAP Contact Information

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PRE-TEAM MATCH SEASON

PLAYER ELIGIBILITY FOR TEAM MATCHES

1. Player joins WGAP by team match deadline.
2. Player's handicap index is 40.4 or less.
3. Player has posted 8 rounds or more in the previous golf season. Otherwise, the player must apply for a courtesy handicap by the posted deadline and be approved.
4. If a player is required to drive a cart, she must meet the cart driving requirements of the Host Club.

RESPONSIBILITIES OF TEAM MATCH CAPTAINS

1. Attend WGAP Western Division Team Match Captain Meeting(s) – pre- and post-season.
2. Schedule your club's team match meeting before the start of the season.
    A. Emphasize match play rules.
    B. Review Responsibilities of Players.
3. Check website under "Membership" tab to ensure all players have joined WGAP by Team Match deadline.
4. Follow up with players who have less than 8 rounds posted to apply for a courtesy handicap (if applicable). Consult website for guidelines and deadlines. Recommendation – Refer to round report sent by WGAP in September. Contact players in early October to ensure players have posted necessary number of rounds for the following season.
5. Inform Club Professional.
    A. Inform pro early in season that you will need 3-4 tee times for the matches. Check on best days to host home matches. Create schedule and communicate with WGAP and opposing team on date and start time. Set aside one date/times for a rain date to be used for the first match to be cancelled. Date should be the week following the last match.
    B. Ensure Club Professional and Caddie Master are aware of WGAP Cart and Caddie Procedures.
    C. Plan tee times or starting holes (shotgun start) in advance. Starting time should be between 12:30-1pm.
    D. Give WGAP Inclement Weather Procedures, including Rain Date information, to Club Professional.
    E. Ensure local Club rules are written and clarified.
    F. Determine which set of tees will be used for matches. The tees used must be consistent for all Home matches.
    G. Do not use temporary greens. It is recommended those hole(s) be closed and playable hole(s) repeated.
5. Work with food and beverage to plan appropriate meals for each match. Suggestions would be box lunches,

limited dinner menu for quick service, etc.

TEAM MATCH SEASON

BEFORE THE DAY OF THE MATCH

RESPONSIBILITIES OF HOME TEAM MATCH CAPTAINS

1. Contact the Visiting Captain.
    A. Confirm date of match during assigned week. Discuss rain date.
    B. Discuss any pertinent course information (e.g., caddie/cart policies, caddie fees, travel issues).
    C. Notify of any unexpected course/caddie/cart changes for that day when known.
    D. Discuss any restrictions on cart usage and/or medical certificates needed.
    E. Confirm starting times for matches and number of players (at least the day before).
2. Confirm lunch/dinner arrangements at club (number of box lunches – if applicable, and number of players staying for dinner).

THE DAY OF THE MATCH

RESPONSIBILITIES FOR CAPTAINS

Home Captain

1. Notify Visiting Captain of any unexpected course/caddie/cart changes for that day as soon as known.
2. Prepare WGAP results sheet – list names in same order as **permanent** team line-up (provided by WGAP).
3. Prepare line-up list for Pro Shop Staff and/or Caddie Master.
4. Have scorecards available for players.
5. Record results of matches on scoresheet. Indicate any matches not played or not completed (forfeits, defaults, etc). Make copy for Visiting Captain.
6. Email results to Laura by the end of the day (laura@wgapgolf.org).

Visiting Captain

1. Email the line-up to the home captain as soon as it is confirmed (ideally a day in advance). Line-ups must be in handicap order (based on the list provided by WGAP).
2. Check on special or local rules with Home Captain.
3. Notify home captain requests for box lunches and number of players staying for dinner.

Both Captains

1. As soon as it is known, captains should inform one another if they do not have enough players to field a full team. Once the notification is given, that team can NOT find another player to fill the spot.
2. Have access to Team Match materials and rules for all matches.
3. Be sure Substitute Captain has all materials and rules and is familiar with all procedures, etc.
4. Check order of line-ups. It is the responsibility of each Captain to see that her line-up is in proper order.
5. Remind players to tip locker room attendants, bag boys, caddie master, etc. (if applicable).
6. Check scoresheet and sign after the matches are completed.
7. Results and standings will be on the WGAP website following each match.
8. If club offers 4th tee time, each club may bring two additional team players for "practice match" to encourage and support team play.

RULES OF PLAY

USGA RULES OF GOLF

1. **USGA Rules of Golf**. All Team Matches shall be played under the USGA Rules of Golf. Players may not waive the Rules of Golf by mutual consent. Penalty for both players is disqualification.
2. **Golf Professionals**. Golf professionals may be involved in interpreting USGA Rules of Golf.
3. **Distance-measuring device**. A Player or Caddie may use a USGA approved legal distance-measuring device in Team Matches unless a local rule at the Host Club prohibits the use of such a device. Per USGA Rule 4.3, the penalty for using an illegal device or using a device where or when prohibited is disqualification. The Team Match Committee will not settle any personal disputes involving distance-measuring devices.
4. **Cell phones**. All players are advised that the use of cell phones for emergency phone calls/texts/messaging on the course is permitted if it is done so within the confines of USGA Rule 4.3 and if the Host Club 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 her fellow competitors or opponent to their detriment, there could be a penalty/disqualification for undue delay (USGA Rule 5.6) based on a player's actions.

RESPONSIBILITES OF PLAYERS

1. Golf bag should have name tag.
2. There should be a maximum of 14 Clubs in a player's golf bag and should be counted before and after play.
3. Golf balls should be marked and identified on the first tee.
4. USGA rule book or USGA Rules App on phone should be available for quick reference.
5. If a player is running late for a match, she must notify her Captain.
6. If players cannot agree on a ruling, a later decision should be made by the team Captains or Team Match Committee. (A claim of violation must be made before teeing off the next hole or if on 18th green, before finalizing match results).
7. If there is a problem, such as a lost ball, matches following your match should be allowed to play through.
8. Match results should be reported to player's Captain.
9. Make sure to post your score by the end of the day.

INCLEMENT WEATHER POLICY

Host course will make the decision to postpone the match to the rain date (or cancel if the rain date has already been used) if the forecast calls for heavy rain, making the course unplayable. The decision should be communicated to the away captain as soon as possible the day of the match.

Course Closed After Play Has Already Started

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 maximum waiting period of 60 minutes for the reopening of the course will be allowed (e.g., one delay of 60 minutes or three delays of 20 minutes each). Captains must agree on the time play was halted and, therefore, when the 60-minute waiting period is up. If play was delayed before the matches started, that time delay should be included in the 60-minute total (e.g., starting time delayed 30 minutes, then there is only 30 minutes left for delays during play).
3. All players competing in a Team Match must complete seven holes for the matches to count. If all players do not complete at least seven holes, the matches will be halved and the end result is a tie. If play cannot resume, and all players have played at least seven holes, the matches shall be scored as they stand.

GENERAL INFORMATION

Format:

- Gross Divisions - Matches are played as four-ball matches. Two players represent their club and play a better ball of partners match against two players from the opposing club. Matches are played without handicaps, however teams must stay in the order set by WGAP based on players' handicap indexes.
- Net Divisions - Matches are played as four-ball matches. Two players represent their club and play a better ball of partners match against two players from the opposing club. Matches are played with handicaps, based on the player's low handicap index over the past year, as listed on the roster by WGAP. Players get 85% of their course handicap for matches based on the index set by WGAP at the start of the season. Teams must stay in the order set by WGAP based on players' handicap indexes.

Honor: The away team has the honor on the first hole. For subsequent holes, honor is determined by the results of the previous hole.

Scoring: Each match is worth 3 points. One point for winning the front nine, one point for winning the back nine, and one point for the overall match. A side will receive 1/2 point for tying any of these sections. A side receives 0 points for losing any of these sections.

Scoresheets: Use the WGAP scoresheet given to you. Each captain should fill in the names and scores of the matches and confirm with the other captain that they agree on the scores before they leave the course. The home team captain or golf professional can oversee emailing the scoresheet to WGAP.

Incomplete Line-ups: If a team cannot field a player, the last match will only have one player representing the side. If a team cannot field two players, the last match will be forfeited.

Late Player(s): All matches will begin on time. If a single player is running late, she can join the match upon getting to the club. Her partner will represent the side until she arrives. When getting out on the course, she may begin play of a hole if NO player has started play of that hole. If they have, she must wait until the next hole to start competing. However, she may begin helping her partner with advice while she waits to begin play. If a side (pair) is running late, the pair will lose any hole completed by the other side (pair). They may begin play of a hole if NO player has started play of that hole.

Carts: Players will pay for their own cart fees. If your club has specific rules about paying, (credit card only, no charge backs, etc.) please communicate that to the other captain. Also, communicate the cart fee so the other team is prepared.

Meal: Every player will pay for her own meals at the clubs during the matches. Talk to the other captain and decide whether lunch before or dinner after is a better option for both teams.

Post-Season:

- Gross Divisions (only) – All division winners will be eligible to compete for the overall championship. With three divisions, the two division winners with the lowest point totals will play a semifinal match at a neutral site in the week following the regular season. The winner of that match will then face the division winner with the highest point total in the championship match. The championship will be held at a neutral site two weeks after the final regular season match.
    - Player Eligibility – Any player who has played at least one match during the regular season is eligible to play in the post-season. Any player who has not played in a match this season AND who has not been skipped over in the line-up is eligible to play in playoffs, provided she remains in team line-up order.