

**EASTERN VALLEY TEAM PLAY
STANDING RULES
REVISED NOVEMBER 15, 2019**

- Rules of Golf**
1. Team play shall conform to the rules specified by USGA Rule 30-3 and shall be Four-Ball Match Play.
 2. If a team member is late for her match, she may join her partner between holes, but not during the play of a hole.
- Committee**
- The Committee shall act per USGA Rule 34 and shall be the voting board of directors as set forth in the Bylaws. In case of a tie, the Coordinator shall be the tie breaking vote. In absence of the Coordinator, the Co-Coordinator will break the tie.
- Coordinator**
- The Coordinator shall be responsible for setting up the schedule and pairings. **When there is an even number of teams in the league,** no team shall play another team on the other team's home course more than once per season.
- Teams**
1. Each team shall be composed of a Team Captain, Co-Captain, and the six (6) lowest handicap players eligible and available to play. The captain and co-captain or both may choose not to play if their handicaps are not the low eight (8) eligible and available. In that event, their replacement(s) will be the seventh (7th) and/or eighth (8th) lowest handicap(s) eligible and available.
 2. To be eligible for team play, a player must be a member of her teams' ladies club and participate regularly in that ladies club's play days.
 3. Team members shall be ranked by ascending handicap indexes. Partners shall be paired starting with the lowest handicap index paired with the next lowest, etc. **Starting January 1, 2020 ,with the World Golf Handicapping system coming into effect, the handicaps will be frozen on the Wednesday prior to the league play. It is imperative that the captains record or print out the handicaps for all eligible players as the handicaps will change daily and if substitutions need to be made, they should be made using the Wednesday indexes.**
 4. If a team shows up with between 4 and 7 players, each station must have 1 player per station. No station may be left empty. If a team cannot get at least 4 players, the team may forfeit unless they meet the conditions under rule 5 below
 5. **If a team has less than 3 players at the start of the match, the team will forfeit the match if 4 or more players cannot get to the 5th tee box by the**

time their opposition has completed 4 holes. If the team is able to arrive before that time, the points for the holes played will be awarded to the team who played them and then the match will continue from that point on. (this addendum has been added in case of traffic issues of car trouble where a team is late arriving but has called the course and indicated they are on their way).

Scoring

1. The maximum player handicap is twenty-five (25). If a player has a handicap greater than 25, she must play to a 25.
 2. Each four-ball match will play for a total of eighteen (18) points Gross/Net. Winning partners will receive one (1) point per hole Gross and one (1) for Net. Ties will receive one half (1/2) point each per hole Gross and Net.
 3. The lowest handicap in each match will play from scratch. The other 3 players in each match will determine their stroke advantage by subtracting the scratch player's handicap from their own.
 4. If a side has only one player instead of two, that one player shall play against the opponent's two players and points shall be awarded as if it were a regular four-ball match.
 5. A forfeiting team receives no (zero) points for that match and the team having at least four (4) players present for the match shall receive forty (40) points Gross and forty (40) points Net.
 6. All matches have Gross and Net divisions.
 7. In the event of any question or protest, take your protest to your respective Captains for resolution.
 8. If play is called because of weather after the matches have commenced and cannot be resumed or rescheduled, no points will be awarded to any teams. If play is called before the matches have commenced, the matches will be rescheduled if possible.
 8. When there is an even number of teams in the league: (host is playing)
 - If play starts and must be stopped for any reason (weather, other circumstances), the teams shall count the holes played and the points awarded and split the points for the remaining holes.
 - If play never starts because of unforeseen circumstances (weather, etc), all efforts should be made to reschedule the event to another date. If this is not possible, then no points shall be awarded for the match.
- When there is an uneven number of teams in the league: (host is not playing)

- If play starts and must be stopped for any reason (weather, other circumstances), the teams shall count the holes played and the points awarded and split the points for the remaining holes.
- If play never starts because of unforeseen circumstances, (weather, etc), all efforts should be made to reschedule the event to another date, if this is not possible, then each team will be awarded 36 points net and 36 points gross.

Note: Where possible, the decision to stop play, because it is deemed undesirable or dangerous, should be made by the host committee (if they are not playing) or by course management.

Pace of Play

1. A player should pick up her ball when out of contention. She should take what she thinks she would have made on the hole for posting purposes.
2. The host committee or course marshals can instruct any group who is out of position by one hole or more to discontinue play on that hole and move back into position. Points for any unfinished holes shall be halved.
Suggestion is for one warning for those behind to catch up and if they do not, on the second warning they will be asked to pick up and move to the next hole, splitting the points for the hole they were asked to pick up on.

Miscellaneous

1. All team members must use golf carts designated by the host course.
2. USGA approved distance measuring devices are permitted.

Team Champions

The team with the highest number of Gross Points at the end of the season shall be the Gross Champions. No one team can win both overall gross and overall net. The team with the highest number of Net points from the remaining teams shall be the Net Champion.

In the event of a tie for total points, either Gross or Net, the winner will be the team who won the season match (gross or net) between those teams.