

2017 Captains' Team Match Manual



Revised June 2017

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Women's Team Matches are governed by South Jersey Golf Association (SJGA) Rules, where applicable.

Visit the **SJGA** website at www.sjgolf.org for Results

2017 Schedule of Matches

Match # 1: Wednesday, July 19th

Match # 2: Tuesday, July 25th

Match # 3: Thursday, August, 3rd

Rain Date: Tuesday, August 8th

Challenge Round: Friday, August 18th

Double Jump: Monday, August 21st

Ritter Cup: Tuesday, September 26th

Team Match Committee Members

Kathy Callender: TM Chairperson / Ritter Cup

Katcal120@aol.com

Lori Fritsch: Secretary and Challenge Rounds

Fetch4523@gmail.com

Debbie Beck: Rosters and Scoring

debbiebeck@verizon.net

Barb Petuskey: Awards Coordinator

mpetuskey@comcast.net

Responsibilities of the Captain:

- A.** Verify with the appropriate club official the availability of her course for matches, rain dates, and challenge round within one month of receiving notice of the dates.

- B.** Inform her club of the home match schedule immediately following publication. Verify that tee times are reserved for all home matches.

- C.** Attend the captains' summer meeting, or find a suitable substitute (a co-captain or a teammate) to represent her team at the meeting.

- D.** File the Team Roster listing all eligible players in USGA index order. Procedure for filing and the handicap index deadline will be explained at the summer captains' meeting. The team captain must be on the team roster, although not required to play in matches. [Please Note:](#)

While you must list all players you might use for Match Play by the handicap index deadline, you do have the right to have listed player(s), who might be filling in at the last minute, pay their SJGA membership(s) on the day that match is held. The team captain, using these subs, must have a completed application and a \$20.00 check/money order for each player subbing. She is to hand over the aps and money to the opposing captain as well as an envelope (with postage) addressed to:

SJGA

Attn: Jeanne Leisner

PO Box 884 North Cape May, N.J. 08204

It is the responsibility of the opposing captain to mail this envelope.

- E. Verify the eligibility of her players (see Eligibility of Players section)
- F. Review for accuracy the list of all team players in their USGA index order as listed on the Team Rosters on SJGA website.
- G. Check the playing order of her team as well as that of her opponents against the posted Team Roster.

Penalty: Disqualification of all players playing out of order.

Captains must make a claim within two days of the match.

- H. Verify that each player is a SJGA member prior to play.
- I. The home team captain should contact the visiting team captain at least two days prior to the match to confirm starting time, whether play will be by tee times or shotgun, explain the method of payment for cart fees (in cases where cash and credit cards are not both acceptable forms of payment), and any other matters pertinent to the match.

J. Captains will bring three copies of their line-up to each match one for the opposing captain, one for the pro shop, and one for the bag handler. Captains will fill out score cards for both teams. The score cards for the home team will list the home team player first; the score cards for the visiting team will list the visiting player first. Cards must be made up to score both the individual match and the better ball of partners match.

K. NOTE: Insure that all match scores are posted as T-scores (tournament scores) on the day of the match. It is recommended that the captain or her designee post the match scores.

- L. After the third match, notify those players who are eligible for the Ritter Cup Invitational

- M.** All Local Rules appearing in Appendix I of this Handbook will be in effect for all matches. The home team captain shall provide the visiting team written notice of any additional local rules unless they are written on the score card. These local rules must be consistent with the USGA Specimen Local Rules that are found in Appendix 1, Part B of the USGA Rules of Golf.
- N.** All home team captains shall immediately fax their score sheets, signed by both captains, to Debbie Beck, [fax number 856-340-4297](tel:856-340-4297). **Team Match Results can be sent by shooting a photo of the scoresheet and texting it to her by cell phone.**
- O.** Keep all score cards for reference regarding future claims.
- P.** The home team provides lunch regardless of where the match is played. **Note:** The home team is established when the permanent schedule is posted on the sjgolf.org website. **It is always the 2nd team listed. Example: Greate Bay II at CMN means CMN is the home team**
- Q.** The Captain will be notified if her course is being used for a challenge round match. The Captain should arrange to have someone greet the two teams and explain any local rules or other information specific to her course.

Eligibility of Players:

- A.** Players must be 18 years of age or older.
- B.** All players must have a current South Jersey Golf Association Membership and an official USGA index. Captains should verify membership before play.

Penalty: If a player is determined not to be a SJGA member after the match, then the player is disqualified and all following matches played that day are forfeited. **Captains must make a claim within two days of the match.**

C. Players must have a golf membership in their respective club or in the association of a member club by July 1st of the current year. **Penalty:** The player is disqualified and all following matches played that day are forfeited. **Captains must make a claim within two days of the match.**

D. A player's name should appear on only one Team Roster. There is a penalty if she competes for different clubs in the same season. **Penalty:** The player is disqualified and all following matches played that day are forfeited. **Captains must make a claim within two days of the match.**

E. There are three rounds of matches. A player may only compete in one match per round.

F. Team members must play in the order in which their names appear on the Team Roster. **No player may be added to this list after the submission deadline. Penalty: For playing out of order, disqualification of all players playing out of order. For an ineligible player, the player is disqualified and all following matches played that day are forfeited.** **Captains must make a claim within two days of the match.**

G .For any given match, the first six players on the Team Roster who are available to play will comprise the team. For clubs with multiple teams, the next six available players will comprise the second team, etc.

- H. It is strongly recommended that clubs with one team have a roster of no fewer than ten names. New teams must submit a roster of 10 players before admission to team match cups.
- I. A player must have ten scores posted between August 1st of the previous year and July 31st of the current year. Captains may petition the Committee for relief from this requirement for medical reasons. A written request including documentation must be received by the Chairperson prior to August 1 for consideration by the Committee.
Penalty: The player is disqualified and all following matches played that day are forfeited. **Captains must make a claim within two days of the match.**
- J. If a player maintains a USGA handicap index at more than one club, and clubs do not use a networked computation service, all acceptable scores must be posted at all clubs. If a player has different USGA handicap indexes at different clubs, her lowest USGA handicap index must be used when submitting the Team Roster. If it is inconvenient to post at all clubs a player may designate one club to post her scores, but she must delete her name from any other handicap service and all scores must be posted regardless of where they are played. Only rounds played at the designated course are to be posted as “home” scores.
- K. All players must ensure that the scores from their matches are posted, provided at least 13 holes were played. (See Appendix II, Posting Match Scores and Responsibilities of the Captain, I.)
Failure to post scores means disqualification from Ritter Cup.
- L. Players are not eligible if their handicap index is higher than 36.

Format of Play

- A. All matches will be played under USGA Rules. Players may not waive the Rules of Golf by mutual consent. **Penalty:** Disqualification of both players involved.
- B. All matches will be played on the scheduled dates (see Adverse Weather Conditions).
- C. Matches are played in groups of four players.
- D. Carts are mandatory and team members will ride together.
Exception: Player hires a caddie to carry her bag at a course that provides caddies. **Players may not bring their own caddies to a match.**
Please note: Walking the course would be at the discretion of the host club. Walkers would still have to pay the required cart fee that is part of the SJGA Rules. Both Captains have to agree regarding walking the course.
- E. Play starts promptly at 9 AM (unless both captains agree upon another time). When two or more teams are scheduled at home, the home captain should notify the visiting captain if the second team will be teeing off at a time other than 9 AM.
- F. All matches must start on time. All team members should be present before play begins. If a player is late, there is a five minute grace period. If the player arrives at her starting point, ready to play within five minutes after her starting time, the penalty for failure to start on time is loss of the first hole. (Note to Rule 6-3b). If she does not arrive by that time, all affected players must move up one position and the #6 match is forfeited. **If the delayed player has notified her captain that she will be arriving late**, then (1) if she arrives within the five minute grace period she loses the first hole, (2) if she arrives 5 or more minutes late she will forfeit her individual match and compete only in the better ball match.
- G. Shotgun starts are permitted and encouraged

H. If a club has two sets of forward tees, the home captain may select which set to use. The tees chosen must be consistent within a cup (for all matches), but not necessarily within a club. In other words, the second team may choose to play **all** its home matches from a different set of tees than the first team. **Yardage on scorecard can't exceed more than 5700 yards.**

I. The visiting team players have honors on the first tee.

J. Competition will be match play between individual opponents and a team competition of better ball of partners within the group of four players.

K. Any player out of the hole (both better ball and individual match) should pick up to speed up play and record her most likely score, preceded by an "X."

L. A player's putt (or hole) that is conceded counts for both the individual match and the better ball match **unless specified immediately** that the concession is only for the individual match. Concession of a stroke, hole or match may not be declined or withdrawn.

M. A player must be present to win a point. If she has no opponent, she must play at least 10 holes to receive a point for the individual match.

1. In the case where Team A has six players and Team B has five, the #5 players will compete for the individual point, and the #5 and #6 players from Team A will compete against the #5 player of Team B for the team point. The #6 player from A has won her individual match by default if she plays at least 10 holes.

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2. In the case where one team has only four players and the other team has five, it would be a courtesy to so inform the captain that has five to invite one extra player so that the fifth player will not have to play alone. That fifth player will win her individual match and the team point if she fulfills the requirement to play at least 10 holes.
- N. A tie at the end of 18 holes, whether for an individual match or a team point, must be broken by a sudden death playoff. The layoff should begin on the hole where the match started. If that is not possible, begin the playoff at the first available hole. Play is continuous. **It is a forfeit if a player is unwilling to continue lay in ties.**
- O. During a bye week, the first six players on the roster are considered to be the first team, the next six layers are considered the second team. If the first team has a bye, any player from seven on down is eligible to play on the second team. If the third team is laying and the second team (or first and second) has a bye, then the only players not eligible to play the match for the third team are players #1 - 12.

Team Match Default Rule

- A. A team must field at least **one player** per match to avoid a team default. If a team has more than one team and is short players, the upper cup team must field six players, with a resultant shortage in the lower cup.
- B. If a team defaults two matches in the same season, it will be removed. To be reinstated, it must submit a written application to the Team Match Committee. Upon receipt of said application, the team will be laced at the bottom of the waiting list.

- C. The team defaulted to will receive 9 points for the win.
- D. A match won by default counts as a match won.
- E. A team that defaults a match cannot win the cup.
- F. The team that wins by default is still eligible to win the cup.

G. Status of any cup other than the last cup that has fewer than four teams: In the event that a team withdraws from the league after all home and away schedules have been set and confirmed, leaving a cup other than the last cup with only three teams, then for scoring purposes that absent team will remain on the schedule. All matches against that team will be declared forfeits. That team will be listed in fourth place at the end of the season, and the first place team one cup below will win its challenge match by forfeit.

Scoring:

- A. Individual matches count as one point each.
- B. Better ball matches count as one point each.
- C. A total of nine points are being contested, per Team Match, when each team has six players.
- D. No points are earned for a match not played. For example, if each team had the minimum of four players present, the total number of points being contested would be six. Thus, it is possible for a match to end in a tie.

E. The team that wins the match receives one point in the win column. In the case of a tie, each team receives half a point. The team with the greatest number of total points from wins and ties (maximum points for an undefeated team would be three) wins the cup and moves on to the Challenge Round.

F. In the event of a tie, we will use the following tiebreaking procedures:

1. The team with the greatest number of Team Match points (maximum of nine points per match) will win the cup.

2. If a tie remains after tallying the Team Match points, the team with the greatest number of points won in each individual match will win the cup.

Example:

Team A and Team B both have 2 & 1 records for wins.

Team A and Team B both have 22 individual match points.

Team A's players won by 9&0, 5&2, 3&2. Team B's players won by 4&3, 2&1, 5&4.

Team A has 17 points; Team B has 11 points = Team A wins.

Challenge Round:

A. The winner of each cup **must** challenge the last place team in the cup above for its position. Team captains will be contacted regarding course assignment.

Note: If the team wins the cup in two consecutive years and fails to challenge both years, that team will be dropped one cup down and listed in fourth place in that lower cup.

B. Challenge Round matches will be played from the tees selected by the Team Match Committee.

C. Matches will be played on a neutral course, except double jump matches (see H. below). A neutral course is defined as one that is neither the home team's course nor the visitor's.

D. Number of players required for a challenge match:

1. The challenging team must field a minimum of four players for any playoff match. It may not challenge with fewer than four players.
2. The team being challenged must field a minimum of three players for any playoff match. If this minimum is not met, the team will forfeit the match.

E. The Home Team shall be the team in the higher Cup. **The visitors have honors on the first tee.** The home team captain calls in and faxes the results (see I. below).

F. Challenge Round Eligibility of Players:

1. The first six players listed on the Team Roster make up the First Team. They must have played in at least one match in order to be eligible for the Challenge Round. Any player listed below the first six is defined as a substitute for the First Team and is eligible to play on the First Team in a challenge match.

2. For multi - club teams, players listed #1 – 12 on the Team Roster make up the Second team. They must have played at least one match on the Second Team in order to be eligible for a challenge round match on the Second Team. Any player listed below the first 12 on the Team Roster is defined as a substitute for the First Team or the Second Team and is eligible to play on either team (but not both) in a challenge match. If a club fields a third team the same order and rules for eligibility apply. Players must move up in roster order.

3. For multi-team clubs, if a player was moved to a higher Cup team and did not play in at least one match with a team in the lower Cup, she shall not be eligible to play in any Challenge Round match with that lower Cup team.

4. A player who is eligible to play on more than one team may not play on both teams in the challenge round. However, she may play for one team in the challenge round and the other in a double-jump match.

G. In the event a course is closed on the day of the challenge match, either captain must call the Chairman who will attempt to schedule the match at another course on the same day.

H. It is suggested that both teams eat lunch at the host club. Each player is responsible for paying for her own lunch.

I. Double-Jump Challenge:

When a team scores 23 of 27 points during the three matches and has advanced to the Cup above by winning the Challenge Round (challenge match must be played, unless the team challenged has defaulted), it is eligible for the Double-Jump Challenge. This team challenges the team in third position in the Cup above.

The jump win must be by a team margin of 7 out of 9. If that is the case then the third place team that lost the challenge will move down one cup.

A team may not double jump into the South Jersey Cup (Cup I).

Double jump matches will be played on the home course of the team receiving the challenge.

J. On the day of the Challenge Round, results are to be called in to **Lori Fritsch at 856-803-7765**. Results must also be faxed to **Debbie Beck, 856-340-4297**.

Claims:

A. A player must notify her opponent (1) that she is making a claim, (2) of the facts of the situation and (3) that she wants a ruling. **The claim must be made before any player plays from the next teeing ground.** **Use Course Etiquette: Announce score when approaching green**

B. A later claim may not be considered unless it is based on facts previously unknown to the player making the claim and she was given wrong information.

C. All protests must be phoned in by the captain to the chairperson, **Kathy Callender, 609-442-0964** that same day, followed up with a written copy e-mailed to **katcal120@aol.com**. **NOTE: Be sure to include telephone numbers where claimant can be reached as well as legible e-mail address.**

Adverse Weather Conditions:

A. Matches will be played as scheduled, rain or shine, unless the course is declared unplayable by the club professional or club

official or motorized carts are not allowed, call the visiting captain immediately. If the visiting team's course is open and available, the match will be played there. The visitors must allow the now-traveling home team sufficient travel time plus 15 minutes to warm up. The home team is responsible for providing lunch. When captains cannot make a match on the scheduled date:

- Play on the selected date
- Move to the opposing club
- Find a date that works for both captains
- **Play on Rain Date**

- B.** If the home team is unwilling to travel to the visitor's course it will default the match, 9-0.
- C.** If play is temporarily suspended (e.g., lightning), it is permissible to delay play up to one hour. Play may be delayed longer only by mutual consent of both captains.
- D.** Rain date: If both courses are closed due to adverse weather conditions, the match will be played on the rain date
- E.** If the course is closed after play has started, all scores shall stand as official only if nine or more holes have been played. If less than nine holes the match will be replayed on the rain date.
- F.** In order to play eighteen holes, a minimum of nine holes on the course must be playable for all groups. In that case, you would play the nine available holes two times.

Withdrawal of Team:

- A.** In the event that a team withdraws, the following order will be followed with regard to the order in which teams will move up:

1. In the case where a team from a higher cup has won its challenge match and advanced to a higher cup, the first team on a lower cup to move up will be the loser of the Double Jump match (if there is one) followed by the team that finished the season in second place. The next team to move up will be the team that lost its challenge match and was dropped into the lower cup.

2. In the case where a team from a lower cup finishes in first place and loses its challenge match, that team will remain in first place and be the first team to move up. The second team to move up will be the loser of a double-jump match (if there is one), followed by the team that finished the season in second place.

B. A vacancy in the last Cup will be filled by the first team on the waiting list.

C. In the event that the lowest Cup has three teams, each team will play two matches and have one bye. If it has two teams, the teams will play two matches, home and away, and have one bye.

Waiting List:

A. The waiting list is in order of applications received.

B. Teams on the waiting list submit a written list of at least 10 players.

C. New teams will be put in the lowest cup.

D. The first team on the waiting list will challenge the last team in the lowest Cup during the Challenge Round.

E. The team that loses the Challenge Round shall be placed at the bottom of the waiting list.

F. Any team on the waiting list that is unable to move into a vacancy will take its position at the bottom of the waiting list.

Ritter Cup Invitational:

Applications for the Ritter Cup Invitational are on the SJGA website. You only need 3 matches to qualify for the Ritter Cup, even if you play more than 3 matches.

A. The Ritter Cup will be played in September (See Schedule on page 2. The venue TBA. All eligible players will be invited to compete in a one day, 18-hole stroke play tournament. Each player will receive her full course handicap. In the event of a tie, there will be a three-hole playoff followed by sudden death immediately following the completion of all rounds. The winner will receive a trophy.

B. To be eligible, a player must have competed in and won all three matches. Players are still eligible if one of the three matches was won by default. If the lowest Cup does not have four teams, players must have played and won both matches.

C. To be eligible, all players must post the scores from their matches on the correct dates as T-scores (tournament scores), provided at least 13 holes were played (see Appendix II, Posting Match Scores). **All scores must be posted prior to registering for the tournament.**

Decisions:

The Team Match Committee shall make all decisions not clearly defined in these rules or where an exception ruling is required.

Appendix I, Frequently Referenced Local Rules:

The women's team matches will follow SJGA rules and permit the use of Distance Measuring Devices in team matches.

Part A. Local Rules for Interclub Team Match Play

In the interest of uniformity, the following local rules will be used in all interclub match play.

Rule 2, "Preferred Lies," is optional. All others are mandatory. For a more detailed description of each rule, see Appendix I, Part B, "Specimen Local Rules" in the USGA rulebook.

1. Relief for Embedded Ball:

Through the green, a ball that is embedded in its own pitch-mark in the ground, other than sand, may be lifted without penalty, cleaned and dropped as near as possible to where it lay but not nearer the hole. ("Through the green" is the whole area of the course except the teeing ground and putting green of the hole being played and all hazards on the course.)

2. Preferred Lies:

It is at the discretion of the home team captain whether to allow "winter rules," also known as "preferred lies." In the event that "winter rules" are adopted, we will use the rule suggested by the USGA: If a player's ball lies on a closely-mown area through the green the player may mark, lift and clean her ball without penalty.

The player must then place the ball on a spot within one club-length of and not nearer the hole than where it originally lay, that is not in a hazard or on a putting green. (Note: “Closely-mown areas” include fairways, aprons around the green, and dew paths.

The “first cut” of rough is NOT a “closely-mown area.”)

3. Aeration holes:

When a course has been aerated, a ball that comes to rest in or on an aeration hole may be lifted without penalty, cleaned and dropped, as near as possible to the spot where it lay but not nearer the hole

(Note that if you are using preferred lies then the ball may be placed instead of dropped in any closely mown area. If you are taking relief from an aeration hole in the rough, the ball must be dropped.)

On the putting green, a ball that comes to rest in or on an aeration hole may be placed at the nearest spot not nearer the hole that avoids the situation.

4. Stones in Bunkers:

Stones in bunkers are movable obstructions. As such (Rule 24–1) they may be removed. If the ball moves, it must be replaced, and there is no penalty provided that the movement of the ball is directly attributable to the removal of the stones.

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5. Immovable Obstructions Close to Putting Green:

If a ball lies off the putting green but not in a hazard and an Immovable obstruction (such as a sprinkler head) within two club lengths of the putting green and within two club-lengths of the ball

intervenes on the line of play between the ball and the hole, the player may lift the ball and drop it at the nearest point to where the ball lay that (a) is not nearer the hole, (b) avoids intervention and (c) is not in a hazard or on a putting green. The ball may be cleaned when lifted; if you are using Rule 2 (Preferred Lies), then the ball may be placed if it is on a closely mown area (apron, fairway, dew path).

6. Cell phones

The use of communication devices (including, but not limited to cell phones) during SJGA women's team matches is prohibited. Use of cell phones for Distance and Measurement is allowed if player involved:

- (1) **ALERTS** her opponent
- (2) Keeps the cell phone on **SILENT**
- (3) Turns off application for **SLOPE** measurement

The first use of communication devices during the match shall be considered a breach of etiquette and an oral warning shall be given. Subsequent use of communication devices shall be considered a serious breach of etiquette (33-7) for which the penalty shall be disqualification.

Exceptions: 1. Place a call to the pro shop to report a malfunctioning cart and 2. Call 911 for an on-course emergency.

7. Ground Under Repair:

Since areas of ground under repair are not marked at all golf courses, if your opponents concur that your ball or your stance or the area of your intended swing is interfered with by ground under repair, you are entitled to free relief (nearest point of relief plus one club length no closer to the hole).

Examples of ground under repair: any area in the fairway where the grass is burned out or sparse (assuming the general condition of the fairway is excellent); ruts made by a vehicle, even if they are in the rough; material piled for removal (such as raked leaves or piles of grass clippings); large cracks in the earth caused by hot, dry conditions; molehills; holes made by burrowing animals.

8. Hazard Boundaries:

The margins of water hazards and lateral water hazards are not marked by lines or stakes at all golf courses. Therefore, if there is a question as to whether your ball lies in a hazard, or as to where to begin marking your two club-lengths relief from a lateral hazard, you will have to make this decision with the concurrence of your opponents.

To help guide you in establishing these margins, here are the USGA guidelines for where to place lines or stakes defining the margin of a water hazard: "Lines and stakes defining the margins of a water hazard should be placed as nearly as possible along the natural limits of the hazard, i.e., where the ground breaks down to form the depression containing the water."

9. Protective Fence Near Line of Play:

If a wire fence is erected to protect players on the tee of one hole from errant shots played at another hole, a player whose ball is in such a position that the fence intervenes on her line of play may drop the ball, without penalty, not nearer the hole in a specified Ball Drop.

10. Leaves:

Accumulations of leaves through the green and in bunkers are Ground under repair. (**Note:** If your ball is in the bunker, it must be dropped in the bunker.) If there is no place free of leaves in the bunker that would not be closer to the hole and you decide to drop behind the bunker rather than play out of the leaves, you are penalized one stroke.)

11. Ball Drops:

The use of a Ball Drop that is nearer the hole is prohibited. (See #12 and #13 for exceptions.)

Note: If the ball is dropped in a Ball Drop, the ball must not be redropped if it comes to rest within two club-lengths of the spot where it first struck a part of the course even though it may come to rest nearer the hole or outside the boundaries of the Ball Drop.

12. Lateral Water Hazard Where Impossible to Drop Not Nearer Hole:

If part of a lateral water hazard at the side of a putting green is so configured that it is impossible to drop a ball within two club lengths of the point where the ball last crossed the hazard margin without dropping nearer the hole than that point, then:

- (1) the part of the hazard where the situation exists should be Marked
- (2) one or two Ball Drops should be established; and
- (3) the Local Rule is the following: If a ball in the lateral water hazard last crossed the margin of the hazard in the marked area, the player may, under penalty of one stroke, drop a ball in the Ball Drop or, if there are two Ball Drops, in the nearer of the two Ball Drops.

13. Island Green:

If your course has an island green, you may establish a Ball Drop and allow players whose ball lies in the hazard the option of dropping in the Ball Drop under penalty of one stroke.

14. Please honor any Local Rules regarding areas of the course requiring preservation and environmentally sensitive areas. Specimen Local Rules for such areas can be found in Appendix I, Part B, #1 and 2.

15. You may not have a Local Rule permitting a player to drop out of any bunker filled with casual water without penalty. However, if certain specific bunkers are flooded, you may introduce a Local Rule providing that certain specific bunkers, which are known to be flooded prior to the competition, are deemed to be ground under repair and classified as through the green. Relief may be taken outside these specific bunkers without penalty in accordance with Rule 25-1b(i). See Decision 33-8/27.

B. List of Local Rules that are NOT Permitted:

Note: You may not make up any Local Rules that would waive a Rule of Golf (unless you have an unusual condition and your special Local Rule has been authorized by the USGA). Here are several examples of Local Rules that **WOULD NOT BE PERMITTED:**

1. A player whose ball lies on a temporary green must putt out, unless the putt is conceded. You may not have a rule that allows players to either pick up the ball (counting two putts), or putt out.
2. Some clubs provide a Ball Drop that would allow you to drop on the green side of a hazard when your ball fails to clear the hazard. You may not use such a Ball Drop in SJGA matches.
3. Playing a second ball in match play when you are in doubt as to your rights is not permitted. If you do, and your opponent makes a claim before either of you tees off on the next hole, you lose the hole. If no claim is made, the score with the first ball counts.
4. You may not have a local rule providing relief without penalty if a player's stroke is interfered with by exposed tree roots.
5. You may not allow players to smooth footprints (or level sand castles) in bunkers prior to hitting the ball.
6. You may not have a rule allowing a player to replay a stroke, without penalty, if her ball has been deflected by a sprinkler head. This is a rub of the green.
7. If your course has overhead power lines, you may **not** have a Local Rule that allows a player whose ball hits the power line to replay the stroke if she wishes. However, you may have a rule *requiring* a player to replay the stroke if it hits the power line.

8. If there is a practice range in the middle of your course surrounded by a fence that defines the range as out of bounds, you may not rule that fence to be an obstruction. An interior boundary fence is not an abnormal condition, so there is no free relief.

9. If your ball lies (for example) on the left side of a cart path, and there is a steep incline to the left of the cart path, you may not make a local rule giving relief on the right side of the cart path.

Appendix II, Posting Match Scores:

All match scores must be posted (post as T-scores), provided at least 13 holes were played. ***Record the name, slope, and rating of the course played.*** The following information is reprinted from the USGA Handicap System Manual:

5-1-a. Scores To Post

If 13 or more holes are played, the player must post an 18-hole score.

5-1-c. Scores in All Forms of Competition

Scores in both match play and stroke play must be posted for handicap purposes.

4-1. Unfinished Holes and Conceded Strokes

A player who starts, but does not complete a hole or is conceded a stroke must record for handicap purposes the *most likely score*.

The *most likely score* may not exceed the player's *Equitable Stroke Control* limit (see chart below). This *most likely score* should be preceded by an "X."

4-2. Holes Not Played:

If a player does not play a hole, the score recorded for that hole for handicap purposes must be *par* plus any handicap strokes the player is entitled to receive on that hole. This hole score, when recorded, should be preceded by an "X."

Equitable Stroke Control:

Course Handicap Maximum Number on any Hole

9 or less Double Bogey

10 through 19 7

20 through 29 8

30 through 39 9

40 or more 10

NOTES