

Women's Southern California Golf Association

2012 TEAM MANUAL



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WELCOME TO WSCGA TEAM PLAY

The purpose of the Women's Southern California Golf Association Team Play is to foster interest in amateur golf and to encourage friendly competition conducted in a sportsmanlike manner.

USGA Rules of Golf Section I on Etiquette: "Unlike many sports, golf is played, for the most part, without the supervision of a referee or umpire. The game relies on the integrity of the individual to show consideration for other players and to abide by the Rules. All players should conduct themselves in a disciplined manner, demonstrating courtesy and sportsmanship at all times, irrespective of how competitive they may be. This is the spirit of the game of golf."

PLAYER ELIGIBILITY AND QUALIFICATIONS

Qualifications each player must fulfill are:

1. The handicap index limit is 30.0 based on a player's average index for 12 months from **February 15, 2011 through February 1, 2012**. (Note that both monthly updates will be utilized for the calculation). The calculated 12-month average indices will be available on the City Team home page of the WSCGA website.
2. Only players who have played in at least one team match during the regular season will be eligible to participate in the playoff matches (see #4 on Page 3 regarding Team Disqualification.) Playing as an alternate at least once during the season does qualify a player as having played in a match.
3. Each team player must meet the individual requirements of the Association as stated in the By-laws, **Article III, Membership, Section E, Individual Membership Requirements**. She must be a **regular** full member of her club's Women's Auxiliary as of **February 1, 2012**. (**Note:** With the switch to GHIN there is no longer an Associate membership designation.) If a player belongs to more than one club, she must choose by **February 1st** the club she wishes to represent, and she may not play in Team Play for any other club during the season (see #5 on Page 3 regarding Team Disqualification).

*Note: Desert Team Play (Century Desert League or Women's Desert Team Play), Charter League, **Coast League** and Division II are exceptions.*

4. Her Association dues must be paid and processed by the WSCGA Office by **February 1, 2012**. If the club's women's auxiliary dues are renewed as of **July 1, 2012**, each team player's dues must be paid and processed by the WSCGA Office by **July 1, 2012** for her to continue as a full member throughout team play (including throughout the playoffs).
5. She must be listed on the **February 1, 2012** WSCGA computerized index report at the club she represents and thereafter throughout team play (including throughout the playoffs).
6. Members must be 19 years of age or older to be eligible for Team Play.

ROSTER INFORMATION

1. The roster is comprised of players whose WSCGA index meets the qualifications listed under "Eligibility," Page 1. **There is no maximum number of players on a team roster** and each club can utilize their entire women's club membership when forming their roster. A player would still be required to be a regular member of her club, be listed on the **February 1, 2012** index report of the club she plans to represent, meet the maximum allowable index requirement for team play and be 19 years of age or older. In the event a player belonged to two City Team clubs, she could only represent one.
2. All eligible players will be displayed under "Roster Display" on the City Team Home Page at the following link: www.womensgolf.org/wscga/team/cityindex.htm.

CLUB QUALIFICATIONS

Team play is an important WSCGA event and participation is optional. It is imperative, however, that once a team has committed to participating, they follow the WSCGA Team Play guidelines.

WSCGA Member club's dues *must be current*.

A club could be disqualified from Team Play and/or have its eligibility reviewed by the WSCGA Team Committee Board for the following reasons:

1. Cancelling out of Team Play after the team pairings have been completed.
2. Forfeiting a match during Team Play.
3. Having a team member who attempts to manipulate her handicap.
4. Utilizing a player in the playoffs who has not participated in at least one match during primary play. (Playing as an alternate during the Primary season qualifies.)
5. Utilizing a player who plays for another City Team. (A player must commit to only play for one City Team.)
6. Utilizing a player who is not eligible under the Team Play qualifications.

IMPORTANT NOTE: It is required that any team electing to participate in Team Play shall make available its home course for all scheduled regular season matches, make-up of all postponed or suspended matches and playoff matches. If the course cannot be made available on the dates stipulated by the Team Play Committee, and there are no arrangements by the host team to play the match on an alternate date or at an alternate site, the host team shall be deemed to have forfeited that match. (Both Captains must agree to any changes in date and/or venue.) The circumstances pertaining to forfeiture shall be reviewed by the Team Play Committee and may result in disqualification from future Team Play competition. Whenever possible, make-up matches should take place on the day the teams normally played matches during the regular season. If this cannot be accomplished due to conflicts by one or both teams, the Captains must strive to reschedule the match on another day. If the captains cannot agree, the match **must** be played on the last day of Team Play.

Please see page #23 for detailed options regarding conflicts with playoff dates.

COURSE AND PHYSICAL SET-UP

It is recommended that the course be set up to play as it is rated. Tee markers should be placed by the permanent yardage monuments.

1. Notify the Greens Superintendent to mark all ground under repair.
2. If your course will be under construction during Team Play, be sure to notify the WSCGA, the Course Rating Director, and the Team Director. You will need a temporary rating.
3. A club undergoing any ***major*** construction during Team Play might not be eligible for Team Play. The WSCGA Team Director and one other Director, accompanied by the team captain, will determine the club's eligibility. If it is determined that a team must withdraw from Team Play due to major construction, it will in no way effect their eligibility for future WSCGA Team Play.
4. A club must be 5,200 yards or longer per 18 holes. The club may use lengthened tees provided the course has been rated from those tees, such as white tees or blue tees, to reach the required 5,200 yards.
5. If your course has two or more sets of rated tees, you can choose which tees are to be utilized for team matches. You must:
 - a. Play the same tees throughout Team Play.
 - b. Inform the WSCGA Office which set of tees will be used so that correct rating and slope information can be given to opposing teams.
 - c. Notify the opposing Team Captain.
6. Review Rules #11, #12 and #13 in "Team Play Rules and Regulations," Page 16, if you will have a hole closed to play or will be using temporary greens.
7. It is the *Host Team Captain's* responsibility to notify the *Visiting Team Captain* of any changes, e.g., construction, aeration, on the course prior to the match.
8. The same color flags must be used for both practice rounds and team play matches (e.g., if red, white and blue flags are used during the practice round, then red, white and blue flags must be used for team play matches).
9. Directional poles must be in place for team play if they are in place during practice rounds.

Physical Set-up

1. The host club has the option of utilizing tee times, a shotgun or a modified shotgun and whether the players tee off on Tee #1 and #10.
2. Carts are mandatory.

COURSE CLOSURE

Rain Policy

If rain commences once the matches have begun, play will continue as long as the course is open for play. If play is temporarily suspended, apply *USGA Rules of Golf 33-2d* (The Course, Course Unplayable) and **6-8a, b and c**.

Course Closed

Should the course be closed to all play, the following will apply:

1. If all sides in the match have completed at least 13 holes, the remainder of the holes to be played will be halved. The Team Captains will verify the results.
2. If any side has played 12 or fewer holes, the entire match must be rescheduled.
3. Team Captains should attempt to reschedule the match, with approval of the club, **before** they leave the course.
4. If the Captains cannot agree, the match **must** be played on the last day of Team Play.

FORMAT OF PLAY

The format for Team Play is as follows:

1. The Primary matches will be played on a home-and-home basis.
2. The 12-month average indices will be used for Primary Play matches. Current indices will be used for ALL playoff matches.
3. All matches shall be 4-ball match play with the corresponding sides from each club competing against each other **USGA Rule 30** (*Three-Ball, Best-Ball and Four-Ball Match Play*). When a match is concluded, players may come off the course if they so choose. It is not mandatory to complete the 18 holes once a match has been won or lost. However, teams are encouraged to complete at least 13 holes for posting purposes. (Please see **Decision 5-2a/7 on page 38 in the USGA Handicap System Manual** regarding what score to post if a player continues to play the remaining holes after her match has concluded).
4. No bonus points or hole points will be used.
5. All competing clubs will be placed in groups. The number of clubs in each group will be determined by the total number of clubs participating in Team Play.
6. A team will consist of seven (7) pairs or “sides” of players plus alternates (**with the exception of the playoffs, when eight (8) sides will be used**). The team line-up will be determined by the sequence of WSCGA course handicaps starting with the lowest handicap player. “Like” converted handicaps can be positioned at the Team Captain’s discretion.

Example:		
Side #1	8	9
Side #2	9	10
Side #3	11	13
Side #4	14	14
Side #5	14	15
Side #6	17	17
Side #7	18	19
*Alternates	12	23

7. *Alternates may be of any handicap, including one which is lower than that of a playing team member. Team Captains must keep in mind, though, that if an alternate is then substituted into the line-up (before play of the first hole), she must be positioned in handicap order.
8. In the match, 100% difference in handicaps shall be given by the low handicap player in the foursome who then plays at scratch. Strokes shall be taken as they fall on the card.

GROUP CAPTAINS' MEETING

The purpose of the Group Captains' meeting is to arrange the dates for the primary Playing Schedule, discuss procedures and agree upon the slope and course rating of the courses utilized for team play.

The **“Coordinating Group Captain”** serves as the chairperson of the Group Captains' Meeting.

If your team is the first team listed in your group on the Pairings sheet, you are the **“Coordinating Group Captain”** (See 2011 Team Pairings, Page 18).

The dates for team matches are arranged by the Captains of the competing clubs.

Each Team Captain will be responsible for creating a password and entering her home schedule in the online module provided. Anyone who needs assistance is encouraged to contact the WSCGA office at (909) 592-1281, extension 201. In addition, a copy of your Primary Group Playing Schedule needs to be sent to the WSCGA office by the Coordinating Team Captain.

Other Agenda Items

1. The fees for carts, breakfast and luncheon arrangements, whether payments are to be signed for or if cash is permitted and if inter-club billing fees will be waived, etc. These items need to be discussed and agreed upon by all captains. WSCGA strongly recommends that charges for food, etc. not be changed after approved.
2. The dress code for each club, and which courses require soft spikes.

No abbreviated attire. Shorts and skirts are to be no shorter than five (5) inches above the center of the back of the knee; no halter tops, tank tops, denim, etc. Tailored slacks are acceptable at many of the Clubs. A Club's stricter dress code takes precedence.

3. Practice rounds are encouraged throughout Team Play, including the play-offs and finals.
 - a. Practice rounds are a **courtesy** extended by the host club.
 - b. A course may limit the number of players practicing.
 - c. Visiting Captain should arrange practice rounds with the Pro Shop.
 - d. Practice rounds can be played at any time during Team Play.
4. The time frame for exchanging team line-ups: It is the host captain's responsibility to provide the visiting captain with her line-up at the same time she receives the visiting team's line-up. WSCGA recommends the concurrent exchange of lineups.
5. Local Rules
6. Starting time for matches and whether there will be shotgun, modified shotgun, or tee times.

7. The use of a handicap flag for players with a disability is at the discretion of each host club.
8. The procedure for resolving claims and who will serve on the Committee.
 - a. The WSCGA recommends that both captains (or their representatives) be on that Committee. No outside agencies, club pros, managers, marshals, etc. shall be consulted.
 - b. If the Committee cannot resolve a claim, the WSCGA Team Manager or Rules Director should be called. Do not consult with the hosting club's pro.
 - c. No result sheet should be signed or returned to the WSCGA office until all claims are resolved.
9. Posting procedures for the adjusted scores of all players and alternates. It is the ***host captain's responsibility*** to see that all scores are posted. The host club's ***handicap chairperson is responsible for posting team scores.***
10. Team scores are not to be posted as tournament scores.
11. Discuss and make alternative arrangements for any conflicts with playoff dates.

PACE OF PLAY

1. See the ***Rules of Golf, Rule 6-7, Undue Delay; Slow Play and Note 2.***
2. Any Pace of Play Policies should be clearly written, announced, and distributed to all players prior to teeing off, then enforced *as required*. Refer to the WSCGA Pace of Play Guidelines, Illustration No. 15, Page 58.

TEAM CAPTAINS' RESPONSIBILITIES

The Team Captain can be a player or a non-player but must meet the eligibility requirements as listed on page #1. The captain's responsibilities include:

1. Communicating with the WSCGA. You are the official representative of your team and, as such, are responsible for your team.
2. Appointing a Co-Captain. She can be either a player or non-player, but must meet the eligibility requirements listed on page #1 and should be able to make any decision as deemed necessary.
3. Meeting with the other Team Captains in your group to coordinate a playing schedule for the primary matches.
4. Confirming with the Golf Professional *prior* to the group Captains' Meeting (Pages 7-8) for dates and course availability (note dates of aeration, dressing of greens, etc.). Also be aware and considerate of nearby member club tournaments.
5. Informing the Golf Professional and team members of all primary and play-off dates.
6. Selecting a team of eligible players. With the help of the handicap chairperson, verify the eligibility of all players on the final roster.
7. Scheduling team meetings for the purpose of reviewing the rules of match play and the procedures of the WSCGA Team Play. Meeting agenda items should include:
 - a. Reminding all players to review and carry the *USGA Rules of Golf*.
 - b. Providing a Rules Sheet to each player (see Pages 15-18).
8. Appointing a Team Committee (ideally including Rules and Handicap Chairs). WSCGA recommends that the Committee be in place prior to the beginning of the team season and that both captains serve on that Committee.
 - a. Reviewing the procedure for making a claim (*USGA Rules 2-5*), the time frame in which to make it and how the claim is decided.
 - b. Do not consult with the club's head professional regarding claims or rules.
 - c. Any claims that are made during the match can be resolved by the pre-determined Rules Committee.
 - d. If resolution of a claim cannot be made by that Committee, please call the WSCGA office at (909) 592-1281, extension 201.

- e. No results sheets should be signed or returned to the WSCGA office until all claims are resolved.
9. Review and verify the playing indices for all rostered players. It is ultimately a player's responsibility to know her playing index.

HOST TEAM CAPTAIN

The *Host Team Captain* has total discretion in choosing her lineup, but the sides must be paired in handicap order. **If a side must play short, it may be any of the seven sides.**

1. Determine your line-up following the example on Page 6.
2. Exchange your line-up with the Visiting Team Captain. WSCGA recommends the concurrent exchange of line-ups.
3. Index course conversions to handicap are available on the WSCGA website. Errors in index conversion to course handicap should be reported to the host Team Captain prior to teeing off on the first hole to be played.
4. It is ultimately the ***responsibility of each player to correctly convert her 12-month average playing index*** to the correct course handicap.

Note: Alternates may be of any handicap level (30.0 index limit).

5. Identify the Rules Committee members and notify the visiting Team Captain (before teeing off) of the procedure for deciding claims.
6. Fill out two scorecards (one for each side) for all sides including alternates. Scorecards are provided only as a courtesy. ***USGA Rules of Golf, Rules 6-2 and 30-3e***. If provided, scorecards should include:
 - a. Tee assignment and/or starting times
 - b. Side number
 - c. First and last names of all four players and their converted handicaps
 - d. See Page 29, Illustration No. 2 for a sample scorecard.

Note: A scorecard program is available on City Team Home Page of the website.

7. Provide the Pro Shop with a list of the players and their side numbers.
8. Prior to play, complete the Results Sheet x 2 (Page 30, Illustration No. 3) with names and course handicaps and give one to the opposing Team Captain.
9. When the team match is concluded:
 - a. Complete the Results Sheet legible in blue or black ink
 - b. Have the opposing Team Captain approve and sign the sheet
 - c. Provide a completed copy to the opposing Team Captain
 - d. Fax copies of the completed Results Sheet (for the primary matches as well as the play-offs) to the WSCGA at (909) 592-7542 before 3:30 p.m. If the match is not completed by the specified time or results are not received in the WSCGA office, website scoring could be delayed until the following day.

Note: If an unresolved claim delays the process, call the WSCGA Office for additional time, and if necessary, for help in resolving the problem. **Results** (signed by both parties) **are final when received by the WSCGA.**

10. Provide a posting sheet for the opposing team. Posting sheets are available on the WSCGA website. The Handicap Chairperson at the host club is responsible for posting all team play scores (Page 28, Team Posting Sheet, Illustration No. 1). **Adjusted scores must be entered on the Posting Sheet and given to the host club Handicap Chairperson to post. Do not post as a Tournament (“T”) score.**

VISITING TEAM CAPTAIN RESPONSIBILITIES

The *Visiting Team Captain* has total discretion in choosing her line- up, but the sides must be paired in handicap order. **If a side must play short, it may be any of the seven sides.**

As the *Visiting Team Captain*:

1. Determine your line-up following the example on Page 6.
2. Exchange your line-up with the Host Captain. WSCGA recommends the concurrent exchange of line-ups.
3. Index course conversions to handicap are available on the WSCGA website. Any errors in index conversion to course handicap should be reported to the host Team Captain prior to teeing off on the first hole to be played.
4. It is ultimately the ***responsibility of each player to correctly convert her 12-month average playing index*** to the correct course handicap.
5. Alternates may be of any handicap level (30.0 index limit). Alternates may be of any handicap including one which is lower than that of a playing team member.
6. Make arrangements with the Pro Shop for a practice round, if desired.
7. Ensure that each player arrives well in advance of her starting time.
8. Make sure that each team player's bag has a name tag.

ALTERNATES

1. ***If a host club does not have alternates available, then, as a courtesy, any female member (with a regular membership designation) may complete the foursome.***
 - a. The visiting Captain must be informed of this procedure prior to the match.
 - b. These members are not alternates and may not be substituted into the match.
2. Under no circumstances may visiting teams have players who are not team competitors or “qualified” alternates. Visiting teams may not bring ineligible players to the club they are visiting.
3. The substitution of an alternate may only be made on the first tee (first starting hole).
4. A "qualified alternate" is a player with an index of 30.0 or lower and one who meets all other eligibility criteria (Page 1). Alternates are an integral part of team play and provisions are to be made for their play.
5. Alternates may be of any handicap, including one which is lower than that of a playing team member. Team Captains must keep in mind, though, that if an alternate is then substituted into the line-up (before play of the first hole), she must be positioned in handicap order.

TEAM PLAY RULES AND PROCEDURES

MATCHES ARE PLAYED UNDER THE USGA RULES OF GOLF

The Rules and procedures for Team Play are:

1. Any local rules not conforming to *USGA Rules of Golf* shall be eliminated. Any unusual condition on the course must be announced before the matches commence. No local rules may be initiated specifically for team play.

Note A: If your course has any type of shallow concrete drainage swales and they are not part of the architectural design of the course and rarely carry water, then they should be treated as **immovable obstructions**, through the green, and **Rule 24-2** applies. Otherwise, if they regularly carry water, then they are to be played as **water hazards** or **lateral water hazards**, and **Rule 26-1** applies.

Note B: *Drop areas are not to be used* unless it is not feasible or practicable to proceed *exactly in conformity* with the *Rules of Golf. USGA Decisions App. 1, #6.*

Note C: Areas of *extreme rough* immediately adjacent to the fairways (including but not limited to hillsides) may **NOT** be played as **Lateral Water Hazards**. The red lines/stakes marking any *areas of extreme rough are to be ignored and those areas are in play as though the lines did not exist*. A ball lost in those areas **must** be played under **Rule 27, Stroke and Distance**.

2. Arrive at the course well ahead of time. Under *USGA Rules of Golf 30-3a, (Representation of Side)* “A side may be represented by one partner for all or any part of a match; all partners need not be present. An absent partner may join a match between holes, but not during play of a hole.”
3. All play will be conducted at course handicap.
 - a. It is each team player’s responsibility to verify her course handicap.
 - b. Players should determine from one another their respective handicaps. A scorecard is provided as a courtesy; it does not make a declaration as to a player's handicap. *USGA Rules of Golf 6-2a (Handicap – Match Play)* and “*Note.*”
 - c. The penalty for beginning a match having declared a higher handicap is stated in the *USGA Rules of Golf 6-2a* and *30-3e(i)*.
4. Changes in the line-up may be made at any time prior to teeing off on the first hole of the match. The opposing captain must be notified of the change immediately.
5. **A club must play seven sides.** For example:
 - a. If a team only has 12 players, two sides must play short. A team may not forfeit a side.
 - b. ***If a side plays short, it may be any of the seven sides.***

6. Caddies, coaches, galleries or guests are not permitted on the golf course during any Team Play event. Personnel duly authorized by course management or the Women's Southern California Golf Association (WSCGA) are excepted, including a non-playing captain. They shall not give advice to team members during play and shall not disturb players.
7. Caddies are not permitted on the course at any Team Play event. *Exception:* Courses where the use of caddies is required.
8. Play without undue delay. Also, between completion of a hole and playing from the next teeing ground, the player shall not unduly delay play (**USGA Rule 6-7** and **Note 2**).
9. The honor for teeing off on the next hole is decided by the point total of the hole just played. If tied, then honors revert to the prior hole.
10. Points are halved on a hole that is closed to play. The handicap stroke holes are adjusted and re-allocated for that "nine." The closed hole will thus have a handicap stroke allocation of #17 or #18 depending on the "nine" affected.
11. If more than one hole is closed to play, the match must be rescheduled.
12. All putts must be putted or conceded on temporary greens. **USGA Rule 1-1** (*The Game – General*) and **Decision 33-8/1**. Determine in advance of the match if handicap stroke holes (due to temporary greens) need to be reallocated (see #10 above).
13. If a putt is conceded, the player may pick up and add one or more strokes to her score for the hole; or she may mark and lift her ball and putt out after the play of the hole is completed by those in contention.
14. Teams cannot play any other game during a match (i.e., a separate stroke play tournament).
15. Balls used in Team Play must be on the conforming ball list. Clubs used in Team Play must be conforming according to USGA specifications. Lists of conforming golf balls and non-conforming clubs can be found on the USGA website at www.usga.org under equipment.?
16. See Illustration #18 regarding cell phone policy
17. See Distance-Measuring Device Policy, Illustration #17.
18. If a doubt or dispute arises between two teams, a timely claim must be made if it is to be considered. Reference page #37 regarding making a claim.
19. At the completion of each match, the players shall report their points and provide their scorecard to the Committee.
20. At the completion of each match, the players shall record their adjusted scores on the posting sheet provided by the Host Captain.

TO CONSIDER A BREACH

In order for a *breach* of a rule to be considered by the **WSCGA** Team Committee, it must be *reported* to the WSCGA Team Administrator as soon as possible *after a timely claim* is made (*USGA Rule 34-1, Claims and Penalties*).

Serious Breach

In exceptional individual cases the WSCGA Team Committee may deem a *breach* to be of a *serious* nature (*USGA Rule 33-7, Disqualification Penalty; Committee Discretion*) and may impose the penalty of disqualification.

Decisions

Decisions of the WSCGA Team Committee shall be **final** (*USGA Rule 34-3, Committee's Decision*).

In the event that a side is disqualified for breach of a rule:

1. The side in breach receives zero match points, both gross and net;
2. If the non-breaching side is the winner of the match, they retain all match points they have won, both gross and net;
3. If the non-breaching side has initially lost the match, they are awarded the gross and net match points.

2012 TEAM PAIRINGS

DIVISION I

GROUP 1

El Camino-156
La Costa-192
Bear Creek-111
GC of California-172

GROUP 2

Bernardo Heights-116
Vista Valley-303
Pauma Valley-235
Rancho Bernardo-133
Canyon Lake-130

GROUP 3

Shadowridge-265
Fairbanks Ranch-168
Escondido-162
San Vicente-254

GROUP 4

Lomas Santa Fe-204
San Diego-251
Mission Viejo-214
Coto de Caza-143
Morgan Run 218

DIVISION II

GROUP 1

Via Verde-298
Glendora-170
Western Hills-306
Alta Vista-103

GROUP 2

Virginia-302
MountainGate-221
Palos Verdes-234
Rolling Hills-250

GROUP 3

Arrowhead-108
Redlands-246
Lake Arrowhead-198
Victoria-299
Canyon Crest-129

GROUP 4

California-126
Industry Hills-186
Red Hill-245
Spring Valley Lake-277

DIVISION III

GROUP 1

Candlewood-128
Los Coyotes-206
Yorba Linda-313
Vellano-297

GROUP 2

Friendly Hills-169
South Hills-274
Hacienda-174
Sierra La Verne-269

GROUP 3

Antelope Valley-106
Silver Lakes-271
Sundale-282
Rio Bravo-248
Crystalalaine-145

GROUP 4

La Canada-191
Valencia-295
Oakmont-228
Porter Valley-239
Stockdale-278

DIVISION IV

GROUP 1

Montecito-216
Village-300
Valley Club-296
Birnam Wood-119
Sunset Hills-284

GROUP 2

Bakersfield-110
San Luis Obispo-253
Santa Maria-256
Seven Oaks-262

GROUP 3

Saticoy-259
Calabasas-125
Spanish Hills-275
Alisal-101
La Cumbre-193

GROUP 4

Wood Ranch-309
Las Losas-203
North Ranch-225
Braemar-121
Woodland Hills-311

TEAM PLAY SCHEDULE

2012 CITY TEAM PLAY SCHEDULE

PRIMARY PLAY DAYS

Monday – March 26 through Friday – May 4, 2012

Wednesday – May 9 through Friday – June 8, 2012

Please note that no matches will be allowed under any circumstances during the Desert Event, May 7-8

PLAY-OFF MATCHES
(Divisionals, Regional and Finals)

DIVISIONALS

Thursday, June 21 and Thursday, June 28

REGIONAL

Thursday, July 12

FINALS

Thursday, July 19 and Thursday, July 26

(The Finals are a Home and Home format, which means two (2) play dates are required for the Championship matches)

PRIMARY PLAY SCORING

There are two separate tournaments – the gross tournament and the net tournament. The win point system will be applied to each tournament.

Hole Points/Bonus Points

No hole or bonus points will be used.

Match Points

Match points are rewarded as follows:

1. One gross match point and one net match point will be awarded to each side winning their individual match.
2. It is possible for a match point to be halved.
3. Each team has a potential for 7 gross points and 7 net points each play day (7 sides x 1 point).

Win Points

One win point will be awarded as follows:

1. One win point will be awarded to the team with the most total match points won in the team match.
2. The winner has a potential for one gross win point and one net win point.
3. It is possible for a win point to be halved.

Winners will be determined by the most gross and the most net Win Points earned.

Gross/Net Group Winner

The gross group winner and the net group winner are the teams having the most win points at the end of the season. If a team wins both the gross tournament and the net tournament, the team will be designated as the gross tournament winner.

GROSS AND NET TIES

If win points are tied at the end of Primary Play, the following procedure will be used to break ties:

1. Ties will be broken by determining the total number of match points won in Group Play.
2. If still tied, the winner will be determined by the total number of match points won in matches between the tied teams.
3. If still tied, the matches between the tied teams will be compared side by side until the tie is broken.

PLAYOFFS – HOME TEAM DESIGNATION.

Subject: All Divisional/Regional/Final Play-offs

For all Divisional, Regional and Final Playoff matches, the **“home” team will be designated as the team winning the most Total Match points during the Primary season.** The other team will be designated as the “visiting” team.

For example, in Division II the winning team in Group 1 won a total of 42.5 match points during primary play and the winning team in Group 2 won a total of 38.0 match points during primary play. Therefore, the team from Group 1 with 42.5 match points is considered the “home” team in the Divisional match against the winning team from Group 2.

The procedure used to determine the **Home Team** in the playoffs when teams have played a different number of matches in their respective groups during Primary play is as follows:

Calculate the percentage of match points won against the total number of match points available.

Example:

Team A played 8 matches and won 44 match points out of a possible 56 (8 x 7 points per match) – this represents a 79% win factor ($44 \div 56 = .785$).

Team X played 10 matches and won 44 match points out of a possible 70 (10 x 7 points per match) – this represents a 63% point-win factor ($44 \div 70 = .628$).

Therefore, **Team A** is designated as the **Home Team**.

Note: **7 match points are available per match** (1 per side).

6 Matches	=	42 total match points available for the Primary season
8 Matches	=	56 total match points available for the Primary season
10 Matches	=	70 total match points available for the Primary season

The purpose of this process is to provide additional incentive for a team to win as many match points as possible during primary play. If a playoff match comes down to sudden-death, Side 1 of the home team would have the home-field advantage.

The same comparison of total match points will be done to designate the home and visiting teams throughout the playoffs.

***NOTE:** Should there be a tie in Total Match Points from Primary play between two playoff teams, a blind draw will be done by the WSCGA office and Team Captains notified accordingly.*

See the brackets for match play (Illustration Nos. 4 and 5, Pages 32 and 33).

CURRENT indices will be used for ALL playoff matches – Divisionals, Regional and Finals. Any player with a current index of 30.0 or higher must play down to a 30.0.

Captain's Responsibilities during Playoffs

The Captain's responsibilities are to:

1. The Home Team Captain is responsible for contacting the Visiting Team Captain.
2. *To avoid confusion and minimize misunderstandings, practice rounds should first be arranged with the Pro Shop.*
3. *Each Team Captain will prepare scorecards, results sheets, etc. for the matches to be held at her course unless otherwise agreed upon by both Captains.*
4. The Home Team Captain is responsible for faxing results to the WSCGA office.

NET Team Lineup

Determine the NET line-up for the Divisional and Regional Playoffs as follows:

1. Only players who have **played in at least one team match** during the regular season will be eligible to participate in the playoff matches. Playing as an alternate during the regular season **does qualify** a player as having played in a match. Teams utilizing an ineligible player under this requirement will be DQ'd.
2. **Eight (8) sides** will be utilized for **all** playoff matches (Divisionals, Regional and Finals). Arrange the 16 players into eight sides as if they were all playing at their home course (in home course handicap order starting with the lowest handicap player). **Utilize current indices, not the 12-month averages, to determine handicaps for ALL playoffs matches. Any player with a current index of 30.0 or higher must play down to a 30.0.**
3. Arrange 4 alternates in home course handicap order as above. Alternates 1 and 3 will accompany sides 1, 3, 5, and 7. Alternates 2 and 4 will accompany sides 2, 4, 6 and 8.

GROSS Team Lineup

Determine the GROSS line-up for the Divisional and Regional Playoffs as follows:

1. Only players who have **played in at least one team match** during the regular season will be eligible to participate in the playoff matches. Playing as an alternate during the regular season **does qualify** a player as having played in a match. Teams utilizing an ineligible player under this requirement will be DQ'd.
2. **Eight (8) sides** will be utilized for **all** playoff matches (Divisionals, Regional and Finals). **Team Captains for those clubs competing in the Gross playoffs can arrange their line-ups in**

any order they choose. It will be up to each Captain to determine the home and away sides and the placement of her alternates.

Conflicts in playoff dates and/or venues:

3. If one or both teams cannot play on a stipulated playoff date, Team Captains can arrange to play on another date. Both Captains must agree to any change, and the match **must** be scheduled prior to any subsequent match while also allowing time for a practice round.
4. If Captains cannot agree on an alternate date, the Captain whose course is unavailable on the stipulated date has the option of making arrangements at another course/venue. That Captain is responsible for negotiating all details regarding the match (i.e. food, practice rounds, etc.). Both Captains must agree to the change, and the match **must** be scheduled prior to any subsequent match while also allowing time for practice rounds.
5. If Captains cannot agree on either an alternate date or an alternate course, the team whose course is unavailable on the stipulated date has the option of playing her entire team on the opponent's course on the originally stipulated date. Both Captains must agree to this option. If one or both captains cannot agree on an alternative option, the team whose course is unavailable on the stipulated date is deemed to have forfeited the match.

FORMAT

Play will be as follows for all Divisional and Regional and Final Playoffs:

1. 18 holes of golf.
2. Sides 1, 3, 5 and 7 will compete against each other at the course designated as the “home” team/course except during the Finals (see Championship Finals on page #25).
3. Sides 2, 4, 6 and 8 will compete against each other at the course designated as the “visiting” team/course except during the Finals (see Championship Finals on page #25).
4. The format will be the same as used in the primary matches. Playoff Results Sheet (with 8 sides) will be provided on the WSCGA web site.
5. Teams will be responsible for providing a Rules Committee. Any unresolved claims should be referred to the WSCGA office.

TIES DURING DIVISIONAL AND REGIONAL PLAYOFFS:

1. If the **GROSS** teams are tied after comparing match points, there will be a sudden-death hole-by-hole play-off comprised of Sides 1, only, at the “home” course. **If the NET teams are tied, a playoff will commence in 3-hole aggregate increments between Sides 1, only, at the “home” course.**
2. Ties will be broken as follows:
 - a. **Sides 1 return to the designated first play-off hole. The designated first playoff hole shall be determined prior to the match.**
 - b. Players commence play (with an observer) reporting their match point results at the conclusion of each hole for Gross and **at the conclusion of a 3-hole aggregate for Net.**
 - c. Play will continue until a winner is determined.

Divisional Playoffs

1. The Group winners will compete to determine the divisional winners. **NOTE:** For the **first** Divisional, Groups 1-4 within in each Division will be seeded on the playoff ladder based on Total Match Points earned during Primary Play. The team in position 1 will play against the team in position 4 and the team in position 2 will play against the team in position 3. The formula used to establish Home Field Designation will also be used to determine seeding positions when teams have played a different number of matches in Primary Play).
2. Match dates for Divisional Play-offs are **Thursday, June 21 and Thursday, June 28.**

3. The teams winning their second Divisional playoffs will advance to the Regional playoffs.
4. See page #19 (Team Play Schedule) for playoff dates.

Regional Playoffs

1. Divisional winners will compete to determine the Regional winners.
2. The Regional Play-off date is **Thursday, July 12**.

CHAMPIONSHIP FINALS

The gross and net winners of the Regional matches between Division I and Division II and the gross and net winners of the Regional matches between Division III and Division IV will compete to determine the overall champions.

The Championship Finals will be played on a Home and Home basis (this requires 2 play dates). Two 18-hole matches will be played with the first match to be played at the “visiting” course unless otherwise agreed upon by the two Team Captains. For the Finals the entire team will play at each location. See page #19 (Team Play Schedule) for guidelines on playoff dates.

If the **GROSS** teams are tied after comparing match points from both matches, there will be a sudden-death hole-by-hole play-off at the “home” course comprised of Side 1 only, immediately following the second Final. If the NET teams are tied after comparing match points from both matches, there will be a 3-hole aggregate play-off at the “home” course comprised of Side 1 only, immediately following the second Final.

PROCEDURE FOR BREAKING TIES

The Playoff will proceed as follows:

1. Sides 1 return to the designated first playoff hole. The designated first playoff hole shall be determined prior to the match.
2. Players commence play (with an observer) reporting their match point results at the conclusion of each hole for Gross and at the conclusion of a 3-hole aggregate for Net.
3. Play will continue until a winner is determined.

AWARDS

Plaques for the Gross and Net *Champions* and *Runners-up* will be presented by the WSCGA at the winning clubs. All other awards will be sent to team captains at their respective clubs.

INDIVIDUAL AWARDS

Individual awards will be given to the winners and runners-up of the Championship Matches.

Holes-in-One

An award is given to a team player having a hole-in-one during Team Play. Please notify the WSCGA Office or the WSCGA Team Facilitator with the pertinent hole-in-one information. See Illustration #6, Page 33, for a sample of a Hole-In-One Form.

TEAM PLAY FORMS/ HANDOUTS

Following is the list of forms to be used during Team Play. The forms appear in the manual as Illustrations which further define or demonstrate how they're to be utilized. Various handouts are also included for reference purposes.

<i>Name of Form</i>	<i>Illustration Number</i>	<i>Page Number</i>
Team Play Posting Sheets	1	28
Scorecard	2	29
Primary Play Results Sheet - WSCGA Team Play	3	30
Bracket for Match Play-Gross Playoff	4	31
Bracket for Match Play-Net Playoff	5	32
Hole-in-One Form	6	33
Aeration Holes	7	34
Definitions	8	35
Match Play Rules	9	36-45
Match Play Penalty for Breach of Rule 4-4a, b or c	10	46
Four-Ball Match Play-Rules Quiz	11	47-49
Four-Ball Match Play-Answers to Rules Quiz	12	50-53
One-Stroke Penalties	13	54
Rules That Can Help You	14	55-57
Pace of Play Guidelines	15	58
Instructions to Spotters	16	59
Distance-Measuring Device Position Statement	17	60
Cell Phone/Electronic Device Position Statement	18	61

ILLUSTRATION #3 – PRIMARY PLAY RESULTS SHEET

WSCGA TEAM PLAY RESULTS
 WSCGA Office Phone 909-592-1281
 Fax 909-592-7542

HOST CLUB:	TEAM CAPTAIN SIGNATURE:
------------	-------------------------

SIDE	PLAYER	HDCP	PLAYER	HDCP	GROSS	NET
					MATCH POINTS	MATCH POINTS
1						
2						
3						
4						
5						
6						
7						

TOTAL MATCH POINTS (0 TO 7)

WIN POINTS (0-1)

GUEST CLUB:	TEAM CAPTAIN SIGNATURE:
-------------	-------------------------

SIDE	PLAYER	HDCP	PLAYER	HDCP	GROSS	NET
					MATCH POINTS	MATCH POINTS
1						
2						
3						
4						
5						
6						
7						

TOTAL MATCH POINTS (0 TO 7)

WIN POINTS (0-1)

DIVISION	GROUP	DATE
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ILLUSTRATION #4

2012 CITY TEAM PLAY-OFFS
GROSS

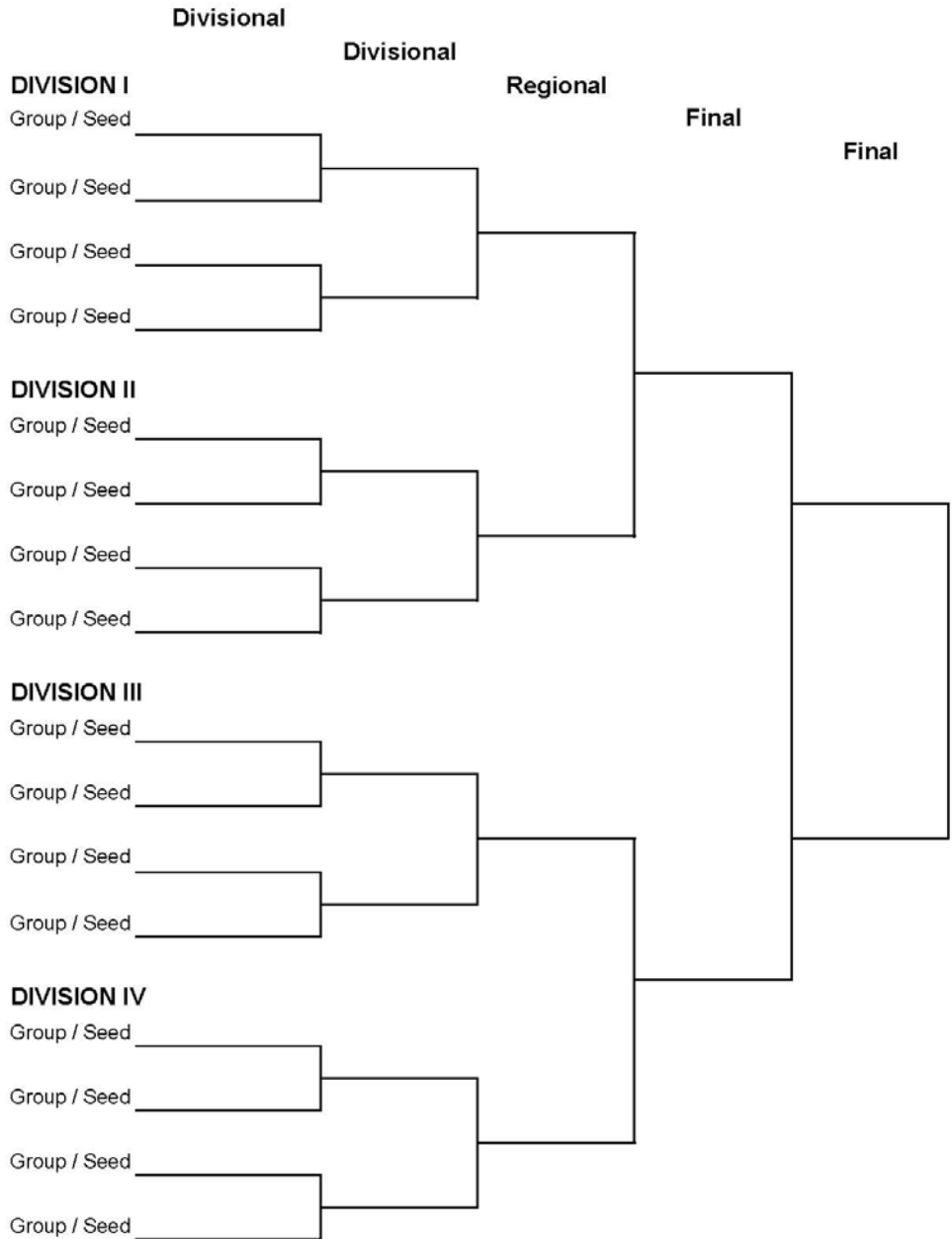


ILLUSTRATION #5

**2012 CITY TEAM PLAY-OFFS
NET**



ILLUSTRATION #6



NAME: _____
STREET: _____
CITY: _____
STATE: _____ ZIP: _____
HOME CLUB: _____
NAME OF CLUB PLAYED AT: _____
HOLE NUMBER: _____ CLUB USED: _____
DATE OF HOLE-IN-ONE: _____ YARDAGE: _____

Please mail, fax or email the above form to the WSCGA Office at one of the following addresses:

1. Address: 402 West Arrow Highway, #10, San Dimas, CA, 91773
2. Fax: (909) 592-7542
3. Email Address: wscga@womensgolf.org

This information can also be posted on the website: <http://www.womensgolf.org/wscga>

ILLUSTRATION #7 – AERATION HOLES

When several fairways have been aerated the following Local Rule is in effect:

"If a ball comes to rest in or on an aeration hole, the player may, without penalty, lift the ball and clean it. Through the green, the player shall drop the ball as near as possible to where it lay, but not nearer the hole. If a dropped ball rolls into a position covered by this Local Rule or a position covered by **Rule 20-2c**, it shall be re-dropped without penalty. If the ball when re-dropped rolls into such a position, it shall be placed as near as possible to the spot where it first struck a part of the course when re-dropped.

On the putting green, the player shall place the ball at the nearest spot, not nearer the hole which avoids such situation."

If a player wishes to lift her ball to determine if it is in or on an aeration hole, she must follow the correct procedure and announce her intention in advance to her opponent.

ILLUSTRATION #8

DEFINITIONS

ADDRESSING THE BALL

A player has “addressed the ball” simply by grounding her club immediately in front of or behind the ball, regardless of whether or not she has taken her stance. Therefore the Rules generally no longer provide for a player addressing the ball in a hazard. (See also related change to Rule 18-2b)

CASUAL WATER

“Casual water” is any temporary accumulation of water on the course, which is visible before or after the player takes her stance and is not in a water hazard.

EQUIPMENT

“Equipment” is anything used, worn or carried by or for the player except any ball she has played at the hole being played and any small object, such as a coin or tee, when used to mark the position of a ball or the extent of an area in which a ball is to be dropped. Equipment includes a golf cart. If a cart is shared by two players, the cart and everything in it are deemed to be the equipment of the player whose ball is involved except that, when the cart is being moved by one of the players sharing it, the cart and everything in it are deemed to be that player’s equipment.

SIDE

A “side” is a player, or two or more players, who are partners.

STANCE

Taking the “stance” consists in a player placing her feet in position for and preparatory to making a stroke.

STROKE

A “stroke” is the forward movement of the club made with the intention of fairly striking at and moving the ball. But if a player checks her downswing voluntarily before the clubhead reaches the ball, she is deemed not to have made a stroke.

THROUGH THE GREEN

“Through the green” is the whole area of the course except:

- a. The teeing ground and putting green of the hole played; and
- b. All hazards on the course.



ILLUSTRATION #9

MATCH PLAY RULES

RULE 1 – THE GAME

1-3 AGREEMENT TO WAIVE RULES

Players must not agree to exclude the operation of any rule or to waive any penalty incurred.

PENALTY -- disqualification.

RULE 2 - MATCH PLAY

2-4 CONCESSION OF NEXT STROKE, HOLE OR MATCH

When the opponent's ball is at rest, the player may concede the opponent to have holed out with her next stroke and the ball may be removed by either side with a club or otherwise.

A player may concede a hole or a match at any time prior to the conclusion of the hole or the match.

Concession of a stroke, hole or match may not be declined or withdrawn.

2-4/3 PLAYER LIFTS BALL IN MISTAKEN BELIEF THAT NEXT STROKE CONCEDED

Q. In a match between "A" and "B," "B" made a statement which "A" interpreted to mean that her ("A's") next stroke was conceded. Accordingly, "A" lifted her ball. "B" then said that she had not conceded "A's" next stroke. What is the ruling?

A. If "B's" statement could reasonably have led "A" to think her next stroke had been conceded, in equity "A" should replace her ball as near as possible to where it lay, without penalty.

Otherwise, "A" would incur a penalty stroke for lifting her ball without marking its position and she must replace her ball as near as possible to where it lay.

2-4/4 WHETHER PICKING UP OPPONENT'S BALL IS CONCESSION OF NEXT STROKE

- Q. In match play, "A" holes a putt and, thinking she has won the match, picks up "B's" ball. "B" then advises "A" that she ("B") had a putt to win the hole. Did "A" concede "B's" next stroke when she picked up "B's" ball?
- A. No. "A" incurred a penalty stroke under **Rule 18-3b**; "B" must replace her ball and now has two putts to win the hole.

2-5 CLAIMS

In match play, if a doubt or dispute arises between the players, a player may make a claim. If no duly-authorized representative of the Committee is available within a reasonable time, the players must continue the match without delay. A player making a claim must notify her opponent (i) that she is making a claim, (ii) of the facts of the situation **or** (iii) that she wants a ruling. Any claim, if it is to be considered by the Committee, must be made before any player in the match plays from the next teeing ground or, in the case of the last hole of the match, before all players leave the putting green.

RULE 4 - CLUBS

4-4 MAXIMUM OF 14 CLUBS (Also see Illustration #11)

- a. Selection and addition of clubs
- The player must start a ***stipulated round*** with not more than 14 clubs. She is limited to the clubs thus selected for that round except that, if she started with fewer than 14 clubs, she may add any number provided her total number does not exceed 14.
 - The addition of a club or clubs must not unduly delay play (**Rule 6-7**) and must not be made by borrowing any club selected for play by any other person playing on the course.

b. Partners May Share Clubs

Partners may share clubs, provided that the total number of clubs carried by the partners so sharing does not exceed 14.

PENALTY FOR BREACH OF RULE 4-4a OR b, REGARDLESS OF NUMBER OF EXCESS CLUBS CARRIED:

At the conclusion of the hole at which the breach is discovered, the state of the match is adjusted by deducting one hole for each hole at which a breach occurred. Maximum deduction per round: two holes.

4-4a/8 RETRIEVING ANOTHER PLAYER'S CLUB

Q. A player carrying 14 clubs found another player's club on the course. She picked up the lost club, put it in her bag but did not use it, and handed it in at the pro shop when the round was completed. Was the player in breach of **Rule 4-4a** for carrying 15 clubs?

A. No.

Also see revised Decision 4-4a/6

RULE 6 - THE PLAYER

6-2a/2 HANDICAP STROKE GIVEN AT INCORRECT HOLE IN ERROR

Q. In a match between "A" and "B," under the Handicap Stroke Table, "A" was to receive a handicap stroke at the 9th hole. However, both "A" and "B" mistakenly believed that "A" should receive a handicap stroke at the 7th hole, and the match was played on this basis. Subsequently, the Committee became aware of the error. What should the Committee do?

A. The Committee should take no action. Since the players did not agree to deviate from the Handicap Stroke Table and did so by mistake, there was no breach of **Rule 1-3**. The match should stand as played.

RULE 7 - PRACTICE

7-1 BEFORE OR BETWEEN ROUNDS

On any day of a match play competition, a player may practice on the competition course before a round.

RULE 8 - ADVICE; INDICATING LINE OF PLAY

A. No.

9-2 INFORMATION AS TO STROKES TAKEN

An opponent is entitled to ascertain from the player, during the play of a hole, the number of strokes she has taken, and after play of a hole, the number of strokes taken on the hole just completed.

If, during the play of a hole, the player gives or is deemed to give wrong information as to the number of strokes taken, she shall incur no penalty if she corrects the mistake before her opponent has played her next stroke. If the player fails to correct the wrong information, she loses the hole.

RULE 10 - ORDER OF PLAY

10-1 MATCH PLAY

c. Playing Out of Turn

If a player plays when her opponent should have played, the opponent may immediately require the player to cancel the stroke so played and, in correct order, play a ball without penalty as nearly as possible at the spot from which the original ball was last played.

Also see revised Decision 10-1a/3

RULE 11 - TEEING GROUND

11-4 PLAYING FROM OUTSIDE TEEING GROUND

If a player, when starting a hole, plays a ball from outside the teeing ground, the opponent may immediately require the player to cancel the stroke so played and play a ball from within the teeing ground, without penalty.

RULE 13 - BALL PLAYED AS IT LIES

13-2/8 PLAYER'S LIE OR LINE OF PLAY AFFECTED BY PITCH-MARK (DIVOT) MADE BY PARTNER'S, OPPONENT'S OR FELLOW COMPETITOR'S BALL.

- Q. If a player's lie or line of play through the green is affected by a pitch-mark made by her partner's, her opponent's or a fellow competitor's ball, is the player entitled to relief?
- A. If the pitch-mark was there before the player's ball came to rest, she is not entitled to relief without penalty.

If the pitch-mark was created after the player's ball came to rest, in equity, she may repair the pitch-mark. A player is entitled to the lie which her stroke gave her.

Also see revised Decisions 13-4/11 and 13-4/16

RULE 14 - STRIKING THE BALL

14-2 ASSISTANCE

In making a stroke, a player must not:

- a. Accept physical assistance or protection from the elements, or
- b. Allow her caddie, her partner or her partner's caddie to position herself/himself on or close to an extension of the line of play or the line of putt behind the ball.

14-3 ARTIFICIAL DEVICES AND UNUSUAL EQUIPMENT. See WSCGA Position Statement regarding GPS devices.

14-4 STRIKING THE BALL MORE THAN ONCE

If a player's club strikes the ball more than once in the course of a stroke, the player must count the stroke and add a penalty stroke, making two strokes in all.

RULE 15 - WRONG BALL, SUBSTITUTED BALL

15-3 MATCH PLAY

If a player plays a stroke with a wrong ball, she is disqualified from the hole.

EXCEPTION: In Four Ball Match Play, if the player hits her partner's ball, the player loses the hole. The penalty does not apply to her partner even if it assisted her in subsequent play of the hole.

15/4 PLAYER LIFTS BALL, SETS IT ASIDE AND PLAYS IT FROM WHERE SET ASIDE

- Q. A player marks the position of her ball on the putting green, lifts the ball and sets it aside. By mistake, she putts the ball from the spot at which she set it aside. What is the ruling?
- A. In match play, the player lost the hole.

RULE 16 - THE PUTTING GREEN

16-1/f MAKING THE STROKE WHILE ANOTHER BALL IN MOTION

The player must not make a *stroke* while another ball is in motion after a *stroke* from the *putting green*, except that, if a player does so, there is no penalty if it was her turn to play.

16-1a/3 REMOVING DEW OR FROST FROM LINE OF PUTT

- Q. May a player brush dew or frost from her line of putt?

- A. No. Rule 16-1a prohibits touching the line of putt except in removal of loose impediments, repair of ball marks, etc. Dew or frost is not a loose impediment.

PENALTY -- loss of hole.

16-1a/8 LOOSE IMPEDIMENTS REMOVED FROM LINE OF PUTT WITH CAP OR TOWEL

- Q. A player removes loose impediments from her line of putt by brushing them aside with her cap or with a towel. Is this permissible?

A. Yes, provided she does not press anything down.

16-1c/1.5 BALL MARK PARTIALLY ON AND PARTIALLY OFF PUTTING GREEN IS ON LINE OF PLAY.

- Q. If a player's ball lies just off the putting green and there is a ball mark on her line of play, she is entitled to repair the ball mark if it is on the green but not if it is off the green. What is the ruling if a ball mark on the line of play is partially on and partially off the green?

A. Since it is impractical to allow the repair of only that part of the ball mark, which is on the putting green, the player may repair the entire ball mark.

16-1d/5 RUBBING BALL ON PUTTING GREEN FOR CLEANING PURPOSES

- Q. May a player clean her ball by rubbing it on the putting green?

A. Yes, provided the act is not for testing the surface of the putting green. It is recommended that a ball be cleaned in other ways to eliminate any question as to the player's intentions.

RULE 17 - THE FLAGSTICK

17-3/3 BALL STRIKES FLAGSTICK LYING ON GREEN

- Q. A player putts too strongly and her ball strikes the flagstick which has been removed by someone in her match or group and placed on the putting green behind the hole. What is the ruling?
- A. The player incurs a penalty under *Rule 17-3a* -- loss of the hole in match play.

RULE 19 - BALL IN MOTION DEFLECTED OR STOPPED

19-1 BY OUTSIDE AGENCY

If a ball in motion is accidentally deflected or stopped by any outside agency, it is a rub of the green, no penalty is incurred and the ball must be played as it lies except:

- a. If a ball in motion after a stroke other than on the putting green comes to rest in or on any moving or animate outside agency, the player must, through the green or in a hazard, drop the ball, or on the putting green place the ball as near as possible to the spot where the outside agency was when the ball came to rest in or on it, and
- b. If a ball in motion after a stroke on the putting green is deflected or stopped by, or comes to rest in or on any moving or animate outside agency except a worm or insect, the stroke is cancelled, the ball must be replaced and the stroke replayed.

19-2 BY PLAYER, PARTNER, CADDIE OR EQUIPMENT

If a player's ball is accidentally deflected or stopped by herself, her partner, or either of their caddies or equipment, the player incurs a penalty of one stroke.

Also see revised Decision 19-2/10

RULE 20 - LIFTING, DROPPING AND PLACING; PLAYING FROM WRONG PLACE

20-1/16 MARKING POSITION OF BALL WITH TOE OF CLUB

- Q. A player, prior to lifting her ball under a Rule, marked the position of the ball by placing the toe of a club at the side of, or behind, the ball. Is this permissible?
- A. Yes, but not recommended.

20-2 DROPPING AND RE-DROPPING

- a. ***By Whom and How*** -- a ball to be dropped under the **Rules** must be dropped by the player herself. She must stand erect, hold the ball at shoulder height and arm's length and drop it. If the ball touches the player, her partner or their equipment before or after it strikes a part of the course, the ball must be re-dropped, without penalty. There is no limit to the number of times a ball must be re-dropped in such circumstances.
- c. ***When to Re-drop*** -- a dropped ball must be re-dropped without penalty if it:
- (i) rolls into and comes to rest in a hazard;
 - (ii) rolls out of and comes to rest outside a hazard;
 - (iii) rolls onto and comes to rest on a putting green;
 - (iv) rolls and comes to rest out of bounds;
 - (v) rolls to and comes to rest in a position where there is interference by the condition from which relief was taken under **Rule 24-2b** (immovable obstruction), **Rule 25-1** (abnormal ground conditions), **Rule 25-3** (wrong putting green) or a local rule (**Rule 33-8a**), or rolls back into the pitch-mark from which it was lifted under **Rule 25-2** (embedded ball);
 - (vi) rolls and comes to rest more than two club-lengths from where it first struck a part of the course;
 - (vii) rolls and comes to rest nearer the hole than:
 - (a) Its original position or estimated position (see **Rule 20-2b**) unless otherwise permitted by the **Rules**;
 - (b) The nearest point of relief or maximum available relief (**Rule 24-2, 25-1, or 25-3**); or
 - (c) The point where the original ball last crossed the margin of the water hazard or lateral water hazard (**Rule 26-1c**).

If the ball, when re-dropped, rolls into any position listed above, it must be placed as near as possible to the spot where it first struck a part of the course when re-dropped.

If a ball to be re-dropped or placed under this rule is not immediately recoverable, another ball may be substituted.

Note: If a ball, when dropped or re-dropped, comes to rest and subsequently moves, the ball must be played as it lies, unless the provisions of any other rule apply.

20-3 PLACING AND REPLACING

- a. ***By whom and where*** -- a ball to be placed under the **Rules** must be ***placed*** by the player or her partner. If a ball is to be ***replaced***, the player, her partner or the person who lifted or moved it must place it on the spot from which it was lifted or moved. In any such case, the player is responsible for any breach of the **Rules**.

20-5 PLAYING NEXT STROKE FROM WHERE PREVIOUS STROKE PLAYED

When, under the **Rules**, a player elects or is required to play her next stroke from where a previous stroke was played, she must proceed as follows: if the stroke is to be played from the teeing ground, the ball to be played must be played from anywhere within the teeing ground and may be teed; if the stroke is to be played from ***through the green*** or a hazard, it must be dropped; if the stroke is to be played on the putting green, the ball must be placed.

PENALTY FOR BREACH OF RULE -- loss of the hole.

RULE 30 – THREE-BALL, BEST BALL AND FOUR-BALL MATCH PLAY

30-3 BEST BALL AND FOUR-BALL MATCH PLAY

a. Representation of a Side

A side may be represented by one ***partner*** for all or any part of a match; all partners need not be present. An absent ***partner*** may join a match between holes but not during the play of a hole.

b. Order of Play

Balls belonging to the same ***side*** may be played in the order the ***side*** considers best.

c. Wrong Ball

If a player incurs a loss of hole penalty under **Rule 15-3a** for making a stroke at a ***wrong ball***, she is disqualified for that hole, but her partner incurs no penalty even if the ***wrong ball*** belongs to her. If the ***wrong ball*** belongs to another player, its owner must place a ball on the spot from which the ***wrong ball*** was first played.

d. Penalty to Side

A ***side*** is penalized for breach of any of the following by any partner:

- ***Rule 4*** – Clubs
- ***Rule 6-4*** – Caddie
- Any Local Rule or Condition of the Competition for which the penalty is an adjustment to the state of the match.

e. Disqualification of a Side

A **side** is disqualified if any partner incurs a disqualification under any of the following:

- **Rule 1-3** – Agreement to Waive Rules
- **Rule 4** – Clubs.
- **Rule 5-1 or 5-2** – The Ball.
- **Rule 6-2a** – Handicap (playing off higher handicap).
- **Rule 6-7** – Undue Delay; Slow Play (repeated offense)
- **Rule 11-1** – Teeing
- **Rule 14-3** – Artificial Devices, Unusual Equipment and Use of Unusual Equipment
- **Rule 33-7** – Disqualification Penalty Imposed by Committee

A **side** is disqualified for a breach of any of the following **by all partners**:

- **Rule 6-3** – Time of Starting and Groups.
- **Rule 6-8** – Discontinuance of Play.

f. Effect of Other Penalties

If a player's breach of a Rule assists her *partner's* play or adversely affects the opponent's play, *the partner incurs the applicable penalty in addition to any penalty incurred by the player.*

In all other cases where a player incurs a penalty for breach of a Rule, the penalty does not apply to her *partner*. Where the penalty is stated to be loss of hole, *the effect is to disqualify the player for that hole.*

ILLUSTRATION #10

MATCH PLAY PENALTY FOR BREACH OF RULE 4-4a or b or c

Rule 4-4 Maximum of Fourteen Clubs

a. Selection and Addition of Clubs

The player must start a stipulated round with not more than fourteen clubs. The player is limited to the clubs thus selected for that round except that, if the player started with fewer than fourteen clubs, the player may add any number provided the total number does not exceed fourteen.

The addition of a club or clubs must not unduly delay play (Rule 6-7) and must not be made borrowing any club selected for play by any other person playing on the course.

b. Partners May Share Clubs

Partners may share clubs, provided that the total number of clubs carried by the partners so sharing does not exceed fourteen.

PENALTY FOR BREACH OF RULE 4-4a OR b, REGARDLESS OF NUMBER OF EXCESS CLUBS CARRIED:

Match Play – At the conclusion of the hole at which the breach is discovered, the state of the match is adjusted by deducting one hole point for each hole at which a breach occurred; maximum deduction per round: two holes.

c. Excess Club Declared Out of Play

Any club carried or used in breach of this Rule must be declared out of play by the player immediately upon discovery that a breach has occurred and thereafter must not be used by the player during the round.

Note: If a player has declared a club out of play prior to the beginning of a stipulated round, but has not physically removed the club from either the player's bag or cart, the player is still in breach of Rule 4-4a and is subject to the penalty.

PENALTY FOR BREACH OF RULE 4-4c: DISQUALIFICATION

Also see revised Decision 4-4a/6

ILLUSTRATION #11—FOUR-BALL MATCH PLAY RULES QUIZ

1. My ball, at rest, is moved, except as permitted by a Rule:
 - a. By me. What is the penalty? _____
 - b. By my partner. What penalty? _____
 - c. By my opponent. What penalty? _____
 - d. By my opponent in search of my ball? _____
 - e. In all cases above, must the ball be replaced? Yes No
 - f. Who may replace the ball? Me My partner The person who moved it
2. My putt, on the green, hits another ball. Am I penalized? Yes No
3.
 - a. I learned, during play of the 15th hole, that I had 15 clubs. What is the penalty?

 - b. I learned, during play of the first hole, that I had 16 clubs. What is the penalty?

4. May I continue putting even though it may no longer help the team?
 Yes No
5.
 - a. What is the penalty if my ball hits me, my partner or my equipment?

 - b. What is the penalty if my ball hits my opponent or her equipment?

6. I think my ball might be lost so I hit a provisional ball. I find my ball within five minutes and it is in bounds. I declare it unplayable. May I proceed with my provisional ball?
 Yes No
7. If I hit my partner's ball, what is the penalty? _____
8. If my opponent and I cannot find a rule in the "***Rules of Golf***" and we disagree, what do we do? _____
9. When must I mark my ball? _____
10. May my opponent accuse me of palming the ball? Yes No

11. May I repair a damaged area, on the line of putt, caused by someone slamming his putter into the green? Yes No
12. I have putted and the ball is rolling toward the flagstick that was placed behind the hole. My Partner, seeing that my ball is about to hit the flagstick, picks it up. Is there a penalty? Yes No
13. I hole my putt and thinking I have won the match, pick up my opponent's ball. My opponent then advises me that she has that putt to win the hole.
- a. Did I just concede that putt to my opponent? Yes No
- b. Does my opponent have to replace her ball and continue play?
 Yes No
- c. Did I incur a penalty stroke for moving the ball? Yes No
14. My opponent hits her ball out of turn and it lands six inches from the hole.
- a. What are my options? _____
- b. What is the smart thing to do? _____
15. My opponent just hit her drive from outside the teeing ground. Her ball went out of bounds.
- a. What are my options? _____
- b. What is the smart thing to do? _____
16. While chipping the ball, it struck the clubface more than once. Is there a penalty?
 Yes No
17. My opponent asks me to span my ball mark on the putting green. I do so, but forget to replace it before I putt. What is the penalty? _____
18. The heavy dew is on the line of my putt. I brush it away with my hand. Is there a penalty? Yes No
19. There are leaves in my line of putt on the putting green. I brush them aside with my towel. Is there a penalty? Yes No
20. There is sand on the putting green on the line of putt. I brush it away with my hand. Is there a penalty? Yes No

21. I was given a handicap stroke on Hole 11 by mistake. No one noticed the error until we finished the match. What is the rule or what should be done? _____
22. My partner left her sand wedge on that last hole and needs one on this hole. May I loan her mine? Yes No
23. I accidentally touch my club to the sand when I remove the rake. Is there a penalty?
 Yes No
24. After taking relief from the cart path, my heel is still touching the cart path when I hit the ball. Is there a penalty? Yes No
25. I have 13 clubs in my bag. At the turn I go to my car and get a different driver. I add this club to my others, bringing the total to 14. Is there a penalty? Yes No
26. My ball has come to rest in casual water, but my stance is not drawing water. May I take relief? Yes No
27. I have two different balls in my pocket. I play the hole, tee to green, with ball number one. I mark ball number one and put it in my pocket. I accidentally take out ball number two and putt it. Is there a penalty? Yes No
28. On the putting green I replace my ball, remove my ball marker, take my putting stance, but **do not** ground my club. My ball moves.
- a. Is there a penalty? Yes No
- b. Do I replace the ball? Yes No
29. I hit my drive and think it is lost or out of bounds. I hit a provisional ball that lands past where the original ball was most likely to be. After a search I hit the provisional ball. My partner and I then head for the green. We then find my original ball which must have hit the cart path and come to rest near the green. May I now play the original ball?
 Yes No
30. My opponent hit a short drive and needs to lay up. She asks me what the distance is from a fairway bunker or a tree, to the putting green.
- a. May she ask? Yes No
- b. May I tell? Yes No

8. **Rule 2-5** Lodge a claim. Any claim, if it is to be considered by the Committee, must be made before any player in the match plays from the next teeing ground or, in the case of the last hole of the match, before all players in the match leave the putting green.

9. **Rule 20-1** The position of the ball shall be marked before it is lifted under a Rule which requires it to be replaced.

Examples:

- a. any time the ball is on the putting green
- b. to identify the ball
- c. to determine if the ball is unfit for play
- d. because the ball interferes with or assists play
- e. to determine if the ball is embedded
- f. to determine if the ball lies in a burrowing animal hole

10. An opponent may accuse me of anything. If she is suggesting that I cleaned my ball other than when allowed under the Rules she should so state. She must make a claim (**Rule 2-5**) before anyone plays from the next teeing ground or all players have left the final hole. The matter may then be brought to the committee at the end of the match.

11. **Rule 16-1c** No, if the damage was there when the ball came to rest.
Dec. 13-2/8 & 13-2/8.5 If the damage occurred after my ball came to rest, it may be repaired. A player is entitled to the lie and line of play she had when her ball came to rest.

12. **Rule 24-1** No.

13. **Dec. 2-4/4** a. No

Dec. 2-4/4 b. Yes

Rule 18-3b c. Yes

14. **Rule 10-1c** a. Options:
1. Do nothing and let the opponent play out the hole. No penalty.
 2. Require the opponent to cancel the stroke so played and, in correct order, play a ball without penalty, as nearly as possible at the spot from which her original ball was last played.
- b. Require opponent to replay stroke.
15. **Rule 11-4** a. Options:
1. Require the player to cancel the stroke so played and play a ball from within the teeing ground, without penalty
 2. Do not recall the shot as player must take stroke and distance penalty under **Rule 27-1**.
- b. Do not recall the shot – option 2.
16. **Rule 14-4** Yes, count the stroke and add a penalty stroke. Play the ball as it lies.
17. **Rule 20-7a** I am disqualified from the hole for playing from a wrong place.
18. **Rule 16-1a & Dec 16-1a/3** Yes, see definition of “Loose Impediment,” I am disqualified for that hole.
19. **Rule 16-1** No.
20. **Rule 16-1a** No.
21. **Rule 6-2 & 6-2a/2** The match should stand as played.
22. **Rule 4-4b** No.
23. **Rule 13-4 & exceptions** No
24. **Rule 20-2c(v) & 24-2b(i)** Yes, I am disqualified for that hole.

25. **Rule 4-4a** No
26. **Rule 25-1a** Yes
27. **Rule 15-2** Yes, “substituted ball.” I am disqualified for that hole.
28. **Rule 18-2 & Dec. 18-2b/1** a. No, providing I did nothing to cause the ball to move.
b. No
29. **Rule 27-2b & Dec. 27-2b/4** No, I played a stroke with the provisional ball from a point nearer the hole than the place where the original ball was most *likely* to be.
30. **Rule 8-1 & Dec. 8-1/2** a. Yes.
b. Yes

ILLUSTRATION #13



ONE-STROKE PENALTIES

RULE	PENALTY
5-3	Penalty for failure to comply with the proper procedure when lifting a ball to determine if it is unfit for play. (Must announce intention, mark the ball and allow opponent, marker or fellow competitor to examine the ball.)
12-2	Penalty for failure to comply with the proper procedure when lifting a ball for the purpose of identification. (Ball must be at rest, must announce intention, mark the ball.) Or if he lifts his ball in order to identify it when not necessary to do so.
14-4	Striking the ball more than once in the course of a stroke.
16-2	Ball overhanging the hole falls in after waiting more than 10 seconds.
18-2a	Ball at rest moved by player, partner, caddie or equipment.
18-2b	Ball moving after address.
18-3b	Ball at rest moved by an opponent, her caddie or her equipment other than during search. (Opponent receives the penalty; the ball must be replaced.) (Match play only.)
19-2	Ball in motion accidentally deflected or stopped by player, partner, caddie or equipment.
20-1	Lifting the ball without marking it when a rule requires it to be replaced.
20-2	Ball dropped in an incorrect manner and the error not corrected.
20-3a	A ball to be placed under the Rules must be placed by the player or his partner. If a ball is to be replaced, the player, his partner or the person who lifted or moved it must place it on the spot from which it was lifted or moved. If the ball is placed or replaced by any other person and the error is not corrected as provided in Rule 20-6, the player incurs a penalty of one stroke.
21	Cleaning ball when not permitted by the Rules.
24-2b, ii,b	Taking relief outside a bunker from an immovable obstruction when the ball lies in a bunker.
25-1b	Taking relief outside a hazard from abnormal ground conditions when the ball lies in a hazard.
26	Water hazards (relief from).
27-1	Ball lost or out of bounds.
28	Ball declared unplayable.

ILLUSTRATION #14 – RULES THAT CAN HELP YOU

1. In match play, knowing how to make a **claim** when you think your opponent has not played by the *Rules of Golf*. (*Rule 2-5*). **Also see revised Decision 2-5/2**
2. In stroke play, knowing how to play a **second ball** when you are in doubt as to procedure. (*Rule 3-3*)
3. In match play, a player may **practice** on the competition course before a round (*7-1a*). Not so in a stroke play competition (*7-1b*).
4. A player is entitled to ascertain from her opponent, during the play of a hole, the **number of strokes** she has taken. (*Rule 9-2*)
5. **In search** for a ball in a hazard, you may probe or rake or use other means to find the ball within the allotted five minutes. There is no penalty for moving the ball in this process, but it must be replaced and recovered to only expose a part of the ball. (*Rule 12-1*)
6. In a **hazard** you **may touch** the **ground** only (1) in search, (2) to keep from falling, (3) in removing a movable obstruction, (4) in measuring or lifting, (5) when placing clubs in the hazard, (6) after a stroke, in repairing. You may touch obstructions or growing things. (*Rule 13-4*)
7. You may **touch** your **line of putt only** (i) to remove loose impediments by any means (without pressing down), (ii) in addressing the ball, (iii) in measuring, (iv) in the process of lifting, (v) in pressing down a ball marker, (vi) repairing old hole plugs or ball marks on the green, (vii) in removing movable obstructions. (*Rule 16-1*)
8. You may have the **flagstick attended, removed or held up** to indicate the position of the hole. You need not be on the green to have the flagstick attended. It is deemed to be attended **until the ball comes to rest**. (*Rule 17-1*)
9. There is no penalty for **accidentally moving your ball** (1) while measuring, *18-6* (2), while searching in a hazard, or abnormal ground conditions, *Rule 12-1*, (3) while repairing a hole plug or ball mark on the green, *Rule 16-1c*, (4) while removing loose impediments on the green, *Rule 18-2c*, (5) while lifting ball under a rule, *Rule 20-1*, (6) in placing or replacing ball, *Rule 20-3a*, (7) while removing a movable obstruction, *Rule 24-1*.
10. If your **opponent** accidentally **moves your ball**, except in search, she is assessed a one-stroke penalty. (*Rule 18-3b*)

11. If **your ball in motion** is accidentally **stopped or deflected by your opponent**, you may either play the ball as it lies or immediately replay the shot. No penalty. (*Rule 19-3*)
12. If a **ball dropped, under the Rules, touches the player**, her partner, their caddies or equipment, there is no penalty and the ball must be redropped. (*Rule 20-2a*)
13. If a **ball** when placed fails to come to rest on the spot on which it was placed, it must be replaced without penalty. If it still **fails to come to rest on that spot**: (i) except in a hazard, it must be placed at the nearest spot not nearer the hole or in a hazard where it can be placed at rest; (ii) in a hazard, it must be placed in the hazard at the nearest spot not nearer the hole where it can be placed at rest.

If a **ball comes to rest on the spot on which it is placed, and it subsequently moves**, there is no penalty and the ball must be played as it lies. (*Rule 20-3d*)
14. **Eraser Rule:** Ball dropped or placed in wrong place or in a wrong way but not played, may be lifted and done correctly. No penalty. (*Rule 20-6*)
15. Any time a **ball** is lifted, under a Rule, it **may be cleaned, except** when lifted (1) to determine if the ball is **unfit, Rule 5-3**, (2) to **identify** the ball, *Rule 12-2* or (3) when lifting the ball because it is **interfering with or assisting** play, *Rule 22* or (4) to determine if the ball is embedded or in a burrowing animal hole, *Decision 25-2/7*.
16. Any player may have any **ball** lifted if she considers that the ball might interfere with her play or **assist** any other player. (*Rule 22*)
17. **Movable obstructions**, if you wish to get relief, must be **moved**. You may not drop your ball away from a movable obstruction. (*Rule 24-1*)
18. **Except in a water hazard or lateral water hazard**, you are allowed stance or swing **relief from an immovable obstruction**. Drop within one club-length of the nearest point of relief. No penalty. (*Rule 24-2b*)
19. If a ball is **lost in an immovable obstruction**, except in a water hazard, a ball may be substituted and dropped within one club length of the nearest point of relief from **where the ball last crossed the outermost limits of the obstructions**. No penalty. (*Rule 24-3b*)
20. You get stance and swing **relief** (no penalty) from abnormal ground conditions on the course. In a water hazard you get no relief, without penalty, from abnormal ground conditions. (*Rule 25-1*)

21. Except in a water hazard, if your **ball is lost** in an **abnormal ground condition** a ball may be substituted and dropped within one club length at the nearest point of relief from where the original ball last crossed the outermost limits of the abnormal ground condition. (*Rule 25-1c*)
22. An **embedded ball** may be lifted, without penalty, cleaned, and dropped, as near as possible to its own pitch mark, in any closely mown area “through the green” (*Rule 25-2*). Most courses have a local rule, which is authorized by the *USGA*, allowing relief anywhere “through the green.” See Appendix I (*Local Rules*).
23. **Water Hazards** are defined by yellow stakes and lines. Two relief options, with a one-stroke penalty: (1) **Replay**, (2) **Drop** a ball, behind the water hazard, **keeping the point** at which the original ball **last crossed the margin** of the water hazard directly **between the hole and the spot** on which the ball is dropped, with no limit as to how far behind the water hazard the ball may be dropped. (*Rule 26-1*)
24. **Lateral Water Hazards** are defined by **red stakes and lines**. The above options may be used with the following two additional options: A ball may be dropped outside the water hazard within **two club-lengths of** and not nearer the hole than (i) the point where the original **ball last crossed the margin** of the hazard or (ii) a point on the **opposite margin** of the lateral water hazard **equidistant from the hole** (*Rule 26-1*).
25. If your ball may be lost outside a water hazard or may be out of bounds, you may play a **provisional ball**. Inform your opponent or fellow-competitor of your intentions, or it will be your “ball in play” (*Rule 27-2*).
26. You have **5 minutes**, from the beginning of search, to **find the ball**. (*Rule 27*)
27. You may declare your **ball unplayable** at any place on the course except in a water hazard. You are the sole judge. Three options, each with a one-stroke penalty. (1) Play a ball as nearly as possible from where the original ball was last played; (2) Drop a ball within two club-lengths of the spot where the ball lay, but not nearer the hole; or (3) Drop a ball behind the point where the ball lay, keeping that point directly between the hole and the spot on which the ball is dropped, with no limit as to how far behind that point the ball may be dropped. If in the bunker, the ball must stay in the bunker if (2) or (3) is used (*Rule 28*).

ILLUSTRATION #16

INSTRUCTIONS TO SPOTTERS

1. Watch to see where the ball lands.
2. If the player asks, a spotter may, at any time, tell her the position of her ball. Some examples follow:
 - if it is in Hazard
 - if it is Out of Bounds
 - if it has landed where the player is unable to find it (should this happen and you did not see where the ball landed you may help look for the ball)
3. A spotter must **not** give information as to how a player should play the ball. It is the player's responsibility to know the Rules and to know her options.
4. A spotter must **not** give information as to how the hole should be played or about the yardages. If the yardages are marked on a sprinkler head or in some other place, a spotter may tell the player where to look.
5. If a spotter sees what may be a Rules infraction, she must report it to the Team Committee as soon as possible. Spotters are **not** to make any rulings.

ILLUSTRATION #17 – DISTANCE-MEASURING DEVICES

POSITION STATEMENT

The Women’s Southern California Golf Association allows the use of distance-measuring devices in WSCGA-sponsored events in accordance with the *USGA* guidelines.

The *USGA* decisions on the Rules of Golf effective January 1, 2006 allows a Committee to permit the use of distance-measuring devices by Local Rule. This applies to devices that measure distance only, not other conditions that might affect a player’s play (e.g., wind or gradient)

The WSCGA Committee has created a Local Rule which allows the use of distance-measuring devices at all WSCGA tournament and team play competitions. This Local Rule applies even if a club has not adopted their own Local Rule regarding distance-measuring devices.

Effective **immediately**, conditions of play for WSCGA-organized events will invoke the following *USGA* recommended wording for the Local Rule allowing distance-measuring devices:

“Distance-Measuring Devices: For this competition, a player may obtain distance information by using a device that measures distance only. However, if during a stipulated round, a player uses a distance-measuring device that is designed to gauge or measure other conditions that might affect her play (e.g., gradient, wind-speed, temperature, etc.), the player is in breach of Rule 14-3, for which the penalty is disqualification, regardless of whether any such additional functions are actually used.”

ILLUSTRATION #18

CELL PHONE POLICY – REVISED 2/14/2011

The use of a cell phone (including for text messaging) is **prohibited** during all City Team Play matches, including the playoffs.

The use of a cell phone is not of itself a breach of the Rules of Golf; however, cell phone usage shows a significant disregard for an aspect of the Rules of Etiquette (distraction of other players) and is considered by the WSCGA Team Committee to be a serious breach thereof.

The application of a penalty for a serious breach of etiquette, under Rule 30-3e, is **disqualification of the side from the match** and is **at the discretion of the designated Rules Committee**, Rule 33-7. A timely and proper claim must be made in order to be considered by the Committee, Rule 2-5. Any unresolved issues will be decided by WSCGA.

NOTE: As most cell phones also provide ready access to "conditions that might affect play" (i.e. weather, wind, etc.) under Rule 14-3b cell phones are **not to be used as GPS devices** during team play. The penalty for breach of this rule is **disqualification of the side**.