

# Team Matches 2001

## **RULES & GUIDELINES**

- ❖ Up to 32 teams may participate in the team matches this fall. Participating clubs is based on first come first serve. Placement of the teams on the brackets will be made by blind-draw at the initial match play party except that the previous year's winner will be seeded as number 1. If there are an uneven number of teams, some teams will receive a bye on the first day.
- ❖ Team Matches 2001 are a double-elimination tournament. A team that loses on Saturday will play in the losers' bracket on Sunday and will be eliminated after another loss
- ❖ The matches will take 6 weeks to complete, beginning September 8. Each club is required to guarantee two tee times on Saturday and Sunday of all 6 weekends. Please make every effort to keep the tee times for your club and your opponent's club as close together as possible, between 9am and 1pm if possible.
- ❖ Club rosters of at least 8 players and entry of \$75 must be at the DWGA office by September 1<sup>st</sup>. There is no limit to the number of names that may appear on the roster, but all players must be unlimited DWGA members. Clubs with insufficient women members may join together to field a joint team. No additions to the roster may be added after September 1<sup>st</sup>.
- ❖ September 1<sup>st</sup> handicaps (or August 31<sup>st</sup>) will be used for the entire competition.
- ❖ 80% of Course Handicap will be used. Players will play off the low ball of the foursome, playing better ball of partners.
- ❖ Each hole is 1 point. A team receives 1 point for winning a hole, ½ point for a tie. A match is a possible 72 points (18 x 4).
- ❖ Four 2-women teams will represent a club in each match. The 8 players do not have to be the same for every match. The Club whose name appears on the top line of the bracket will travel their Teams 1 and 3. The Club whose name appears on the bottom line of the bracket will travel their Teams 2 and 4. [
- ❖ Although the object of the program is to foster comraderie and good sportsmanship, players are expected to know the USGA rules of golf governing match play and the rules should be followed. When an issue arises, to avoid undue delay, play two balls when possible and obtain a ruling at the end of the match.
- ❖ Players should try to maintain a 4.5 hour or better pace of play at all times.
- ❖ Players must be in order of handicaps, with the two lowest handicaps being Team 1, two highest handicaps Team 4.

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- ❖ If a Club can only field 6 players for a match, a forfeit of 18 points will be given to the opponent's Team 4.
- ❖ Your lineup may change from one match to another.
- ❖ If an emergency substitution must be made, please make every effort to substitute a player that will fit into the same part of the lineup, thus avoiding 'shuffling' players around and causing a lot of changes administratively.
- ❖ Call/fax your lineup (8 players) for an upcoming Saturday match by Tuesday, 6:00pm to Ellen Resnick at 302-475-2020.
- ❖ To save last-minute scrambling, you may want to submit a Sunday lineup (in case your club loses on Saturday) along with your Saturday lineup. This is optional. If your club loses on Saturday, your Sunday lineup must be called in to Ellen no later than 9:00pm Saturday night.
- ❖ As soon as the home & away matches have been decided, please call Ellen (or DWGA) with the results.
- ❖ Carts are mandatory and must be paid in advance.
- ❖ Rain & Course Closures: If both clubs are closed due to rain or other problems, the match will be rescheduled for the next date. This will change other matches scheduled. You will be notified if this occurs. If only one course is closed, all of the matches will be played on the course that is open.
- ❖ Ties: If the total scores are 36 to 36, the two Team 1s from each club will go out for a Sudden Victory playoff. If the tee times between the two clubs are farther than 2 hours apart, then Teams 1 *or* 2 will go out for a playoff, whichever team has played the latest.

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