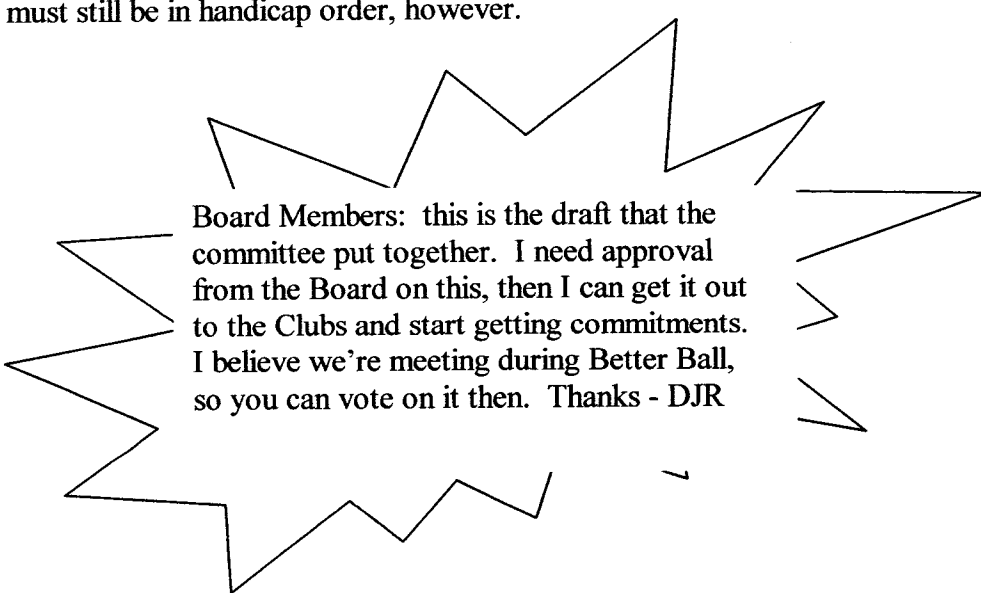


DWGA Team Matches 2003

Rules & Guidelines

- Handicaps as of 9/1 (or the closest update to 9/1) will be used for all matches.
- Four 2-women teams will represent a club in each match.
- Players must be in order of handicaps, with the two lowest handicaps being Team 1, two highest handicaps Team 4.
- Club rosters and payment must be at the DWGA office by July 15th. No additions to the roster may be added after August 1st.
- 80% of course handicap will be used for the net portion of the competition. Players will play off the low ball of the foursome, playing better ball of partners.
- Each hole is 1 point net, 1 point gross. A team receives 1 point for winning a hole, zero points for a loss, and ½ point for a tie.
- 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.
- Email/fax your lineup (8 players) for an upcoming match by Tuesday, 6:00pm.
- The captain of the winning team should email/fax results no later than Monday 6:00pm.
- Carts are mandatory.
- Rain & Course closures: If both clubs are closed due to rain or other problems, the match will be rescheduled for Sunday. If Sunday is rained out, the match is a draw.
- The captain may or may not be a player.
- There will be a gross champion as well as net champion. A team can not win both.
- If a team cannot fill the lineup with 4 twosomes, the captain may designate positions of the players who are present, and allow a single team member to play against her opponents without a partner. Players must still be in handicap order, however.



Board Members: this is the draft that the committee put together. I need approval from the Board on this, then I can get it out to the Clubs and start getting commitments. I believe we're meeting during Better Ball, so you can vote on it then. Thanks - DJR