ZONE 3 AND ZONE 4

INTERCLUB TEAM MATCH PLAY MANUAL

WEEKDAY AND BUSINESS WOMEN

THE GOALS OF INTERCLUB TEAM MATCH PLAY ARE:

1. To provide players from member clubs and groups in Zones 3 and 4 the opportunity to learn the Rules of Golf and Golf Etiquette when competing in friendly match play;

2. To provide players the opportunity to play different courses in Zones 3 and 4;

3. To provide players an opportunity to represent their club or group; and

4. To promote friendship, camaraderie and fair play when meeting and competing with golfers from other Zone 3 and 4 clubs and groups.

Revised Mar 2023
Approved By Zone 4 Executive March 3, 2023
And Zone 3 Executive March 20, 2023
Approved Zone 4 AGM Oct 2025, Zone 3 Executive Oct 2025

A summary of the changes:

- Team 1s to compete only within their own zones; number of players on Team 1 is reduced to 6.
- Zone 4 to adopt a user pay system for Team 1.
- A player can only play for one weekday club in either zone
- Rights to interclub participation extended to clubs with courses that have a slope and rating.
- Clubs have more time in the fall to make their decisions regarding team for the next year. Nov 15 is the due date.
- Procedure in case of one team being short a player is clarified.
- Procedure in case of late cancellations is clarified.
- Historical decisions have been removed.

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SECTION 1 INTERCLUB TEAM MATCH PLAY BASICS

1. OVERVIEW

a. Zones 3 and 4 sponsor annual competitions in which teams from member clubs and groups compete with teams from other member clubs and groups in Four Ball match play, according to the Rules of Golf and the guidelines set out in this manual.

b. In **weekday** play there are three levels of team play: First, Second and Third Team. Each level has a maximum handicap index. A club or group can field one or more teams at one or more levels, depending on the size of the club or group and the handicaps of its members. In **weekend** play, Business Women's clubs compete on one level with one maximum handicap index.

c. Business Women compete across Zones 3 and 4. First, Second and Third Teams compete within their zones.

d. Each level has a chair who co-ordinates as necessary and compiles results. The Business Women's Chair co-ordinates the Business Women's teams.

e. A zone's Team Match Play Committee is made up of its First, Second and Third Team Chairs, the Zone Chair, the Zone Rules Chair, the Business Women's Chair and the Zone 3 and Zone 4 Coordinator.

f. Each team has two home and two away events. These are scheduled at the zone level and begin in May and complete in August. Teams face competitors on a rotating basis. Every effort will be made to ensure that teams have new matches each year, numbers permitting. Every effort will be made to ensure that clubs from longer courses will be scheduled to visit only one shorter length course annually. Clubs will be provided with the dates for team play by the end of the year. The schedule will come out in January.

g. First Teams consist of six players. Second and Third Teams have eight players.

h. Host clubs or groups provide lunch, or similar, to their visitors. There is no requirement for pre-game refreshments in addition to lunch.

i. Green Fees: In **Zone 3**, the host team covers green fees for their visitors. In **Zone 4,** visitors pay their own green fees. In Business Women's play, visitors pay their own green fees.

2. TROPHIES

First Team: Zones 3 and 4, both private and public clubs will play off for the MacAdam Cup
Second Team: Zone 3 competes for its own shield; Zone 4 competes for the Marpole Cup

Third Team: Each zone competes for its own shield.
Business Women: Zones 3 and 4 compete for the Business Women's Team of the Year Trophy**.**

3. ELIGIBILITY FOR PARTICIPATION – CLUBS

a. All clubs or groups in Zones 3 and 4 who are **members of BC Golf** are eligible to participate.

b. **Number of players necessary**: To field a team, a club or group should have 10 to 12 members willing to participate. To field two teams, a club or group should have 23 to 25 members willing to participate, and for three teams, 31 to 33 members. (Although each team is comprised of six or eight players, it is advisable to have additional players available as spares.)

c. A club or group must be able to host two games per year.

d. A club or group must have an active system of peer review of scores such that the **handicap indexes of its team players are properly scrutinized and attested.**

4. ELIGIBILITY FOR PARTICIPATION – PLAYERS

To be eligible for interclub play for a club or group, **a player must**

a. **be registered with BC Golf as a member of that club or group**. Weekday divisions and Business Women's divisions playing at the same course are considered members of **the same club**. At the beginning of the season and before May 1, **a player who plays with both divisions at the same club must declare** whether she will play team for the weekday or the Business Women's division. Once a player has made this declaration, she may not change from a weekday to a Business Women's team (or vice versa) in mid-season except as indicated below.

   If a player is a **member of two clubs or groups**, in either zone, she must declare which one she will play for at the beginning of the season and before May 1 and she may only play for that club or group. However, a person may play in the weekday division for one club or group and in the Business Women's division for another club or group, without restriction.

b. **be an active, regular playing member of her club, such that her handicap index has been subjected to regular peer review.**

c. **have a handicap index generated by play on a course that has an official slope and rating.**

d. **be over the age of 18.** Juniors are not eligible to play in these competitions.

A club or group may establish additional eligibility criteria for its team members.

5. MAXIMUM HANDICAP INDEXES

a. The maximum handicap index that can be used at each level is as follows:

First Team:	19.2
Second Team:	25.4
Third Team:	36.6 or course handicap of 40, whichever is less
Business Women:	36.6 or course handicap of 40, whichever is less.

b. A player with a higher index than that allowed may play for a team but is limited to the maximum index for that level.

6. APPLICATION FOR PARTICIPATION:

a. Clubs and groups wishing to join in Interclub Match Play submit a request in writing to their zone chair. Clubs and groups wishing to participate in Business Women's Interclub Match Play submit a request in writing to the Business Women's chair.

b. The request should include a printout in handicap index order of the club or group members who have confirmed their willingness to commit to playing team.

c. The request should be sent by **November 15** for the club or group to participate the following year.

d. A successful applicant club or group will receive written confirmation of its acceptance and the level or levels at which they will participate, whether First, Second or Third Team or Business Women. They will be provided with this manual, as well as contact information of the presiding team chairs and the team captains of the other participating clubs and groups.

7. WITHDRAWAL FROM INTERCLUB TEAM PLAY

e. Clubs and groups wishing to withdraw a team from the schedule may do so only at the end of the playing season.

f. Notice of withdrawal should be received by a zone chair or the Business Women's chair by **November 15**.

8. TEAM SELECTION AND DRAW PROCEDURE:

a. In **weekday** divisions, members of each club or group sign up to play team at the beginning of the season. These players are the *team members* and their signing up means that **they commit to playing with the team if they are playing golf on a team event day** and if called upon.

In **Business Women's divisions, m**embers of each club or group may signify their willingness to play team before each event.

b. In **weekday divisions**, a week before a scheduled team event, team captains make a **list** of the team members who have signed up to play on the day of the event. Players are placed in precise order of handicap index, starting with the lowest index. **(**Thus, a handicap index of 12.5 goes before a handicap index of 12.6 even if they result in the same course handicap.) The first six or eight players on the list (those with the lowest handicap indexes) are assigned to play with the club's first team, if they have one; the next eight, to their second team; and the next eight, to their third team.

   Where a weekday club opts to have two teams at one level, those teams should be designated A and B, and the players applied first to Team A in handicap index order.

   In Business Women's play, **team captains may select their team** from members willing to play team in an event. Their player lists are then ordered in the same way, by precise handicap index.

c. Players' **handicap indexes are frozen** after scores from club play **the week before** the team event have been entered. Thus, for example, a club that plays team events on Tuesdays would have its handicap indexes frozen after its members had posted their scores from play the previous Tuesday. A club that ordinarily plays on Thursdays, would have indexes frozen after play on the Thursday before a team event to be played on Tuesday**.** Clubs that play on Sundays would have their indexes frozen after the entry of their scores the previous Sunday.

d. Players not assigned to a team are spares and may fill in when a cancellation has occurred and been communicated to the competitor before the deadline of 6 pm the day before the event. When such a cancellation occurs, new players are added to the draw so that all players play in order of handicap index.

e. If a weekday club or group does not have enough players for its scheduled team games on a given day, it may call upon other members within its club to play.

   If a weekday club or group still does not have enough players, it may call upon players from its Business Women's division to a maximum of two players, provided that no player may compete in more than one team game in the same calendar week for the same club or group.

   Similarly, if a Business Women's club or group does not have enough players, it may call upon players from its weekday division to a maximum of two players, provided that no player may compete in more than one team game in the same calendar week for the same club or group.

   A calendar week is Sunday through to Saturday. (Thus, a player may not play second team on Tuesday and then third team on Thursday of the same week. Similarly, a player who has played on the Business Women's team on a Sunday cannot play team for a weekday division on the Tuesday or Thursday immediately following.)

f. The team captains exchange their lists of players with handicap indexes the week before an event. The home team captain prepares and sends **the draw** to the visiting team captain. The home team captain also prepares the scorecards and gives them to the visiting team captain on the day of play for distribution to her players.

g. **No changes or substitutions may be made after 6 pm the evening before the match**. If a team is short a player on the morning of the match, the team must play with fewer players. A club may split its last pair into singles, so that all matches may be played. Where a player plays alone, the match is still a fourball, only the single player is missing their partner. If a player from the first, second or third match drops out after 6 pm, that player's partner will play alone, so that cards do not have to be redone.

h. **Byes:** If a club or group **has more than one team** and one of the teams has a bye, the lists for team are drawn up differently. The team captains are not limited to the players who have signed up to play on the day of the event when counting off the players assigned to each team. Thus, if a club's First Team has a bye, the six team members with the lowest handicap indexes who signed **up for team** are counted and set aside, whether they signed up to play that day or not. The next eight players who signed up to play that day make up the Second Team. If the Second Team also has a bye, the first six players who would make up the First Team are set aside as well as the next eight players, whether they have signed up to play that day or not. The next eight players form Third Team.

i. Except within the Business Women's division, team captains may not select who plays for which team but must follow the procedure described above.

9. GUIDELINES AND CONDITIONS OF PLAY

a. The format is **FOUR BALL MATCH PLAY.** Many of the rules are different from stroke play and team captains should review Rule 3.2 [Match Play] and Rule 23 [Four Ball Match Play] with all players at the beginning of each season. See Section Two.

b. Handicaps and strokes given: In each match, the course handicap of all four players is reduced by the course handicap of the player with the lowest handicap, who then plays from scratch. Each of the other three players is allowed 100 % of the difference. [Ref: Golf Canada Handicap Manual pages 58-59.]

c. **If a player is unavoidably late**, her partner must tee off on time and the late player may join the match between holes, but not during the play of a hole. **(Rule 23.4)**

d. "Winter Rules" or "Preferred Lies" should be the exception. Players should follow the local rules of the host club.

e. Power golf carts may be used by any player and may be shared with any player.

f. A player may use a range finder for measuring distance and nothing else. Any other functions must be turned off and remain off through the round. (Rule 4.3)

g. Teams are expected to play each course in the posted required playing time. All players should be aware of the host club's pace of play guidelines as failure to maintain it may jeopardize future team privileges. If a player is unable to keep up to pace of play because of walking difficulty, she must take a power cart.

h. As a courtesy, the honour on the first tee should be given to the visiting team.

i. Decisions on team uniforms are up to each club or group. Any other restrictions are also up to the individual club or group.

j. Posting scores: Match play scores **must** be posted for handicap purposes. They are not Tournament scores.

k. When a player's ball is not in contention, she can pick up her ball to maintain pace of play. For posting purposes, she records her most likely score on the hole, and adjusts it to net double bogey.

10. SCORING:

a. The winner of each level or division is the club or group that has the greatest number of points accumulated over their four games.

b. Teams earn points as follows:

1 point per hole won
1⁄2 point for a halved hole

Maximum points per match ……18 points
Maximum points per team event ……..72 points
Maximum points per season per level….288 points

If a hole is not completed no points are awarded for it.
If a game is not played, no points are awarded for it.

c. If a club withdraws late from Interclub Team Match Play or otherwise defaults from a game such that a team from another club, through no fault of its own, is denied the opportunity to play its four events, the team thus denied will have its points for the season adjusted by a factor equal to 288 divided by the number of points it was able to compete for.

Thus, if a team only plays in three events due to another team's default or withdrawal, its points for the season will be calculated as follows:

total number of points received x $\frac{288}{216}$ = points for the season

d. Ties are not broken. All points earned are awarded. Where two clubs or groups tie in overall points earned, the trophy will be shared by both.

11. CANCELLATIONS AND DATE CHANGES

a. Teams scheduled to play against each other may change a team date if agreed by both team captains; preferably the team captains will find a suitable date before the start of the season.

b. If the captains cannot agree and a match is not played, neither team will receive points.

c. When situations occur such as: construction problems, temporary greens, extreme weather, pull or power carts not allowed or other unusual circumstances, the two teams may agree to postpone the event. However, if one team prefers to play on the scheduled date despite the conditions **and** the course is playable, the game must be played except if power carts are not allowed, in which case players may not be forced to play.

d. If there is a possibility that bad weather might create unplayable conditions, the two team captains should confer the day before the event and make the call whether to play no later than 8 pm so that the visiting team does not have to travel in adverse conditions or incur unnecessary expenses. It is better to err on the side of caution in these circumstances.

e. If teams arrive at the venue and weather creates difficult playing conditions, all members of the two teams vote on whether to proceed with the match. The majority rules. If cancelled, the match must be rescheduled.

f. All rescheduled weekday games must be completed by Labour Day or such other date set by a zone's First Team Chair. Rescheduled Business Women's games must be completed the week before the Business Women's Championship Tournament.

g. Team chairs should be informed of any changes to the schedule.

h. Once a match has begun, it must be completed unless the course is declared unplayable by the pro shop or conditions exist which are covered under Rule 5.7. [Stopping Play]. This decision must be made jointly by the team captains. If a game has started and then been called off, it starts over on the rescheduled date.

12. PENALTIES

a. In case of a default, a suspension of one to two years from competition may be imposed and the club or group must re-apply to participate.

b. If a match or entire team fails to complete 18 holes, only the points on the remaining holes are forfeited.

c. Players who play to a higher handicap index than they are entitled to and players who play out of proper handicap Index order forfeit all points they may have earned, but the opposing side only gets the points they actually earned, **not** all the 18 points. [Reference: Committee's Decision].

d. If a side is disqualified under Rule 23.8b, the winning side is awarded a minimum of 9 points. (Not all 18 points)

e. Inappropriate conduct or breach of common courtesy will not be tolerated. (Rule 1.2)

13. DISPUTES AND REQUESTS FOR A RULING (Rule 20.1b)

a. If a doubt or dispute arises between the players during play, the four players should attempt to resolve the problem, and provided there was no intention to ignore a rule, their decision stands, even if not in accordance with the Rules of Golf.

b. If an agreement cannot be reached, a player may preserve her rights to a ruling by announcing that she will request one, and she must do so as soon as she is aware of the facts upon which the dispute is based, and before the next hole is begun. If the players are on the last hole, her announcement must be made before the results of the match are final.

c. The request for a ruling should be made to the two team captains immediately after play. If they cannot resolve the problem, it must be referred to the Team Chair, and if not resolved there, to the First Team Chair, and if not resolved to the Team Match Play Committee.

d. If a player makes a timely ruling request, the honour on the next teeing ground is decided by agreement or by a random method. Rule 6.4a(1)

14. PACE OF PLAY GUIDELINES

It is the responsibility of all four players to keep up with the group in front of them. If a group falls behind, all four players must make every effort to catch up. Players should:

a. be aware of the host club's pace of play guideline and make every effort to play each course in the required posted playing time.

b. pick up their ball when it no longer matters.

c. be ready to play as soon as it is their turn.

d. normally limit themselves to one practice swing

e. watch everyone's shots to minimize the time required to search for a potential "lost" ball.

f. signal a group behind to play through when searching for a lost ball, that may not be found easily. (The search must be kept to less than 3 minutes.)

g. play a provisional ball if their ball may be lost outside a penalty area or out of bounds. (Refer to **Rule 18.3**)

h. line up their putt while others are putting and be ready to play when it is their turn**.** [Reference: R&A USGA Rules of Golf 5.6b]

15. SUMMARY OUTLINE OF TEAM CAPTAINS' DUTIES

Team captains should follow the guidelines below to avoid problems at team play events.

PREPARATION: The team captain of the host club contacts the visiting team captain at least one week before the scheduled match event to arrange tee times. At this time, the host should also provide the visitors with any local rules in play, information on practice facilities, power carts or special circumstances that may affect the event.

HANDICAPS: Team captains ensure all team players have entered their scores from club play the week before, at which point handicap indexes are frozen, and a list of players' indexes run off. Team captains prepare their list of players with handicap indexes, as frozen, and exchange with each other as soon as possible. Players' names as they appear on the Golf Canada Handicap System should be provided. A copy of these lists should also be sent to the appropriate team chair. Changes may be made up till 6 pm the day before the event.

SCORE CARDS: The hosting team captain prepares the draw, matching lowest handicaps to play with each other, and so on. The hosting team captain prepares two copies of the score cards and gives one set to the visiting team captain for distribution to her team members. All team captains must keep the records from all games played. (They are double checked at the end of the season.)

ADVISE PLAYERS: Each player is responsible for checking that her course handicap and allocation of strokes are correct. **Note to Rule 3.2c(2):** It is the player's responsibility to know the holes at which handicap strokes are to be given or received.

RULES: Team captains should ensure that all team players have access to this manual and the rules for match play, and any local rules. Team captains may be required to work with other team captains to resolve any rules questions that arise.

RESULTS: **Both t**eam captains are responsible to ensure that the results of competition are promptly communicated as follows:

First Team: to First Team Chair of the Zone
Second Team: to Second Team Chair of the Zone
Third Team: to Third Team Chair of the Zone
Business Women: to Chair of the Business Women

SECTION TWO: 2023 RULES OF GOLF – Four Ball Match Play

GENERAL PENALTY

Match Play: Loss of Hole **Rule 1.3c(2)**

CONCESSION OF MATCH, HOLE OR NEXT STROKE

Match Play:

- A player may concede **a match** at any time before the result of the match is decided, including before the players start the match.
- A player may concede **a hole** at any time before the hole is completed, including before the players start the hole.
- A player may concede **the opponent's next stroke** at any time before the opponent's next stroke is made. The opponent has then completed the hole with a score that includes that conceded stroke. A **Concession is final and cannot be declined or withdrawn. Rule3.2b(2)**

SECOND BALL

Match Play: In match play, if a player is doubtful of her rights or the correct procedure, she may not complete the play of the hole with two balls (**Rule 20.1b (4)**). A second ball played in match play is a **WRONG BALL** and results in the loss of hole if a timely ruling request is made by her opponent. Otherwise, the score with the original ball counts. (Clarification – Rule 20.1b(4)/1)
Note: A second ball is **not a provisional ball.** If a ball may be lost outside a penalty area or may be out of bounds, to save time the player should play another ball provisionally. **Rule 18. 3**

WRONG BALL IN A PENALTY AREA

Identifying Ball: Under **Rule 7.3**, a player may mark and lift the ball for identification in a penalty area without penalty. If a player makes a stroke at a wrong ball, she is disqualified from the hole.

STOPPING PLAY (RULE 5.7)

Match Play: (Rule 5.7) For **the purpose of Team Match Play** refer to **Section 11(h) Cancellations and Date Changes**– (C) -page 7. The decision will be made by the **Team Captains only. Exception –** Immediate Suspension (Imminent Danger e.g., lightning) – Players must STOP play immediately. **Rule 5.7b(1)**

PRACTICE

Match Play: (Rule 5.2a) A player may practice on the competition course before a round on the day of Team Match Play.

INFORMATION AS TO STROKES TAKEN (Rule 3.2d(1)

Match Play: At any time during play of a hole or after the hole is completed, the opponent may ask the player for the number of strokes (including strokes made and penalty strokes) the player has taken on the hole.
Note: The player gets the **general penalty (loss of hole**) if they give the opponent the wrong

number of strokes taken –

- **while playing the hole**, before the opponent makes another stroke or takes a similar action such as conceding the player's next stroke or the hole number of strokes taken, unless the player corrects that mistake in time.
- **after hole completed,** before either player makes a stroke to begin another hole or takes a similar action, OR
- **for the final hole of the match,** before the result of the match is final.

ORDER OF PLAY (Rule 6.4a(2)) Opponent May Cancel Player's Stroke Made Out of Turn
Match Play: If the player plays when it was the opponent's turn to play, there is no penalty, but the opponent may cancel the stroke:

- this must be done promptly and before either player makes another stroke. When the opponent cancels the stroke, they cannot withdraw the cancellation.
- If the opponent cancels the stroke the player must, when it is their turn to play, play a ball from where the stroke was made.

Rule 23.6 – Partners may play in the order the side considers best, i.e., either player or their partner may play next.

TEEING AREA (See Rules of Golf – Definition – Teeing Area)
When starting play of a hole, if a player plays a ball from outside the teeing area:
Match Play: Rule 6.1b (1) There is **no** penalty, but the opponent may **immediately** require the player to cancel the stroke and play a ball from within the teeing area. If the opponent does not cancel the stroke, the stroke counts, and the ball is in play and must be played as it lies.

BALL AT REST MOVED BY OPPONENT
Match Play: Rule 9.5b If the opponent lifts or deliberately touches the player's ball at rest or causes it to move the opponent gets **one penalty stroke.** The ball must be replaced on its original spot.

BALL IN MOTION ACCIDENTALLY HITS PERSON OR OUTSIDE INFLUENCE
Match Play: Rule 11.1a If a player's ball in motion (played from anywhere except on putting green) **accidentally** hits any person (including the player, the opponent or any other player or equipment) or outside influence, there is no penalty to any player. Play the ball as it lies.

Match Play: Rule 11.1b(2) If a player's ball played from the putting green hits an insect, the player, the club used to make the stroke, a ball-marker, a ball at rest, the ball is played as it lies.
Ball in motion accidentally hits Flagstick or Person Attending the Flagstick, there is no penalty. Play the ball as it lies **(Rule 13.2b(2)).**

BALL OR BALL-MARKER HELPING or INTERFERING WITH PLAY Rule 15.3

Ball On Putting Green Helping Play: Rule15.3a applies only to a ball at rest on the putting green, not anywhere else on the course. If a player reasonably believes that a ball on the putting green might help anyone's play (such as serving as a possible backstop near the hole), the player may –

- Mark the spot of the ball and lift it if it is their own ball, or require the other player to mark the spot and lift the ball.
- The lifted ball must be replaced on its original spot.

Ball Anywhere on Course Interfering with Play: **Rule 15.3b**. If a player reasonably believes that another player's ball anywhere on the course might interfere with the player's own play, the player may require the other player to mark the spot and lift the ball and the ball must not be cleaned and must be replaced on its original spot.

Ball-Marker Helping or Interfering with Play: **Rule 15.3c**

If a ball-marker might help or interfere with play, a player may:

- Move the ball-marker out of the way if it is their own, or
- If the ball-marker belongs to another player, require that the player move the ball-marker out of the way. The ball-marker must be moved out of the way to a new spot, measured from its original spot, such as by using one or more clubhead-lengths. When moving the ball-marker back, the player should do so by measuring from the new spot and reversing the steps used to move the ball-marker out of the way.

* Except on the putting green, a player is not allowed to lift their ball under this Rule based only the player's own belief that the ball might interfere with another player's play. If a player lifts their ball when not required to do so by the other player, the player incurs a penalty of one stroke. **Rule 15.3b (2).**

Note: In Team Play, the side that has the ball further away from the hole may play their ball in the order the side considers best under **Rule 23.6.**

RESTRICTION ON PLAYER STANDING BEHIND PARTNER WHEN STROKE MADE -Rule 23.8

In addition to the limitations in rule 10.2b(4), a player must not stand on or close to an extension of the line of play behind the ball while their partner is making a stroke to gain information for their (the player's) next stroke. Penalty in Match Play: Loss of hole.

RESOLVING RULES ISSUES DURING ROUND (Rule 20.1b) Related Rule 3.2d

In **Match play,** if a doubt or dispute arises between the players, a player may announce that she will request a ruling under 20.1b(2). An announcement that a ruling request will be made 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 the result of the match is final.

Once the result of the match has been officially announced, the Committee will give the player a ruling only if both apply:

- The request is based on facts the player was not aware of before the result of the match was final, and
- The opponent breached Rule 3.2d(1) (giving wrong number of strokes taken) or Rule 3.2d(2) (failing to tell the player about a penalty) and knew of the breach before the result of the match was final.

There is **no time limit** on giving such a ruling under Rule 20.1b(3)

References

Official Guide to the Rules of Golf: Effective January 2023. R&A and USGA. Cassell, 2022.

Rules of Golf: Effective January 2023. R&A and USGA. R&A Rules Limited and The United States Golf Association, 2022.

The World Handicap System - WHS - World Handicap System: USGA and R&A, www.whs.com/. Accessed 31 Aug. 2025.

The Game, Player Conduct and the Rules
Supplement to the Interclub Team Match Play Manual

The Game, Player Conduct

The central principles of the game for the player –

- ◊ Play the course as you find it and play the ball as it lies.
- ◊ Play by the Rules and in the spirit of the game.
- ◊ You are responsible for applying your own penalties if you breach a Rule, so that you cannot gain any potential advantage over your opponent in match play or other players in stroke play.

Standard of Player Conduct

All players are expected to play in the spirit of the game by:

- ◊ Acting with integrity – following the Rules, applying all penalties, and being honest in all aspects of play.
- ◊ Showing consideration to others by playing at a prompt place, looking out for the safety of others, and not distracting the play of another player.
- ◊ Taking good care of the course.

RULES - Match Play – The Competition

In match play, a player and an opponent compete against each other based on holes won, lost or tied.

Match play has specific Rules (particularly about concessions and giving information about the number of strokes taken) because the player and the opponent:

- Compete solely against each other on every hole,
- Can see each other's play, and
- Can protect their own interests

Four-Ball – Rule 23

Rules 1-20 apply to this form of play as modified by the specific Rules in **Rule 23 – Four-Ball.**

What is Four-Ball?

Four-Ball is a form of play (in either match play or stroke play) involving partners where:

- **2 partners compete together as a side, with each player playing their own ball, and**
- **A side's score for a hole is the lower score of the two partners on that hole.**

Main Differences in the Rules for Match Play

- Player and opponent is the correct terminology used in match play.
- General Penalty is Loss of Hole
- The Scorecard tracks hole by hole scores for both you and your opponent as well as 1 point for a win and ½ point for a tie 18 points per round. Points are important in Interclub play they are on all 18 holes.
- A side may concede a hole or a match at any time; concession of the opponent's next stroke provided the ball is at rest. No need to finish a hole in all cases. For handicap, record most likely score on conceded holes for players on a side who do not hole out.
- Asking for a ruling – must be settled between players without undue delay, otherwise ask for a ruling later. – See Section 13 of Team Play Manual for detail.
- Referee/Committee allowed to assess slow play penalties under guidelines
- May practice on the course on any day of a match play competition, before a round
- Not informing opponent of a penalty stroke in a timely manner =loss of hole. Information as to strokes taken must be given as soon as possible when asked by opponent. Knowingly giving wrong information could result in disqualification.
- Side's Order of Play – Partners may play in the order the side considers best. This means that when it is a player's turn to play under Rule 6.4a (match play) either the player or their partner may play next. **Exception – Continuing Play of Hole After Stroke Conceded in Match Play:** A player must not continue play of a hole after the player's next stroke has been conceded if this would help their partner. If the player does so, their score for the hole stands without penalty, BUT the partner's score for the hole cannot count for the side.
- If ball is played from outside teeing ground, or from a wrong teeing ground, there is no penalty, and the opponent may recall the stroke.
- If searching for your opponent's ball and it is accidentally moved, no penalty. If you touch or move your opponent's ball when not searching, you receive 1 penalty stroke and ball must be replaced.
- If you play a wrong ball, you lose hole but not the entire match, you may continue the match.
- On the putting green – if you putt and your ball strikes opponent's ball, also on green, there is no penalty. You play your ball from where it comes to rest and your opponent replaces their ball on its original spot.
- In addition to the limitation in Rule 10.2b(4) – Restricted Area for Caddie, Before Player Makes a Stroke – a player must not stand on or close to an extension of the line of play behind the ball while their partner is making a stroke to gain information for their (the player's) next stroke. – Penalty for Breach is General Penalty – Loss of Hole.
- If a player makes a stroke from the wrong place, they receive a General Penalty (loss of hole).

Appendix II: Team And Interclub Match Play Manual Revision Dates

First Edition- 2004:	Created and approved by:	
	Joan Barter	Zone 3 & 4 1st Team Chair
	Marlene Dance	Zone 3 Chair
	Helen Steeves	Zone 4 Chair
Revised Editions:		
January 2012:	Zone 3 & 4 – 1st Team Chair	
February 2013:	Zone 3 & 4 – 1st Team Chair March	
2015:	Zone 3 & 4 – 1st Team Chair, Zone 4 – 2nd & 3rd Team Chairs Zone 4 Rules' Chair	
March 2017	Zone 3 & 4 1st Team Chair	
March 2019	Zone 4 Rules Chair	
May 2019	Zone 4 Chair	
March 2023	Zone 4 Vice Chair Jessie Horner & Zone 4 Rules Chair Moira Milligan	
Sept 2024	Zone 4 Rules Chair Moira Milligan	
Oct 2025	Zone 4 Chair Jessie Horner	