

# WSWGA Match Play Tournament Fact Sheet

## Tournament Information

April 28 – May 1, 2008  
Indian Canyons Golf Resort, Palm Springs, California

## Tournament Committee

(communications / entertainment)  
(golf coordinator)  
TBD

## Schedule Information

April 28 at 1:00 pm will be the stroke play qualifying round for competitors with an index of 12.0 or lower. Player list and tee times will be available prior to the tournament on the WSWGGA website.

For those not participating in the qualifying round, April 28 may be used as a practice round. Please schedule with the pro shop.

April 29 – May 1 will be match play days. Tee times begin at 7 am each of the three days. Pairings and tee times will be available on our website at 5 p.m. prior to the first day, and available in the pro shop on subsequent days.

Check in at least 30 minutes prior to your tee time.

## Distance Measuring Devices

Beginning in 2007, 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. The golf coordinator or head pro must demo the device before the tournament begins to ensure that it is strictly a distance-measuring device.

## Cancellation Notification

See the Tournament Flyer for Cancellation Policy.

## Tournament Format

Format is match play as defined by Rule 2-1 by the USGA.

A match consists of one *side* playing against another over a *stipulated round* unless otherwise decreed by the *Committee*.

In match play the game is played by holes.

Except as otherwise provided in the *Rules*, a hole is won by the *side* that *holes* its ball in the fewer *strokes*. In a handicap match the lower net score wins the hole.

The state of the match is expressed by the terms: so many "holes up" or "all square," and so many "to play."

A *side* is "dormie" when it is as many holes up as there are holes remaining to be played.

## Match Play Scoring

As indicated in Rule 2-1, match play is played by holes. A side (player) can either win a hole, lose a hole or the hole is halved, meaning both sides holed out in the same number of strokes. Halved holes do not "carry over."

There will be only one *official* scorecard per match. The official scorer of the match will be indicated on the official scorecard.

At the completion of each hole, the scorer should record each player's gross score. The scorer may optionally note who won the hole or how the hole finished. But the status of the match after every hole should always be indicated.

Once the match is over, draw a line through the remainder of the holes not played. A match is over when one player is "up" more holes than there are holes left to play. For instance, if the match completes after the 13<sup>th</sup> hole, there are 5 holes remaining to play. If a side is "up" 6 or 7 holes, the match is now over.

As a courtesy in this tournament, players may play their round out after the match is over??. But DO NOT SCORE the remainder of the holes on the official card. The tournament committee will score the remainder of each player's round who did not play to 18.

The official scorecard must be submitted to the head pro upon completion of the match.

The tournament committee will also be posting the scores?????.

## All Square after 18 – A Tied Match (Rule 2-3)

A match cannot end at all square. In the event that the match is all square after 18 holes of play, the match will continue at the first tee and progress until there is a winner of a hole. The winner of the extra hole will be declared the match winner.

## Rules of Match Play

It is advised that players have a current USGA rules book on hand to resolve any issues. If at all possible, resolve any rules questions with your opponent. If an unresolved situation arises, refer all rules questions to the tournament committee using Rule 2-5.

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. The *Committee* may consider a claim only if the player making the claim notifies his opponent (i) that he is making a claim, (ii) of the facts of the situation and (iii) that he wants a ruling. The claim 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*.

A later claim may not be considered by the *Committee* unless it is based on facts previously unknown to the player making the claim and he had been given wrong information (Rules 6-2a and 9) by an opponent.

Once the result of the match has been officially announced, a later claim may not be considered by the *Committee* unless it is satisfied that the opponent knew he was giving wrong information.

### **Order Of Play (Rule 10-4)**

Honors matter in match play. On the first tee, determine which match will have honors for the first nine holes. The other match will have honors for the second nine holes. At the first tee, honors are given to the player as indicated on the official scorecard. The winner of the last won hole assumes honors at the next tee box. In the event of no holes won, use the same order as established on the first tee.

Until a ball is holed out, the player who is furthest away from the hole should play first. If a player is not farther away and strikes the ball, that player runs the risk of having her stroke cancelled and having to replay it. (Do not “putt out.”)

#### **a. When Starting Play of Hole**

The *side* that has the *honor* at the first *teeing ground* is determined by the order of the draw. In the absence of a draw, the *honor* should be decided by lot.

The *side* that wins a hole takes the *honor* at the next *teeing ground*. If a hole has been halved, the *side* that had the *honor* at the previous *teeing ground* retains it.

#### **b. During Play of Hole**

After both players have started play of the hole, the ball farther from the *hole* is played first. If the balls are equidistant from the *hole* or their positions relative to the *hole* are not determinable, the ball to be played first should be decided by lot.

**Exception:** Rule 30-3c (*best-ball* and *four-ball* match play).

**Note:** When the original ball is not to be played as it lies and the player is required to play a ball as nearly as possible at the spot from which the original ball was last played (see Rule 20-5), the order of play is determined by the spot from which the previous *stroke* was made. When a ball may be played from a spot other than where the previous *stroke* was made, the order of play is determined by the position where the original ball came to rest.

#### **c. Playing Out of Turn**

If a player plays when his opponent should have played, there is no penalty, but the opponent may immediately require the player to cancel the *stroke* so made and, in correct order, play a ball as nearly as possible at the spot from which the original ball was last played (see Rule 20-5).

### **Providing Information**

In match, each side is entitled to know how many strokes (gross) taken by the other side under Rule 9-2.

#### **a. Information as to Strokes Taken**

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

#### **b. Wrong Information**

A player must not give wrong information to his opponent. If a player gives wrong information, he loses the hole.

A player is deemed to have given wrong information if he:

(i) fails to inform his opponent as soon as practicable that he has incurred a penalty, unless (a) he was obviously proceeding under a *Rule* involving a penalty and this was observed by his opponent, or (b) he corrects the mistake before his opponent makes his next *stroke*; or (ii) gives incorrect information during play of a hole regarding the number of *strokes* taken and does not correct the mistake before his opponent makes his next *stroke*; or (iii) gives incorrect information regarding the number of *strokes* taken to complete a hole and this affects the opponent's understanding of the result of the hole, unless he corrects the mistake before any player makes a *stroke* from the next *teeing ground* or, in the case of the last hole of the match, before all players leave the *putting green*. A player has given wrong information even if it is due to the failure to include a penalty that he did not know he had incurred. It is the player's responsibility to know the *Rules*.

Rule 9-1 states that the number of strokes a player has taken includes any penalty strokes incurred.

Under Rule 8-1/1-3, a player may not ask advice from her opponent, but the two may exchange distance and hole information that is public knowledge or publicly attainable or factual information.

### **Concession of Next Stroke, Hole or Match (Rule 2-4)**

If a putt is conceded, consider the next stroke “in.”

A side may concede at any point before or after the hole is started. If a side concedes a hole, score the hole with the most reasonable score – which isn't always the next stroke “in.”

For instance, if Agnes is on the green in 2 and Sally is still in a green side bunker about to hit her 4<sup>th</sup> shot and she concedes the hole, it's reasonable that Sally would earn a 5 or a 6 and Agnes would earn a 4.

A player may concede his opponent's next *stroke* at any time provided the opponent's ball is at rest. The opponent is considered to have *holed* out with his next *stroke* and the ball may be removed by either *side*.

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

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

A concession may not be declined or withdrawn.

### **Discontinuance of Play**

Play will be discontinued if there is a danger of lightning. If a player believes there is a danger of lightning, she may discontinue play before the committee suspends play. Bad weather is not of itself a good reason for discontinuing of play. Please read Rule 6-8 for more information on discontinuance of play and resumption of play.