

ZONE 3 AND 4

INTERCLUB TEAM MATCH PLAY

WEEKDAY & BUSINESS WOMEN

AIM/GOALS

1. To provide Clubs in Zones 3 & 4 with an opportunity to learn the rules and courtesies while competing in a friendly Match Play event.
2. To provide a chance to play different courses and take pride in your Team.
3. To promote good sportsmanship and fair play, together with an opportunity to meet and compete with other like minded Golfers.

Manual prepared and Approved November, 2004 by:

Joan Barter - - Zone 3/4 –1st Team Chair

Marlene Dance –Zone 3 - Chair

Helen Steeves - Zone 4 - Chair

Revised January 2010 by: Sandra Hargreaves- Zone 3/4-1st Team Chair

TABLE OF CONTENTS:

1) General Information.....	pg. 2
2) Yearly Reminders.....	pg. 2
3) Eligibility for Participation.....	pg. 3
4) Application for Participation.....	pg. 4
5) Team Selection/Draw Procedures.....	pg. 5
Weekday Team.....	pg. 5
Business Women.....	pg. 7
6) Guidelines and Conditions of Play.....	pg. 8
7) Team Captains' Duties.....	pg.13
8) Rules	pg. 14
9) Team Decisions of the Committee	pg. 19

TEAM BASICS

This is an annual event, in which each Club Team plays two Home and two Away games according to the Rules of Match Play and the guidelines set out herein. A rotating schedule attempts to have Teams play different Clubs each year.

Any questions or disputes not resolved at the Club level, will be referred to the Zone 3 & 4 1st Team Chair and if necessary to the Zone 3 & 4 Committee.

The Committee consists of the Zone 3 & 4 First Team Chair, together with the Zone Chairs, Business Women Chair and/or any individual Team Chairs.

The BCGA is not a referee, arbitrator, decision maker, or a part of the Rules Committee with reference to any questions or disputes that may arise.

1) GENERAL INFORMATION:

- **FIRST TEAM:** - Competes for the MacAdam Trophy in Zones 3/4
- **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:** – Compete for their annual trophy

2) YEARLY REMINDERS:

- a) Please review the Match Play rules with all players at the beginning of each season. Match play is an exciting format and many of the rules are different from Stroke Play. Please do your best to learn them.
- b) Ensure that you post a copy of the Guidelines so that all participants have a clear understanding of how the draw is done, who the eligible players are and how their playing partner will be determined.
- c) **Unsportsmanlike** conduct or breaches of common courtesy will not be tolerated. It is up to the Clubs involved to review any complaint and deal with it promptly. If a solution can't be reached the complaint should be referred to the Zone 3 & 4 Committee for resolution. Refer to RCGA Rules Section 1 Etiquette and Rule 33 - 7
- d) The wearing of Team “Uniforms” or not is the decision of each individual Club. Zone 3 & 4 will not involve itself in this matter.

3) ELIGIBILITY FOR PARTICIPATION:

All Clubs in Zones 3 & 4 are eligible to participate providing they have sufficient players to field the following eligible players: -

- First Team requires 12 lowest handicap players
- Second Team requires 12 next lowest handicap players (Handicap factor for 2nd Team is 25.4 maximum.)
- Third Team requires 8 next lowest handicap players plus spares. (Handicap factor for 3rd Team is 36.6 maximum with a handicap max of 40)
- Business Women require 15 players with a maximum factor of 36.6 or handicap maximum of 40. Plus they need to be able to host 2 games/year on a weekend.

In addition:

- This is a reciprocal arrangement. No green fees or pull cart rental fees are to be charged the visiting Club.
- The Host team is to provide lunch for the visitors and coffee and muffins before play if possible.
- Business Women are to serve refreshments before and/or after the golf game.

4) APPLICATION FOR PARTICIPATION:

- a) Clubs wishing to be considered for participation in the annual schedule for Team Match Play, must make their request in writing to their Zone Chair.
Clubs wishing to participate in Business Women Play must make their request to the Business Women Chair.
- b) The letter will include a printout in Handicap factor order of women in the Club who have indicated a willingness to commit to the four game schedule.
- c) The letter should be sent no later than September 5th. This is to allow time for the Chair to review the request and advise the appropriate Team Chair of the addition so that an inclusion in the new schedule can be made.
- d) A letter will then be sent to the Club confirming their acceptance and to what Team level they will participate, Team 1, Team 2, Team 3 or Business Women.
- e) The letter will also include a copy of this booklet, together with contact names of the Team Chairs involved

TO WITHDRAW:

Clubs wishing to withdraw a Team from the schedule, may do so only at the end of the playing season. A letter must be received by the Chair no later than September 30th.

5) TEAM SELECTION-DRAW PROCEDURE:

At the beginning of the season players must declare whether they will play for Weekday Teams or Business Women within their own club. Once a player has made this declaration they may not change from weekday to business (or vice versus) in mid-season except as indicated below.

All participating clubs must establish a set of guidelines for Team Eligibility. Players interested in representing their club must be willing to allow the scrutiny of their score cards by their club's handicap committee.

WEEKDAY TEAM

- a) The number of players needed for 1st Team only would be 14-15 minimum. For 1st and 2nd teams only you would need 27-28 players minimum. If you are fielding 3 teams, you will need at least 35-36 player minimum. This allows for players being absent for various reasons.
- b) Teams are selected in order of handicap factor from the sign-up sheet. Handicap factors are frozen **Tuesday after play a week prior** to each scheduled Match and teams are selected from that printout.
- c) The first 12 will play 1st Team, the next 12 will play 2nd Team, and the next 8 will play 3rd Team. If there are any names left over they will go to the bottom of the list as Spares. You may not just commit as a Spare for a Team. You play or not according to where your factor places you in the draw.
- d) If the 1st Team is short due to a player absent, then everyone moves up one position. All players remain in the same factor order.

- e) If one of your teams has a bye, you must make your draw in the normal way. Availability of a player is not considered. The first 12 players are put aside, and the next 12 make up your 2nd Team. If 2nd Team has a bye, the first 12 make up your 1st Team and the next 12 are put aside, then the next 8 make up your 3rd Team.
- f) The order in which the players play team is decided by their factor. (i.e. A factor of 12.5 will precede a 12.6 even though their handicaps are the same)
- g) Team Captains do not have the luxury of selecting who plays for which team, nor do the players. All players should be available and prepared to play where their handicaps place them and should accept all in a sportsmanlike like manner.

Players may not be selective about which courses they wish to play

- h) Remember, no player can compete in more than one Team game in the same week at the same Club. A calendar week is Sunday thru to Saturday. So for example you may not play 2nd Team on Tuesday, then play 3rd Team on the Thursday of the same week. As well, if called upon to play with the Business Women's Team on Sunday, you could not play on team on the Tuesday or Thursday of the same week. You may, however, play 2nd Team for one Club and 3rd Team for another Club.
- i) Weekday Women Teams can, if there are no other options, draw on players from the Business Women team, to a maximum of 2 players.
- j) All other restrictions are set by the individual Clubs,

BUSINESS WOMEN

- a) The number of players needed for Business Women Team is a minimum of 15.
- b) Handicaps are to be frozen **Saturday at midnight the week prior** to team play.
- c) The order in which the players play team is determined by their factor. (i.e. A factor of 12.5 will precede a 12.6 even though their handicaps are the same)
- d) All players should be available and prepared to play where their handicaps place them and should accept all in a sportsmanlike like manner.

Players may not be selective about which courses they wish to play

- e) No player can compete in more than one Team game in the same week at the same Club. A calendar week is Sunday through to Saturday.
If called upon to play with the Weekday Women's Team, a player cannot play on the Business Women's team within the same week.
You may, however, play Weekday Team for one Club and Business Women Team for another Club.
- f) Business Women Teams can, if there are no other options, draw on players from weekday teams, to a maximum of 2 players.
- h) All other restrictions are set by the individual Clubs.

One Team cannot contact the opposing Team and declare the competition cancelled to suit their own purposes. When situations occur such as construction problems, temporary greens, EXTREME weather, pull or power carts not allowed, etc. it is permissible to cancel if the Two Teams involved are in agreement. If one Team prefers to play on the scheduled date in spite of the conditions and the Course is playable, the game **MUST** be played. If power carts are not allowed play cannot be forced.

If there is the possibility of bad weather creating unplayable conditions, the two Team Captains involved should confer the day before team play. If it is a joint decision to cancel, this call should be made no later than 8.00p.m. on the night before to prevent the visiting team traveling in adverse conditions and incurring unnecessary expenses. It is better to err on the side of caution in these circumstances

Team Chairs should be informed of the revised schedule.

All rescheduled games must be completed by Labour Day or as set by the First Team Chair.

Business Women's rescheduled games must be completed the week prior to the Championship Tournament.

(C) ONCE A GAME HAS COMMENCED

IT MUST BE COMPLETED UNLESS:-

- 1) The Course is declared unplayable by the Pro Shop
- 2) Conditions exist which are covered by the Rules of Golf 6-8.

This decision to be made jointly by the Team Captains only.

In Team Match Play when rescheduling is a different day, the Match is started over. Team Chair must be notified.

(D) BYES:-

All Clubs must form their Teams in the same manner. Even though your Team has a bye, you must make your draw in the normal way. Availability of a player is not to be considered. Refer section 5 (e) - Weekday Team.

(E) PENALTIES:-

In case of default, a suspension of one to two years from competition may be imposed and re-application for acceptance will be necessary.

If a match or whole Team fails to complete 18 holes, then only the points on the remaining holes are forfeited.

Players with an incorrect factor or players playing out of proper factor order will forfeit all points earned, but the opposing Team will only be given the points they earned, NOT the whole 18 points.

(F) ABSENT PLAYER:-

1) If a team is minus a player, everyone moves up in the order leaving one player to play alone at the bottom of the draw.

2) If a team is minus two players then there would be two groups of 1 at the bottom of the draw etc.

3) **An exception may be made if a player is unavoidably late.** In this case, with permission of her opponents, her group may:

a) Wait for her, allowing following four-ball group to play through

b) Tee off, and have her join them at the completion of the hole.

(G) WINTER RULES:-

Improving the Lie or “Winter Rules” should be the exception and should be done in accordance with the Local Club Rule.

(H) CLAIMS: - Rule 2-5, 6-2a & 9-2

In Match Play, it is up to the player to know the rules. If, however, in the playing of a hole, a ruling cannot be agreed upon among the four players; continue playing and agree to bring the problem to the Team Captains to resolve at the end of the round. Do not hold up play to get a decision. Honour

on the tee can be whoever had the honour on the hole under dispute. If the Two Team Captains feel they do not know the answer, the results of the match would be announced as pending a Ruling from another source. **(the Zone 3 & 4 Committee)** Get this ruling ASAP.

(I) OTHER GUIDELINES:-

1. Each Team consists of RCGA Members placed according to their Handicap factor established in the Club's approved computer system.
2. Clubs may field more than one team if approved by their Zone.
3. "Juniors" are not eligible for participation in this event. For purposes of this event the definition of a "Junior" is anyone age 18 or under.
4. Players belonging to more than one Club may try out for Team at each Club, providing their factor does not place them on the same Team designation in the same Zone. (i.e. cannot compete for the same trophy at each Club)
5. "It is required that all Team Players be Active, regular playing Members of a Women's Division within their Club." A further definition of "Active and regular" playing Members is left to the Women's Division in each Club. However, the intention is clear, players who have not had their cards subjected to peer review on a regular basis are not considered to be regular playing members for the purposes of Team Competition.
6. Power golf carts may be used by any player. You may give your partner or Opponent(s) a ride or they may drive you at any time. Refer Rule #18.

7. The Zone 3 & 4 Committee approves the use of Distance Measuring Devices for all Team Play. Distance Measuring Devices must be for **DISTANCE ONLY**, not wind or gradient. Any device which measures more than distance even though the other features are not being used will not be allowed and would mean disqualification of the twosome.
N.B. If a particular course prohibits use of a measuring device – that decision should be honoured.

8. Teams are expected to play each Course in the posted required playing time. All players must be aware of this and realize, that failure to do so may jeopardize future Team privileges.

TEAM CAPTAINS SHOULD FOLLOW ALL OF THESE GUIDELINES TO AVOID CONTROVERSY WITHIN THE CLUB AND AT TEAM PLAY EVENTS.

7) TEAM CAPTAINS' DUTIES:-

TIME: Host Team is to contact opponents at least one week ahead to arrange Tee times which are flexible.

HANDICAPS: Freeze factors **Tuesday after play** the week prior to play. Ties broken by using the lowest factor totals. Team Captains are responsible for correct factors.

Business Women's factors are to be frozen **Saturday at midnight** the week prior to team play.

CARDS: Arrange players in order of factor to establish partners. Host Captain prepares cards prior to game. All Team Captains must keep records of all games played. (double checked at the end of the year.)

PLAYERS: Please take the time to check your cards to confirm your handicaps are correct and the strokes where applicable have been distributed properly.
Match play is an exciting format and many of the rules are different from stroke play. Do your best to learn them.

RULES: Copies of the rules should be duplicated and given to each player at the beginning of each year. The Team Captain is responsible for working with the opposition Team Captain to resolve any rules questions that arise.

RESULTS: The Host Captain is responsible for phoning results on the day of the competition to:-

First Team: 1st Team Chair for Zone 3 & 4

Second Team: Each Zone has its own Chair

Third Team: Each Zone has its own Chair

Business Women: Chairperson

2008 RULES FOR FOUR BALL MATCHES

GENERAL PENALTY:

MATCH PLAY: Rule 2-6 General Penalty is loss of Hole.

STROKE PLAY: Rule 3-5 General penalty is two strokes.

In general whenever a two stroke penalty is called for in stroke play, the corresponding penalty in match play is loss of hole. There is no two stroke penalty in match play.

CONCESSION OF NEXT STROKE, HOLE OR MATCH

MATCH PLAY: Rule 2-4. When an opponent's ball is at rest the player may concede the opponent to have holed out on the NEXT STROKE. A player may concede a HOLE or a MATCH at any time PRIOR to the conclusion of the hole or match. Concession of a stroke hole or match may **NOT** be declined or withdrawn.

STROKE PLAY: There is no concession or "gimmies" in stroke play. All putts must be holed out. Failure to hole out will result in disqualification..

SECOND BALL

STROKE PLAY: Rule 3-3. The player may immediately play a second ball if unsure of his rights.

MATCH PLAY: Rule 2-5. A second ball is **NOT** permitted in Match play. If one is played it is a **WRONG BALL** and results in the loss of hole if a timely claim is made. Otherwise the results of the original ball is the score of the hole.. If a player is unsure of her rights, a **CLAIM** must be made before any player plays from the next teeing ground or in the case of the last hole of the Match (not necessarily the 18th) before all players leave the putting green. A second ball is **NOT** a provisional ball.

WRONG BALL IN HAZARD:

IDENTIFYING BALL – Rule 12-2. A player may lift his ball for identification in a hazard with no penalty.

DISCONTINUANCE OF PLAY:

MATCH PLAY: Rule 6-8. However, for the purposes of Team Match Play refer to Section 6 c of the Guidelines.

***For the purposes of this Team Match Play event this decision is for the Team Captains only. Refer section 6A of the Guidelines.**

PRACTICE

MATCH PLAY: Rule 7-1. Practice is permitted on the competition Course on the same day of the round prior to the start of play.

STROKE PLAY: Rule 7-1. Practice is **NOT** permitted on the competition Course during any day of a competition.

INFORMATION AS TO STROKES TAKEN

MATCH PLAY: Rule 9-2. The player is entitled to know during the play of the hole the number of strokes taken by an opponent, and after play of the hole, the number of strokes taken on the hole just completed. This includes penalty strokes even if the opponent is **NOT AWARE** he has incurred a penalty. Wrong information in this regard could result in a **CLAIM** of loss of hole if not corrected before the player plays his next stroke during the play of the hole, or if any player play from the next teeing ground if the hole has been completed.

PLAY OUT OF TURN

MATCH PLAY: Rule 10-1. If a player plays out of turn, the opponent may IMMEDIATELY require the player to CANCEL the stroke and play in the correct order. This requirement is not allowed in stroke play. In BEST BALL or FOUR BALL MATCH PLAY, the side that is away may play their balls in the order the side considers best.

TEEING GROUND

Rule-11. In starting play of a hole, if the player plays from outside the teeing area:-

STROKE PLAY: There is a two stroke penalty and a ball MUST then be played from the proper teeing area.

MATCH PLAY: There is NO penalty. The opponent may accept the stroke or IMMEDIATELY require the player to cancel the stroke and play the ball from the proper teeing area.

BALL AT REST MOVED BY AN OPPONENT

MATCH PLAY: Rule 18-3. If a ball at rest is moved or touched by an opponent or by his equipment other than during search or unless otherwise permitted by the rules, the OPPONENT shall incur a one stroke penalty and the ball if moved must be replaced.

STROKE PLAY: There is no penalty if a ball at rest is touched or moved by a fellow competitor the ball, if moved must be replaced.

BALL IN MOTION DEFLECTED

MATCH PLAY: Rule 19-2. If a ball in motion is ACCIDENTLY deflected or stopped by himself, his partner or either of their caddies or equipment, the player incurs a penalty of one stroke.

MATCH PLAY: Rule 19-3. If a ball in motion is ACCIDENTLY deflected or stopped by an opponent or his equipment, the player may play the ball as it lies, or immediately cancel the stroke and replay it.

STROKE PLAY: Rule 19-4. In stroke play if a ball is ACCIDENTLY deflected by a fellow competitor, the ball is played as it lies except if the ball was played from the putting green, the stroke is cancelled and the ball is replaced.

BY ANOTHER BALL ON THE PUTTING GREEN:

GREEN: Rule 19-5. If a ball played from the putting green strikes another ball in play and at rest on the green, there is NO penalty in Match play. There is a two stroke penalty in Stroke Play.

BALL INTERFERING OR ASSISTING PLAY

Rule 22. In either form of play, a player is required to lift a ball if it interferes with or may assist the play of another. In Stroke play only, the player may play first rather than lift.(In Team Match play the side that is away may decide to play their ball in the order that they think best. Rule 30-3b.)

CLAIMS RULES 2-5, 6-2A & 9-2

In Match play it is up to each player to know the rules. Any claim for the hole must be made before any player in the Match has played from the next teeing ground, or in the case of the last hole of the match, before all players have left the putting green. No later claim shall be considered unless it is based on facts previously unknown to the player making the claim or the player making the claim had been given the wrong information (Rule 6-2A – wrong handicap) or (Rule 9-2 number of strokes taken). In any case, no later claim shall be considered after the results of the Match have been officially announced unless the opponent KNEW she was giving wrong information.

Refer to section 6H of the Manual for purposes of Team play.

Team Decisions of the Committee

Over the past 20 plus years the Coordinator's of the area now known as Zone 3&4 (formerly Districts 2-5-8) have been called upon to make decisions about issues under dispute in team play. The team manual was revised into booklet form in November, 2004 for ease of use by the clubs. But, while the same issues do crop up yearly, every now and again there are special ones that need to be addressed. In reviewing the notes and minutes of the Coordinator and the Zone 3&4 Committee meetings, the following "Decisions" have been compiled for your reference.

As stated in the Team Manual:-

"Any questions or disputes not resolved at the Club level will be referred to the Zone 3 & 4 1st Team Chair and if necessary to the Zone 3 & 4 Committee."

WEATHER PROBLEMS

1) A game is scheduled between Team A (the home team) and Team B. The members of Team B all met at their clubhouse to carpool to the game. There was torrential rain and they decide that they do not want to drive such a long way to have the game cancelled once they get there. They try to call the pro shop but there is no answer. They decided not to play. Later attempts to get in touch with someone at the club were finally successful.

Team A showed up ready to play, it had rained overnight but the day was clear and conditions were good. With the no show of Team B and no contact from them, Team A claimed the 72 points.

Ruling –

It was ruled that - neither team could claim the full points because the game was not being played as this would unfairly skew the point standing for the year end trophy. The match had to be rescheduled with the understanding that only the home club could determine the conditions of play on any given day.

2) Team A (home team) and Team B begin playing the course. There are four groups playing. Following completion of the 9th hole by the first group it starts to rain. By the time the lead group finishes play on #14 the standing water in the bunkers and on the green are greatly interfering with play. The rain has gotten considerably heavier, there is standing water everywhere and the light is beginning to deteriorate. The Team A Captain approaches the Team B Captain (who is in the next group) and they decide to discontinue play. They contact the Team Chair for a ruling. In this instance the Zone Chair and Zone 3 & 4 Team Chair were contacted to help with the ruling.

Ruling -

- a) Play could not be resumed that day as there was lightening in the area and the course was closed. It was already late in the day.
- b) All groups had finished at least 11 holes of play.
- c) It was the last game of the schedule.

The game should not be replayed, but resumed from the hole last finished. As a date could not be found, it was decided that the game would stand as played and the points for the holes not played by each group would be divided equally between the teams.

RESCHEDULING OF GAMES

1) A game is scheduled between Team A (home team) and Team B. Team B phones well in advance to say that due to scheduling problem with players and the club, they are not able to play the away game and would Team A please help out in this regard and reschedule. Team A refuses and says that if Team B does not show up for the game they will lose all 108 points which would be awarded to Team A.

Ruling –

This is a friendly competition and every effort should be exhausted to try to accommodate a reasonable request by another team. As the reason for the request by Team B was very reasonable and over 2 months before the scheduled game, Team A was told they **had** to find

an agreeable date. If the game was not played no points would be awarded to either side. The game could be played on any day of the week (Monday thru Sunday) agreeable to both sides and they did not have to just stick to a Tuesday or Thursday. The game was rescheduled and played at a later date agreeable to both clubs.

2) A game is scheduled between Team A (home team) and Team B. After the draw was to be done, Team B phones Team A with the names and handicaps of the 4 players available. There should be 8. Unsure of what to do, Team A called for advice and a ruling.

Ruling-

Team B was called and asked why there were not enough members to field the team. Depending on the reason for the problem, the first option might be to reschedule the game for an agreeable time on the understanding that a full team will be fielded. The second option is to determine if the club should even be part of the team schedule. If they are consistently fielding their team short of players, consideration should be given to withdrawal from team play.

CHANGES TO THE DRAW

1) Team A was hosting Team B. Team B was short one player in the third group. There was no chance that this player would show up later as she had phoned to advise the Captain late the night before that she could not play. This was a small club who could barely field the 12 players needed and they did not have anyone on the spare list. So they would play one member short.

Team A agreed that the third group would play one short and everyone else would play as is so that they did not have to change all the score cards.

Ruling –

The guideline in the Team Manual is clear. When you are a player short, you will move everyone up and the last group will play short. This is not decided by agreement between the two clubs. The manual must be adhered to.

Club B was penalized all points that it earned for fielding its team in the wrong order.

2) Team A fields 3 teams. The draw is made and posted. The afternoon prior to team play a player in the second group of Team A's 1st Team became unavailable and informed the Team Captain. It was decided by Team A that the player in the second group would play alone and the rest of the draw would remain the same. On the arrival of Team B – the opponents – Team A's Captain informed Team B's Captain of this decision. Team B's Captain agreed to the arrangement. The match was played with 1 player short in the second group. When Team B's Captain reported this to her club executive the matter was reported to the Team Chair for a ruling.

Ruling –

The two Captains cannot over ride the rules of Team Play as set down in the Team Manual. It did not matter that Team B's Captain agreed to the arrangement. However, as Team A's Captain knew of the cancellation the day before it was ruled that there was time to adjust the draw. Hence all team players should have moved up one place. 1st team would have had a full team of 12 players, 2nd team would have also had a full compliment while 3rd team would have drawn on a stand-by player to make up a full team. As this did not happen it was ruled that all three of Team A's teams played incorrectly and so all points earned that day by Team A's 3 teams were forfeited. The opposing teams kept only the points they had earned.

HANDICAP ISSUES

1) In accordance with the guidelines a player plays team at two different clubs. Half way through the year it is determined that the player maintains a different handicap at each club. Club A has the player as an 18 handicap and Club B shows the player as a 15 handicap. This is reported to the Captain of each club, the zone chair and subsequently the Zone 3&4 coordinator.

Ruling –

It was determined that the player wrongly thought that she only had to post games at Club A on her handicap at Club A. And games at Club B on her handicap at Club B. This coupled with a different last name at each club caused a lot of problems. The player had been playing golf at both these clubs for over 5 years.

The player must play all events at both clubs to the lower handicap. Therefore all team games with the lower handicap are ruled as correct. And all games played at the higher handicap are ruled as inadmissible and Club A is penalized and loses all points earned for games that included this player in the draw. Even though neither Captain was aware of this situation prior to the team games being played, the handicap guidelines are clear and must be followed to ensure the integrity of the competition.

NOTE:- This handicap problem was referred to the Zone Handicap Chair and recommendations were given as to how to deal with the additional problems incurred by the player using 2 different handicaps. The files were merged and corrected. The player is responsible for her handicap and the club must use its own guidelines as to whether or not any disciplinary action will be taken against the player.

2) A member of Club Z reported that her club was fielding it's team with skilled players of lower handicaps who were not playing members of any of Club Z's competitive groups or ladies groups and that one player was not even a member, but just had posting privileges for their handicap at the club.

This resulted in members being constantly bumped off their earned playing position so the club could field a "ringer" team. She reported that these players were not submitting their cards for handicap review, were unaware of Match Play rules and etiquette and the team Captain had no idea as to the validity of the handicaps being used.

Ruling-

Club Z was asked to provide a list of regular playing members together with their handicaps and to provide a printout of the handicaps of the three skilled players used in the team games. It was determined that

these players were not posting all games played, were not posting *T* games when played and were not posting the team games when they played them. Also it was confirmed that one player had posting privileges only and was not a member of the club.

Club Z was advised that they could not use these players again. They were penalized the points that they earned using these players, If it was determined that these players were used again the club would be subject to the withdrawal of Team privileges for an unspecified period of time.

ETIQUETTE

1) During the play of a team game a player in the fourth group from Team A (visitors) was constantly rude, slammed clubs about and used bad language. She was asked a number of times by players in the group to stop - including by her own team member. Following the game the problem was referred to the home team Captain who then phoned the Zone Team Chair to say that they would not host Team A at their club again.

Ruling –

The Zone team chair asked the Captain of Team B to write a tactful letter to Team A outlining the problem and asking them to deal with the player.

This was a club issue and not a zone issue but unsportsmanlike conduct will not be condoned. Team A deserved a chance to deal with the issue and show good faith in addressing the problem.

This procedure was followed and resolved to both clubs' satisfaction.

The zone schedule will not take into account one club refusing to host another. The Club is either part of the Team schedule or the club withdraws.

COURSE CHANGES OR UNAVAILABILITY

1) During the Team playing season a municipal strike caused the closure of a number of public courses in Vancouver, preventing the final two games of team play to be completed for a number of clubs in the Vancouver area. The teams involved asked for help in resolving this matter.

Ruling -

It was determined that the games to be played could be booked at other courses that were not affected by the strike. The groups would arrange play where they could in Surrey, Langley, Richmond or Delta. The other Team guidelines of the Host club in providing muffins, coffee, pull carts, lunch and green fees were suspended. A short extension of time was given and all games were completed on time.