

# EAST BAY TEAM PLAY

## CONDITIONS OF COMPETITION (April 19, 2024)

### Eligibility to Play

To be eligible to play, a player must have a current NCGA handicap and be a participating regular full member in her 18-hole women's golf group. Current Collegiate Players, Current Golf Pros\* and Golf Professionals\* are NOT eligible. She must be 18 years of age or older. If a player belongs to more than one EBTP club, she must choose by the first match the club she wishes to represent for the current team play season.

(\*Golf Pros are defined as professionals who receive compensation for their services. Professional Golfers play the game for a living and travel from tournament to tournament.)

### Club Membership Limit

The maximum number of clubs allowed to participate in the EBTP League is 14.

### Teams

1. Each club will enter three teams of two players each.
2. Player must be placed in order of her USGA Handicap Index. Use 1st of the month Handicap Index (HI) Report unless the match is played within the first 10 days of the month; then use the 15th of the previous month's HI Report.
  - The two lowest players designated as Team A.
  - The next two lowest players designated as Team B.
  - The final two players designated as Team C.

A Team    **+5.0** – 19.0 index  
B Team    15.0 – 26.0 index  
C Team    21.0 and up to a maximum of 36 converted handicap;  
                  player must play to no more than a 36 converted course handicap.
3. Players can play up, but never down. For instance, a player with a 14.9 index can only play A Team because the B Team index range is 15.0 – 26.0. When moving up, a player must play to the highest index allowed by the team on which she is going to play. For instance, on a 130 slope, a player with a 27.1 index converts to a 31 handicap. If that player has to move up to B Team, she must play to a 26.0 index or a 30 handicap.
4. All teams will play off the LOW HANDICAP of the foursome. Strokes will be taken as they fall on the card.

**NOTE:** For players with a Plus (+) Playing Handicap, they will play off zero strokes. See EBTP website for scorecard: Rules, Handicapping and Concerns.

### Awards

1. The large trophies awarded to Overall Low Net winner and Overall Low Gross winner will continue to be moved each year.
2. At the end of the season, In the event of a tie for OVERALL LOW NET TOTAL POINTS OR OVERALL LOW GROSS TOTAL, the teams will share the trophy.
3. Permanent plaques will be awarded to the winners of the A, B, and C low net teams and the winners of the A, B, and C low gross teams.

### Scoring and Handicaps

- All Teams (A, B, and C) shall keep low gross and low net scores.
- Winning Team earns ONE POINT for winning a hole
- Losing Team earns NO POINTS.

- If the hole is halved, each team earns ONE-HALF POINT.
- **For Holes Not Played**, player will record 'par + pops" as the score for a given hole. See [EBTP Rules & Concerns/ Rules of Handicapping/ Rule 3.2](#)

### **Posting Scores**

- After the match, Captains will post each player's score as Away (A) scores.

### **Time of Starting**

All teams must arrive on time and ready to play, regardless of weather. Matches shall start at the scheduled time (8:30 SG) and continue unless called off by the Head Professional, Manager, or Greens Superintendent of the course being played. If play is temporarily suspended and then resumed on the day of play, USGA Rules 6-8b, 6-8c and 33-2d shall apply. The match shall resume where it was interrupted. If the match is not resumed, the points for those holes not played will be halved.

- If a player is late to the first starting tee, her partner must tee off alone and be joined by the late player between holes, but not during play of a hole. There is no penalty for a player to arrive late to the match. The match will continue with one team of two players against one team of one player.
- If a player fails to arrive at the first starting tee, or becomes ill during play, the match will continue. There is no penalty for a player to fail to arrive at the match or to leave during the match. The match will continue with one team of two players against one team of one player.
- If both teammates do not arrive at the assigned tee within 5 minutes after the assigned tee time, the penalty for failure to start on time is loss of the first hole in match play. If both players of a team fail to appear, the team present shall receive 10 points and the absent team 0 points.

### **Use of GPS System**

(Automated Distance Assistance Equipment). GPS systems may be used during Team Play competition according to applicable USGA rules. If an opponent ASKS for distance, you can give them the distance from where you are, or if you are close to where they are, you can walk over to give them a read. **DO NOT GIVE SOMEONE THE DISTANCE UNLESS YOU ARE ASKED BY THEM.** Do not slow down play to give an opponent the distance.

*Electronic devices (smart phones, IPads etc.) as distance measuring devices are now allowed with all the same provisions of our Local Rule for distance measuring devices; that is the device must not contain any other applications that might affect her play.*

**Examples of prohibited applications include those that provide an altimeter (elevation), heat or putt maps or temperature/wind. If a player will be using an electronic device with a GPS application, they must notify the opponent at the beginning of the match.**

**Penalty for using enhanced green features is general penalty at first offense and DQ at second offense.**

### **Cell Phones**

**Set phones to silent mode.** Activated cell phones are not allowed on the course during Team Play. If a cell phone rings or is used, the hole is LOST by the Team represented by the player with the phone and WON by the other team. In the event of a course emergency, a cell phone may be used; i.e., cart broken down, accident in cart, serious illness. In an instance where a course marshal or hole-spotter can help, please ask for their assistance. **NOTE: For a rule dispute, players may use their phone/mobile device to check the USGA Rules website or app for the correct ruling.**

### **Cart Use & Similar Cart Types**

Carts are mandatory in all matches.

The Host Club will ask Pro Shop to pair similar cart types for each foursome (both carts with GPS monitors or neither cart with GPS monitors).

### **Match Timing**

**DO NOT start a new hole after 4 hours and 45 minutes of play**

- **For all Teams with an 8:30 start:** At 1:15pm you are playing your final hole.
- **For Teams with an 8:45 start** (These are teams starting second on a shared teebox, aka "B-Starters"): At 1:30pm you are playing your final hole.

For all remaining unplayed holes, split the points. Exceptions: For on-course emergencies or for special circumstances when a different stop time is announced before the match begins.

**"Designated Timer"** Before play starts, a player in each foursome will set a timer/ alarm at 4 hours and 45 minutes.

### **Undue Delay & Pace of Play**

Keep up with the group in front of you. Time to finish each hole will be printed on the scorecards. Marshal will issue a warning to foursome who is one hole behind and will advise that the lost time must be made up within the next two holes. If the team is still one hole behind after playing two holes, the Marshal will direct the foursome to pick up their balls and score ½ point for each team. If a team or a player refuses to follow the Marshal's directions to pick up and halve the hole, the penalty will be loss of hole and the point will be awarded to the opposing team.

If both teams refuse the Marshal's directions to pick up and halve the hole, the penalty will be loss of hole for both teams. The penalties will continue to accrue until the players are on time as listed on the scorecard.

### **Doubt as to Procedure or Dispute (Rule 20.1b)**

If a doubt or dispute arises between the players, the teams must try to resolve the issue before anyone tees off on the next tee. **Players may use their phone/mobile device to check the USGA Rules website or app for the correct ruling.**

In the event that the two teams cannot resolve the dispute, a player may make a claim under Rule 20.1b. A Rules Committee, consisting of a WGAN/NCGA Rules Official and/or two members of the Steering Committee, who are not involved in the dispute, will make a resolution. For this purpose, the Steering Committee is composed of the current and previous years' League Directors and Co-Directors.

The players in the ruling dispute would notify the Hostess Club Captain at the end of their match and the Hostess Club Captain would be responsible for gathering the necessary members of the Rules Committee and/or the Steering Committee together so that a ruling can be made. **If a ruling cannot be finalized on site, the Steering Committee members will review the ruling off site and finalize a decision in a timely manner.**