

RULES AND REGULATIONS – 2011 CHAMPS

CITY HOSPITALITY AND MATCH PLAY SECTIONS

Club Vice-President (“VP”) refers to the lady responsible for organizing CHAMPS at each Club.

HANDICAP FACTOR DIVISIONS

“A” = 0 – 22.1

“B” = 22.2 – 35.2

- ✚ Low “B” player may play as an “A” using the **22.1** factor.
- ✚ High “A” player may play as a “B” using **her** current factor.
- ✚ A “B” player with a factor higher than 35.2 may play, but the maximum factor to be used is 35.2.
- ✚ Using HANDICAP FACTOR, get your handicap from the Host Club’s chart.
- ✚ Play from forward tees or usual Ladies’ Tee (“A” and “B” play from the same tee).

Each player must have an established handicap to play in CHAMPS

1. ARRIVAL TIME:

ALL Players should arrive at least **30 MINUTES** prior to the scheduled tee time. Check in with Pro Shop and confirm your Handicap and prep your scorecard. Be at the 1st Tee 10 minutes prior to tee time.

2. MOTORIZED CARTS:

Any player may use a motorized cart, at her own expense.

3. GAME DAY CAPTAIN

Select a Club ‘Game Day’ Captain for each club’s teams. It is recommended that this be the player from each club who has the lowest handicap factor.

4. STROKES:

The player with the lowest handicap in each foursome gets zero strokes. Subtract the lowest handicap from the handicap of each of the other three players. Apply the stroke differentials to the **MOST DIFFICULT RATED HOLES**. Mark strokes on scorecard **BEFORE PLAY BEGINS**.

e.g. Low “A” is 15 – you are 20, you get 5 strokes.

Low “B” is 27 – you are 33, you get 6 strokes.

5. SCORING: Team Best Ball, 2 points per hole, individual low net score wins the hole.

36 points total for the match – 2 points/hole for a win, 1 for tie, 0 for loss

6. SCORES:

CHAMPS is TEAM MATCH PLAY and scores will be used for differential purposes, therefore all four scores must be recorded. However, if a player is at or beyond her maximum score allowed for the hole, **she should pick up** and record the maximum in order to speed up play.

7. CLOSED HOLES AND TEMPORARY & FRESHLY DRESSED GREENS:

They may be in play early in the season or due to course maintenance. If a hole is closed, **Split the Points**. Temporary Greens - If the ball comes to rest on the green within ONE PIN LENGTH – count 2 PUTTS. If within ONE PUTTER LENGTH – count 1 PUTT. **PICK UP AND CARRY ON**.

8. SLOW PLAY:

Slow play will be monitored. Please abide by local rules, keep up with the group ahead and play in allotted time. **Do not allow rule debates to slow up play**. (Refer to Rule 2-5 CLAIMS). If a group falls behind by one hole, that group DOES NOT tee-off, but rather picks up their balls, splits the points, and proceeds to the next hole.

9. LUNCH:

The Host Club provides lunch. Alcoholic beverages are an individual’s own expense.

10. REPORTING SCORES:

Club 'Game Day' Captain will collect both "A" and "B" team score cards and calls the point totals into her Club VP as soon as possible. Both Club VP's will e-mail the City (CLGA) CHAMPS Coordinator with "A" and "B" team points. Score cards are given to each Club's VP. Keep the score cards in case of any dispute.

ERRORS MUST BE CORRECTED WITHIN ONE WEEK OF PLAY.

11. INCLEMENT WEATHER:

Except as noted below, teams MUST show up and agree to cancel, either prior to play or anytime weather changes during play. If match has started, count points earned plus 1 point per team for each hole not played. If game is not played, **each team will receive 18 points. If BOTH Clubs agree by 6 p.m. the night prior not to play and/or if the golf course is CLOSED, the game can be cancelled and the points SPLIT. It is the responsibility of the Club VP to advise her players no one need attend.** A match may be rescheduled due to inclement weather if both teams agree to a date.

ALL teams MUST show up and agree to cancel match, either prior to play or anytime during the match if the weather changes.

12. DEFAULT:

If one team defaults, it receives 0 points. The team showing up receives 18 points. If only one member of a team shows up, she may play the match if she desires rather than forfeiting. Substitutions, once the match has begun, are not allowed.

13. STANDINGS:

The total scores to date for A&B teams of each club will be sent to the Club VP at the end of each month. It is her responsibility to post scores of A&B teams and totals to date. For results to date, please contact your Club VP.

14. TIE BREAKER:

At the end of the schedule, if two (2) clubs are tied, there will be an 18 hole – 36 point playoff. The course selected will be at either one of the clubs involved in the playoff; course to be decided by a flip of a coin by the City (CLGA) CHAMPS Coordinator. If there is a tie after 18 holes the winner will be determined by countback.

3 WAY TIE BREAKER

- Determine host club by drawing name out of a hat.
- Contact club for 2 tee-times and confirm tee-times will be complimentary. Any lunch will be the responsibility of each player.
- Host club will provide 2 player names to hold times. Ask that the 4th spot in each time not be filled.
- When arrangements complete, contact clubs to select their team, giving clubs date and times.
- If "A" side only "A" players can be used.
- Clubs will contact 2 players of their choice.
- A tee-time will consist of a player from each club.
- Lowest handicap players will go to zero as done in regular matches.
- 3 points will be awarded on each hole as follows:

SCORE	POINTS	SCORE	POINTS	SCORE	POINTS
4	2	4	2	4	1.5
5	1	5	0.5	4	1.5
6	0	5	0.5	5	0

- If your club is unable to play this match, inform the host Club VP and the City (CLGA) CHAMPS Coordinator immediately. The host club can then cancel the tee-times.
- If a match reverts to a 2-way playoff – rules are currently in place to determine the Champion and Runner-up.
- Inform the City (CLGA) CHAMPS Coordinator immediately so trophies can be engraved for presentation at the Wind-up Luncheon.
- If possible, fax the information to the participating clubs to minimize any misunderstanding.

TIE BREAKER FOR RUNNER UP:

In the event there are ties for the runner up at the end of the season there will be a count back to arrive at the winner, e.g. the club with the most total points after 11 games will be the winner and so on until the tie is broken.