

2022 Tournament Rules for WWGA Mixed Match Play

1. This is a Single Elimination Four-Ball Match Play Tournament with each Team comprised of one WWGA player and one WMGA Player who play their better net ball against the better net ball of the other team.
2. All play is on the Mountain View course. WWGA Players play from the Gold Tees. WMGA players must declare at least 2 days prior to at the start of the tournament which tees they will play from, the Green or the White Tees. Undeclared players will play from the White Tees.
3. All play is governed by USGA Match Play Rules and The Woods Local Rules.
 - Any USGA rule that results in a 2-stroke penalty in stroke play is loss of the hole in Match Play. One stroke penalties in Stroke Play are the same in Match Play and the same rules apply.
 - Model Local Rule E 5 regarding lost or out of bound balls is not in effect.
 - Drop areas on holes #3 and #9 cannot be used.
 - You may concede your opponent's hole or putt or the match at any time. Once a concession is made it cannot be withdrawn. If after a player's putt was conceded that player continues to putt to show their partner the line, their partner's score does not count.
4. Handicaps for each Match will be that day's Course Handicap in GHIN.
 - Maximum course handicap = 39 for Women, 35 for Men from the White Tees and 31 for Men from the Green Tees (based on HI of 40.4 for women and 36.4 for men).
 - Net handicap strokes will be calculated based on the lowest handicap player who will play to a "0" handicap (scratch).
5. First round bracket will be based on the team's combined handicaps with the highest handicap teams playing the lowest handicap team. Ron Springer will determine any "Byes". If there are 12 or more teams in the Tournament, a consolation round will be held for the first round losing teams.
6. Teams must complete their matches within each bracket's time frame and contact their opponents to arrange the match.
 - Any team not available during the bracket time frame must forfeit the match. If only one team member is available, they may play as one against the opposing team instead of forfeiting.
 - Any teams who, due to prior commitments, do not have 1 day in which at least one member of each team is available to play, must contact the Club Pro, Ron Springer, as soon as this is known, but no later than 2 days prior to the bracket deadline and will be given the option of:
 - 1) Forfeiting their match.
 - 2) Having their match decided by a coin toss.
- 3) Getting a one-time 2 day extension to play. Failure by a team to play within the 2 day extension will result in a forfeiture of the match. Coin toss will not be an option.
 - Teams will have forfeited the match if they do not play within the bracket's time frame and did not contact the Club Pro to exercise option 2 or 3.
7. Player(s) arriving late but within 5 minutes of tee time, may join the match on the second hole and those player(s) arriving after 5 minutes are disqualified.
8. Order of Play
 - On the first tee, honors shall be determined by a flip of a coin or a tee. After that the Team who won the previous hole shall have the honor. In case of a tie, honors remain with the Team who previously held the honor.
 - During play on a hole, the Team furthest away from the hole shall play first in any order by their players. If a Team plays out of turn on the tee or during play on the hole, the opponents may let it stand or require the Team to cancel the stroke and play in the correct order. Likewise if a Team plays from the wrong tee or outside teeing ground. There are no penalty strokes for this.
9. Players on the same Team may give each other advice.
10. Requesting a Ruling – if a dispute arises between the Teams and the players cannot get a ruling in a timely manner, then prior to the start of the next hole, the Team wanting a ruling shall inform their opponent that a later ruling will be sought during/after the match. Play shall continue from there. **Players may not play a second ball in match play (Loss of hole if they do).**
11. Matches may not include player(s) who are not playing in the Match.
12. If Matches are tied at the end of the round, play will continue starting at the 1st hole until a Team has won a hole (sudden death).
13. Immediately following the end of the match, each Team's scorecard must be signed by one player from each team and turned into the Pro Shop. The winning Team shall record their win on the bracket sheet on the bulletin board outside the Pro Shop. All players' scores from the match shall be posted into GHIN using Par + Handicap Stroke(s) for unplayed holes and their mostly like score for conceded holes.
14. The winner of any matches stopped due to weather or darkness after 12 holes and not finished by the end of the day, shall be the team with the most holes won. Ties shall be decided by a coin toss. If 11 holes or less have been played, then the remaining holes must completed within the bracket time frame. See Rule 6 if player availability is an issue.