

## WGAMI 103<sup>rd</sup> City Championship

June 24-27, 2024

Maple Creek Country Club

### *Notice to Competitors*

Play is governed by the Rules of Golf of the United States Golf Association (USGA), and where applicable by the following Local Rules, Terms of Conditions and Definitions.

1. **Pace of play** is extremely important. Use the group ahead of you to gauge your pace.
2. **Tees:** During Monday's qualifying round, players with the 24 lowest handicap indexes and any other entrants making a declaration will compete for the Championship (CH) flight and play from the BLACK tees (approximately 5,500 yards). All other players will play from the BLUE tees (approximately 5,000 yards). During the match play rounds, only the CH flight will play from the BLACK tees and the rest of the field will play from the BLUE tees.
3. **Flights** will be created after Monday's round. Players with the lowest 16 qualifying scores from the Black Tees will be in the championship flight. The remaining players will be placed in flights of 8 (maximum) based on their handicap index. Flights and Tuesday tee times will be emailed on Monday evening as well as posted on the wgami.com website.
4. **Ties** for the sixteenth spot in the Championship Flight will be decided by a play-off on Monday. Ties for seeding in all other flights will be decided by lowest handicap index first and then the date the entry was received.
5. **Putts:** Please keep track of putts you make on the green during the first day of play. There will be prizes awarded for low putts.
6. **Closest to the Pin:** Proximity awards for the first day are on holes #5, #8, #15 and #18.
7. **Allowable Devices:** A player may obtain distance information by use of a distance-measuring device and/or GPS. If, during tournament play, a player uses a distance-measuring device to gauge or measure other conditions that might affect her play (slope, elevation changes, wind speed, biometrics, etc.), the player is in breach of Rule 14-3. The penalty is a two-stroke penalty in stroke play or loss of hole in match play.
8. **Restrooms** are located in the clubhouse before holes 1 and 10. Restrooms are on the course between holes 6 & 7 and holes 14 & 15.
9. **Water Stations** can be reached near 2 & 6 greens as well as 13 & 15 tee boxes.
10. **Stroke Play Scoring:** Before stroke play begins, exchange your scorecard with another member of your group. Be sure to record putts on the scorecard. After the round is complete, scorecards should be hole-by-hole verified, signed by the scorer and player, and turned in to the scoring area just outside the pro shop.
11. **Match Play Scoring:** Know the status of the match with your opponent after completion of each hole. Immediately after completion of each match play round, you should report your match play result to the scorer's table.
12. **Posting Scores:** Maple Creek will post scores from Monday's qualifying round. For match play, you are required to post your score even if you do not play all the holes. For holes where you didn't hole out, you should take your most likely score for that hole or your maximum allowable score for your handicap, whichever is lower. For the holes not played, you should take par plus your handicap on that hole as your score. Post an 18-hole score if 13 or more holes are played. Post the 9-hole score for the front nine if less than 13 holes and more than 9 are played.
13. **Stroke Play Questions:** If you have a doubt as to a procedure or question on a rule during the stroke play competition, play a second ball. Record both scores and the Rules Committee will determine the proper course of play after your round.
14. **Match Play Questions:** If you have a dispute during match play, a decision must be made before teeing off on the next hole. If you need help resolving your dispute, call the rules committee.

**Local Rules and Terms of Competition**  
**Maple Creek Golf & Country Club**  
**103rd Women's City Championship**

**Local Rules**

*Out of Bounds* — Defined by the line between the course-side points, at ground level, of white stakes and fence posts. Location, (left) #10, #11, #12, #15, #17, #18. In Course out of bounds, (left) #9.

*Penalty Areas* — When a penalty area is defined on only one side, it extends to infinity. Location, (left) #16. When a penalty area is connected to the out-of-bounds edge, the penalty area extends to and coincides with out of bounds. Location (left) #17.

*Red Penalty Areas* — All course heather will be defined as a red penalty area. This area may be marked by red stakes, red lines or turf cut line.

*Ground Under Repair* — Defined by white lines. French drains are ground under repair, including grass-covered trenching. Ground under repair may include areas of unusual damage, including areas where other traffic has combined with wet conditions to affect materially the ground surface, but only when so declared by an authorized member of the Committee. Freshly ground stumps, and stumps are ground under repair.

*Immovable Obstructions* — Example include but are not limited to irrigation boxes, pump houses, course signs, constructed flower boxes.

*Areas Tying Into Artificially Surfaced Roads and Paths* — Areas of ground under repair and the artificially surfaced roads, paths or other identified obstructions that they are connected to are a single abnormal course condition when taking relief under Rule 16.1. This area may be defined by white line or turf cut line.

*Wood Chips and Mulch* — Are loose impediments.

*Integral Objects* — Include cables, rods, wires and wrappings when closely attached to trees, and artificial walls and pilings when located in penalty areas and bunkers. Location, bridge crossings.

**TERMS OF THE COMPETITION**

**Scorecard Returned.** For the purpose of applying Rule 3.3b(2), a player's scorecard has been returned to the Committee when the player has exited the defined scoring area with both feet, unless the player, prior to leaving, verbally informs the Scoring Official, and it is acknowledged, of their intention to leave the scoring area and return immediately.

**When Result of Competition is Final.** The competition is final when all scores have been validated in the scoring system and approved by the Committee. In the event of a play-off, the competition is final when the play-off scores have been approved by the Committee.

**Rules Committee:**

General Manager/Director of Golf: Jim Grossi, PGA

Head Golf Professional: Ty Butler

Rulings, please call 317-442-5068. (Jim Grossi)

## USGA Rules - Match Play

A match consists of one side playing against another over a stipulated round. 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 fewest number of strokes.

### ORDER OF PLAY

The player and opponent must play in this order:

**Starting First Hole.** At the first hole, the player with the lower numbered seed in the bracket has the honor (tees off first).

**Starting All Other Holes.** The player who wins a hole has the honor at the next teeing area. If the hole was tied, the player with the honor at the previous teeing area keeps it.

**After Both Players Start a Hole** the ball that is farther from the hole is to be played first. If the balls are the same distance from the hole or their relative distances are not known, the ball to be played first is decided by agreement or by using a random method.

**Opponent May Cancel Player's Stroke Made Out of Turn.** If the player plays when it was the opponent's turn to play, there is no penalty, but the opponent may cancel the stroke. This must be done promptly and before either player makes another stroke. When the opponent cancels the stroke, she cannot withdraw the cancellation. If the opponent cancels the stroke, the player must, when it is her turn to play, play a ball from where that stroke was made.

**Exception - Playing Out of Turn by Agreement to Save Time:** To save time the player may invite the opponent to play out of turn or may agree to the opponent's request to play out of turn. If the opponent then makes the stroke out of turn, the player has given up the right to cancel the stroke.

### RESULTS OF HOLE AND MATCH

**Winning a Hole.** A player wins a hole when the player completes the hole in fewer strokes (including penalty strokes) than the opponent; the opponent concedes the hole; or the opponent gets the general penalty (loss of hole).

**Tying a Hole.** A hole is tied (also known as "halved") when the player and opponent complete the hole in the same number of strokes (including penalty strokes); or the player and opponent agree to treat the hole as tied.

**Winning of Match.** A player wins a match when the player leads the opponent by more holes than remain to be played; the opponent concedes the match; or the opponent is disqualified.

**Extending a Tied Match.** If a match is tied after the final hole, the match is extended one hole at a time until there is a winner. The holes are played in the same order as in the round.

**When the Result is Final.** The result of a match becomes final when the result is reported to the scorer's table.

### CONCESSIONS

**Conceding Next Stroke.** This is allowed any time before an opponent's next stroke is made. The opponent has then completed the hole with a score that includes that conceded stroke, and the ball may be removed by anyone. A concession is final and cannot be declined or withdrawn.

**Conceding a Hole.** This is allowed any time before the hole is completed including before the players start the hole. A concession is final and cannot be declined or withdrawn.

**Conceding the Match.** This is allowed any time before the result of the match is decided including before the players start the match. A concession is final and cannot be declined or withdrawn.

#### How Concessions are Made:

- This can be done either verbally or by an action that clearly shows the player's intent to concede the stroke, hole, or match (such as making a gesture).
- If the opponent lifts her ball in breach of a Rule because of a reasonable misunderstanding that the player's statement or action was a concession of the next stroke, hole or the match, there is no penalty, and the ball must be replaced on its original spot (which if not known must be estimated).

### RESPONSIBILITIES OF PLAYER AND OPPONENT

**Telling Opponent about Number of Strokes Taken.** At any time during play of a hole or after the hole is completed, the opponent may ask the player for the number of strokes (including strokes made and penalty strokes) the player has taken on the hole. This is to allow the opponent to decide how to play the next stroke and the rest of the hole, or to confirm the result of the hole just completed. The player must give the right number of strokes taken. The player gets the general penalty (loss of hole) if he or she gives the opponent the wrong number of strokes taken, unless the player corrects that mistake in time.

**Telling Opponent About Penalty.** When a player gets a penalty, the player must tell the opponent about that penalty as soon as reasonably possible.

**Knowing Match Score.** The players are expected to know the match score. That is, whether one of them leads by a certain number of holes ("holes up" in the match) or the match is tied.