

## **VOLUNTEER CUP TEAM CHALLENGE RULES**

### **TEAM AND PLAYER ELIGIBILITY**

PLAYERS FROM ANY STATE ARE ELIGIBLE TO PLAY ON ANY TEAM.

THE MAXIMUM NUMBER OF TEAMS THAT CAN COMPETE EACH YEAR IS 12.

TEAMS WILL BE PLACED ON THE WAITING LIST AFTER THE 12 TEAM FIELD IS SET.

IF A TEAM DROPS OUT, THE FIRST TEAM ON THE WAITING LIST WILL REPLACE THEM.

IF AN INDIVIDUAL PLAYER DROPS OUT, THE TEAM MAY REPLACE THAT PLAYER IN ACCORDANCE WITH THE ELIGIBILITY RULES. IF NO PLAYER CAN BE FOUND, THE TEAM WILL FORFEIT THAT PLAYERS INDIVIDUAL MATCHES.

### **TEAM CAPTAIN RESPONSIBILITIES**

SETTING THE TEAM ROSTER AND FILLING ALL POSITIONS.

CHECKING THE ROSTER FOR RATINGS COMPLIANCE.

EXPLAINING THE RULES, FORMAT AND SCHEDULE TO ALL TEAM MEMBERS

TURNING IN COMPLETED TEAM ROSTERS BY 8:00 AM SATURDAY MORNING.

COLLECTING THE \$40.00 ENTRY FEE FROM EACH PLAYER AND TURNING IT IN BY 8:00 AM SATURDAY MORNING.

REPRESENTING THE TEAM IN ANY RULES QUESTIONS.

CHOOSING REPLACEMENT PLAYERS SHOULD SOMEONE ON THE TEAM DROP OUT.

### **PLAYER RESPONSIBILITIES**

PACK OUT ALL TRASH AND CIGARETTE BUTTS. PRIVATE COURSES ARE A PRIVILEGE, PLEASE BE RESPECTFUL.

SIGN A WAIVER RELEASING THE VENUE, OWNERS, AND TOURNAMENT STAFF FROM ANY LIABILITY CONCERNING THE PLAYERS ACTIONS OR POSSIBLE INJURIES.

KNOW WHAT HOLE TO REPORT TO AND WHO THEY ARE PLAYING IN ANY GIVEN MATCH.

TO PICK UP A SCORECARD FOR EACH MATCH THEY PLAY IN.

TURNING IN THE SCORECARDS AND MATCH RESULTS TO THE TOURNAMENT DIRECTOR.

FOLLOW ALL PDGA RULES DURING PLAY

KNOW THE BASIC RULES OF MATCH PLAY

BE PRESENT WITH ALL TEAM MEMBERS AT THE MANDATORY PLAYERS MEETING AT 8:30 AM SATURDAY MORNING.

PLAY WELL AND HAVE FUN!

### **MATCH PLAY RULES AND MATCH SCORING**

MATCH PLAY IS SCORED BY WHICH PLAYER WINS THE HOLE , NOT BY STROKES. IF YOU WIN THE HOLE YOU GO 1 UP IN THE MATCH. WHEN ONE PLAYER IS AHEAD BY MORE HOLES THAN THERE ARE HOLES REMAINING IN THE MATCH, THE MATCH IS OVER.

EACH MATCH WILL BE 12 HOLES. AT THE END OF 12 HOLES THE PLAYER WHO HAS WON THE MOST HOLES WILL WIN THE MATCH. THAT PLAYER WILL SCORE ONE POINT FOR HIS OR HER TEAM. IF THE MATCH ENDS IN A TIE, BOTH PLAYERS WILL SCORE 1/2 POINT FOR HIS OR HER TEAM. THE TEAM THAT SCORES THE MOST POINTS IN EACH HEAD TO HEAD MATCH WILL WIN THE MATCH.

### **TEAM DIVISIONS AND DIVISIONAL ROUNDS**

TEAMS WILL BE PLACED IN ONE OF TWO DIVISIONS BY RANDOM DRAW BEFORE THE TOURNEY BEGINS.

SIX TEAMS WILL BE PLACED IN THE **FOREST** DIVISION AND SIX TEAMS WILL BE PLACED IN THE **FIELDS** DIVISION.

ALL **FIELDS** DIVISION TEAMS WILL PLAY EACH OTHER IN HEAD TO HEAD MATCHES. ALL **FOREST** DIVISION TEAMS WILL DO THE SAME.

5 PRELIMINARY MATCHES WILL BE PLAYED. 3 ON SATURDAY, 2 ON SUNDAY. EACH TEAM WILL PLAY THE 5 OTHER TEAMS IN THEIR DIVISION. EACH PLAYER WILL PLAY THEIR COUNTERPART ON THE OTHER TEAM.

THE OPEN PLAYERS WILL PLAY EACH OTHER.

THE LADIES PLAYERS WILL PLAY EACH OTHER.

THE ADV PLAYERS WILL PLAY EACH OTHER.

THE ADV MASTERS PLAYERS WILL PLAY EACH OTHER.

THE INT PLAYERS WILL PLAY EACH OTHER.

THE REC PLAYERS WILL PLAY EACH OTHER.

THE WILDCARD PLAYERS WILL PLAY EACH OTHER.

THE TEAM THAT SCORES THE MOST POINTS WILL WIN THE MATCH.

THE TWO TEAMS IN EACH DIVISION WITH THE BEST WIN-LOSS RECORDS WILL ADVANCE TO THE SEMI-FINAL ROUND. THIS REFERS TO THE TEAMS OVERALL WIN LOSS RECORD. EXAMPLE – TEAM HARMON PLAYS 5 PRELIMINARY MATCHES. THEY WIN 4 AND LOSE 1. THEIR RECORD IS 4-1.

ALL 4 SEMI-FINAL TEAMS WILL CASH.

THE TOP 2 TEAMS IN EACH DIVISION WILL MEET TO DETERMINE A DIVISION CHAMPION AND THE WINNING TEAMS WILL MEET TO DETERMINE VOL CUP CHAMPION. THE LOSING SEMI FINAL TEAMS WILL SPLIT THE REMAINING CASH. THERE WILL BE NO CONSOLATION MATCH.

### **TIE BREAKERS**

TIE BREAKERS TO DETERMINE SEMI-FINAL QUALIFICATION ARE AS FOLLOWS.

**TIE BREAKER # 1** – TEAM HEAD TO HEAD MATCH RESULTS. THIS REFERS TO WHEN THE TWO TEAMS PLAYED IN PRELIMINARIES, THE

WINNER GETS THE TIEBREAK. IF BOTH TEAMS TIED IN PRELIMS, THEN...

**TIE BREAKER # 2** – TOTAL TEAM POINTS FOR ALL MATCHES. THIS REFERS TO HOW MANY TOTAL MATCHES EACH TEAM WON DURING PRELIMS. IF TEAMS ARE STILL TIED...

**TIE BREAKER # 3** - ONE HOLE PLAYOFF INVOLVING ALL POSITIONS. THE PLAYOFF WILL BEGIN WITH THE WILDCARD POSITION AND WORK BACKWARDS THROUGH THE LINEUP. EACH POSITION WILL PLAY HOLE 1. A WIN SCORES A POINT FOR YOUR TEAM, TIES SCORE ½ POINT.

**TIE BREAKER #3 ORDER OF PLAY –**

1. WILDCARD
2. REC
3. INT
4. ADV MASTER
5. ADV
6. LADIES
7. PRO

THE TEAM THAT SCORES THE MOST POINTS WINS. IF STILL TIED, THE SAME PLAYOFF FORMAT WILL CONTINUE UNTIL A WINNER IS DECIDED.

THE PLAYOFF WILL TAKE PLACE ONLY ON HOLE 1.

## **SEMI FINALS AND FINALS**

SEMI- FINAL AND FINAL ROUNDS WILL BE 9 HOLE MATCH PLAY AND WILL BEGIN ON SUNDAY AFTERNOON.

ALL INDIVIDUAL MATCHES WILL PLAY UNTIL A WINNER IS DETERMINED. IF 9 HOLES ARE PLAYED TO A TIE, THE MATCH WILL CONTINUE IN SUDDEN DEATH. THE FIRST PLAYER TO WIN A HOLE, WINS THE MATCH.

THE TWO WINNING SEMI FINAL TEAMS WILL MEET IN THE TITLE MATCH FOR THE RIGHT TO BE CALLED VOLUNTEER CUP TEAM CHALLENGE CHAMPIONS AND CLAIM THE CLARENCE BARR MEMORIAL TROPHY UNTIL NEXT YEAR!!

