



## 1. ABOUT

The Fall Cup season will consist of three match days at host Clubs and will culminate in the Fall Cup Championship on October 13, 2020 at The Ridge Club, where a gross and net championship team will be crowned. The Fall Cup Championship field will consist of each region's winning team sending 6 players to compete in a Four-Ball (best ball) stroke play format.

## 2. FORMAT

### Teams:

Each team consists of 6 female players. Each player on a team is affiliated with and represents their home Club and team. As with Spring Teams, all active Mass Golf members with a handicap index of 54.0 or lower are eligible to play as a team member. All players with a handicap index over 36.0 will play all matches at a 36 Playing Handicap. All players on a team must have an active GHIN index at that team's Club as of 2 days prior to the match day. For Clubs fielding more than one team, any player affiliated with that Club may play on one or both teams. Players who are affiliated with more than one Mass Golf Member Club may play on the teams of any of the Clubs they are affiliated with. A player may compete for only one team in only one match on any match day.

### Regions:

There are 21 regions with 4 teams in each region. 3 of the teams in each region will host one match day and one team in each region is a "travel only" team.

### Match Days:

There are 3 match days: September 9<sup>th</sup>, 17<sup>th</sup> and 24<sup>th</sup>. The 4 teams in each region will compete against each other over the course of the 3 match days. Each match day will consist of a team competing against another team in 3 matches.

Host Captains are required to coordinate the match day arrangements for golf and lunch with their Club staff and should complete and send the "Host Club Information Form" to fellow regional Captains. Please complete the form at your earliest convenience and at least 1 week prior to the match day. The form is available on the Fall Cup landing page. The form requests important information on starting times, carts, food and beverage service and other event specifics.

Host Captains are suggested to arrange for a modest lunch menu and cost. Continental breakfast and coffee may be served at the discretion of the host Club. All players are expected to pay and stay for lunch following their match. Captains are required to notify the host Captain in advance if any of their players cannot stay for lunch. The host Club should provide a "to go" option for those players unable to stay for lunch. The host Captain and or host team is encouraged to collect payment for both cart and lunch fees before the matches begin.

Please note that a "Captain's Match Day Checklist" will be sent in the future.

### Matches:

Each match will be played in a Four-Ball (best ball) match play format. Players from each team will be paired by handicap index (lowest to highest) for each match.



### 3. HANDICAPS

The USGA GHIN revision as of September 1, 2020 will be used for playing handicaps for all matches and the Fall Cup Championship. All players with a handicap index over 36.0 will play all matches at a 36 Player Handicap. Match days will be played at 90% of playing handicap. Scorecards will be created through Golf Genius/ Tournament Management, but each player is responsible for ensuring their course handicap and scorecard is stroked correctly. Handicap strokes will be calculated off the player with the lowest handicap in each group/Four-Ball match, with no more than one stroke per hole given to a player, regardless of course handicap.

Example:

After converting to course handicaps and reducing to 90%: Team A consists of Player A1 with a 12 handicap and Player A2 with an 18 handicap. Team B consists of Player B1 with a 10 handicap and Player B2 with a 16 handicap. All players in this match stroke off of the player with the lowest handicap in the group; Player B1 in this example. Player A1 will receive 2 strokes, Player A2 receives 8 strokes and Player B2 receives 6 strokes. Strokes are given in accordance with the applicable handicap stroke hole allocation.

### 4. SCORING OF MATCHES

Fall Cup Matches will be scored like Spring Team Matches. One point for winning a hole and ½ point for tying a hole. A maximum of 18 points may be awarded in each match.

Players are responsible for posting their own scores and when appropriate, record the maximum hole score using net double bogey process. Fall Cup Matches are NOT to be posted as "Competition" scores.

### 5. STARTING TIMES

A shotgun or modified shotgun is the preferred starting method. However, tee times may be used at the discretion of the host Club. Host Captains are required to advise their regional teams of the starting times as early as possible. Please see the "Match Day Schedule" when posted for which team has the honour to start each match.

### 6. PACE OF PLAY

Matches are limited to 4 hours and 30 minutes unless the host Club or Captain determines that is not reasonable. At the end of 4 hours and 30 minutes (or longer as determined by the host Club or host Captain and announced prior the start of the match), all play will conclude. If a hole is started but not completed before the specified time limit expires, that hole should be played and will conclude the match. Any holes not played beyond the match time limit will be tied. It is expected that the pace of play will be enforced by the Captain of each team.



## 7. GOLFGENIUS/TOURNAMENT MANAGEMENT

Captains are encouraged to use Golf Genius/Tournament Management to set and manage each match day's team roster and enter match results. If you have used Golf Genius/Tournament Management for Spring Teams, you will access the Fall Cup portal using your existing user name and password. Captains are required to create rosters and pairings for each match day. Players and rosters will not be automatically populated each week. Captains are required to create player rosters for their team for each match day by using the drop-down menu in Golf Genius/Tournament Management. Match day pairings, scorecards and cart sign procedure will be communicated to Captains and Club staff. They should be printed prior to each match day, either by the Captain or a member of the host Club staff. Club staff are encouraged to assist the Captains in managing these Fall Cup tasks in Golf Genius/Tournament Management. Captains should inform [nnesenoff@massgolf.org](mailto:nnesenoff@massgolf.org) of names and email addresses of any Club staff who should be given access. Club staff should be advised the Fall Cup Matches in Golf Genius/Tournament Management must be accessed via the dedicated link provided and cannot be accessed through their Club accounts. More information and instructions regarding Golf Genius/Tournament Management will be sent in the near future.

## 8. REPORTING OF SCORES

Host Captains will be responsible for entering all regional match day scoring using Golf Genius/Tournament Management by 3pm of the match day. Host Club staff may provide assistance if needed. Results entered will be immediately visible for all to view via the Golf Genius/Tournament Management portal. If not using Golf Genius/Tournament Management, the host team Captain should e-mail the results to Naomi Nesenoff at [nnesenoff@massgolf.org](mailto:nnesenoff@massgolf.org) before 3pm of the match day. In addition, please leave a copy of the results sheet with the host Club golf shop for any inquiries they may receive. There is no longer a need to snail mail the results sheet to Mass Golf. The host team Captain should announce the result totals and region winner at the conclusion of the final match day.

## 9. TEAM ROSTERS

Please see "Section 3. FORMAT" for team eligibility requirements.

Captains are encouraged to use Golf Genius/Tournament Management to set and manage each match day's team roster. Captains should complete their team roster no later than 48 hours prior to match day and are required to notify the other regional Captains when their match day roster is set. If you are unable to set your roster in Golf Genius/Tournament Management, please submit your roster by email to the other regional Captains and Mass Golf no later than 5 days before the match. Please contact Naomi Nesenoff of Mass Golf at 774-430-9012 or [nnesenoff@massgolf.org](mailto:nnesenoff@massgolf.org) for assistance. Rosters may be different for each week, but all regional Captains must be notified promptly of any changes.

Notification of any roster changes must be emailed to the other regional Captains and updated in Golf Genius/Tournament Management **no later than 9pm the night before a match day**. Any changes made after this time will require the Captain and player(s) who are part of any roster changes to check in at the host Club site at least 30 minutes before the start of the match day. It is the responsibility of the Captain making any roster changes to ensure that the scorecards are correct and teams are paired in the proper order (by low to high handicap index).

If an ineligible player begins a match, that match will be defaulted and 9 points awarded to the opposing team.

Captains are responsible for ensuring all team rosters meet the above requirement.



## 10. FIELDING LESS THAN 6 PLAYERS

A Club is expected to field a full team of 6 players playing in 3 teams of two. If a Club cannot field a full team, the pairings will be adjusted as follows:

- 5 players - The team's lowest handicapped player will play individually as one team against the opponent's team of two and the others will play in teams of two.
- 4 players - The two lowest handicap players will each play individually as two separate teams against their opponent's teams of two and the third match will be played as a team of two.
- 3 players - Each player will play individually as three separate teams against their opponent's team of two.
- 2 players - Each player will play individually as two separate teams against their opponent's teams of two and third match will be defaulted, and 9 points awarded to the opposing team for the defaulted match.
- 1 player - The player will play individually as one team against the opponent's team of two and the other two matches will be defaulted and 18 points awarded to the opposing team for the defaulted matches.
- No players - All three matches are defaulted, and the defaulting team is disqualified from the Fall Cup.

## 11. DEFAULTS

If a Team defaults on more than two matches over the course of the 3 Fall Cup match days, they are disqualified from the Fall Cup Matches. In this case, all points earned by the opposing teams in that region from any previous matches will be nullified and each team's aggregate score adjusted accordingly.

**Number of Players** - If a team is unable to field a full team, the host Captain must be notified no later than the 9pm the night before the match day. If a team arrives with less than six players, a player may play her match by herself (see "Section 10 - Fielding less than 6 players").

**Positioning of Players** - Each Captain is responsible for ensuring their players are correctly positioned for each pairings match. If a Captain or team places a player in the wrong position for match pairings, that match is defaulted and 9 points awarded to the opposing team.

**Withdrawals** - If a team or Club cannot fulfill its commitment once the regions and match day schedule are announced and published, that team or Club may be denied entry to Fall Cup Matches the following year.

Note:

If a team is disqualified for defaulting and the team/Club is scheduled to host a future match day, the Club must honor that commitment to host. Teams that are disqualified from Fall Cup matches for defaulting may continue to play in subsequent match days as markers.



## **12. CANCELLATIONS**

Rain Dates: In the event of a regional match day cancellation due to adverse weather, there will be no makeup or rain date for that match day.

Early cancellation (prior to 9pm the night before the match day); If adverse weather has occurred or is forecasted, cancellation is determined by:

- a. The home team Captain when advised to do so by the golf course superintendent and or golf professional.
- b. Any Captain may request an email or telephone vote of the other Captains to cancel the match day depending on the availability of carts/caddies. A majority vote is required to cancel under these circumstances.

Cancellation on the morning of match day or cancellation on match day at the host Club site: In the case of adverse weather, the matches may be canceled by the host Club staff or a majority vote of the Captains after conferring with their players.

Weather conditions or other circumstances may result in the host Club not permitting the use of carts for the match day: If some or all players require the use of motorized carts to play, cancellation of the match day is an option to be discussed and considered by the four Captains. A majority of the Captains must vote to cancel a match day. Captains should be sensitive to the possible physical limitations of fellow competitors and should also present to the other Captains the name of any team member who has a doctor's note requiring the use of a cart. For any votes taken by Fall Cup Captains that result in a tie, the host Captain's vote will be withdrawn. Each Captain is responsible for notifying the players on their team when a match day has been canceled.

## **13. SUSPENSIONS**

Play may be suspended for adverse weather by: the golf course superintendent, golf professional or a majority vote of the Captains (see Section 12 above). Following a suspension, a decision must be made to either resume play after a reasonable amount of time or conclude the match day.

The match results are valid and scored if each match completes at least 9 holes. If less than 9 holes have been completed by one or more matches, the match day and partial results are cancelled. If 9 or more holes have been completed by all matches, the match results will be scored. In this case, only the least common number of completed holes among the matches will be scored.

## **14. HAZARDOUS CONDITIONS**

Thunder/Lightning: Discontinue play if you believe you are in danger from lightning (Rule 5-7a). Seek shelter immediately if lightning is in the area.

## **15. REGIONAL RESULTS**

Each region will be won by the team with the most cumulative points over the 3 match days. The winning team in each region will be invited to compete in the Fall Cup Championship. Fall Cup pins will be awarded to each winning team member who competes in the Fall Cup Championship.

Ties: In the event of any ties within a region, the winning team will be determined by the results of the match between the tied teams and if this does not resolve the tie, both teams will be invited to the Fall Cup Championship.





## **16. FALL CUP CHAMPIONSHIP**

The Championship will consist of each region's winning team sending six players to compete in a Four-Ball (best ball) stroke play format. All six players on each team must have played in at least one match for a team in order to be eligible to play for that team in the Fall Cup Championship. The 2020 Championship will be held at The Ridge Club on October 13, 2020. There will be one gross team winner and one net team winner as determined by the aggregate scores of the team. The Trophy will be engraved with the names of the winning Clubs. If a tie occurs, the name of each winning Club will be engraved on the Trophy. The USGA GHIN revision as of September 1, 2020 will be used and applied at 100% of the course handicap for all players in the Championship.

## **17. FREQUENTLY ASKED RULES QUESTIONS:**

For the purpose of Fall Cup Matches, the Committee for each match day will consist of the four team Captains. The club professional may be consulted as a resource, but the Committee shall make all rulings (Rule 20.2b).

Rule 1.3b(1) - Applying the Rules and Rule 1.3c - Penalties

Rule 3.2b - Match Play - Concessions

Rule 3.2d - Responsibilities of Player and Opponent

Rule 4.3a(1) - Allowed and Prohibited Uses of Equipment - Distance and Directional Information

Rule 5.3a - When to Start Round

Rule 6.4a - Order of Play When Playing a Hole and Rule 23.6 - Side's Order of Play

Rule 9.6 - Ball Lifted or Moved by Outside Influence

Rule 15.3 - Ball or Marker Helping or Interfering with Play

Rule 20.1b - Rules Issues in Match Play

Rule 23.4 - One or Both Partners May Represent the Side

