

# SPRING TEAM MATCHES

2024 PAMPHLET

## UPDATES AND ADDITIONS FOR 2024:

Section 12 - Cancellations - In the case of adverse weather, the matches may be cancelled by the host club staff or a majority vote of the captains after conferring with their players and club staff.

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Section 13 - Suspensions - Play may be suspended for adverse weather by: the golf course superintendent, golf professional or a majority vote of the captains with advisement from the host club staff. Following a suspension, a decision must be made to either resume play after a reasonable amount of time or conclude the match day.

## 1. ABOUT

The Women's Spring Team Matches are a statewide tournament consisting of 5 matches played on Thursdays in April and May, between 6 Mass Golf Member Club teams in each Cup. The team with the most points at the conclusion of the 5 matches will be the winner of that Cup.

## 2. FORMAT

### Teams:

Teams are made up of 5 active female golfers on the GHIN® roster of the club or course the team is representing. For clubs with more than one team, they may form team rosters as they see fit with the exceptions outlined in Section 9. Each player on a team must be affiliated with and represent their home club and team. All team members should be available to play on each of the match dates and will be listed on a set roster. A club or course can field one, two or three teams (up to a total of 15 players). Once a team is set, substitutes may be used only if necessary.

For clubs fielding more than one team, any player affiliated with that club may play for only one team. Players who are affiliated with and maintain an active Handicap Index® at more than one Mass Golf Member Club may play for only one team from one club. All players MUST have an active Mass Golf Membership at the club they are playing for.

Each team MUST be willing to offer more than one available date to host one match day at their club or course.

### Cups:

Each Cup will consist of 6 teams with 5 teams hosting one match day at their course and one team in each Cup is designated as a "travel" team. Following in Spring Teams tradition, cups 1-3 are determined by the team's aggregate Handicap Index.

### Match Days:

There are 5 match days: April 25<sup>th</sup>, May 2<sup>nd</sup>, May 9<sup>th</sup>, May 16<sup>th</sup> and May 23<sup>th</sup>. The 6 teams in each Cup will compete against each other over the course of the 5 match days. Each match day will consist of a team competing against another team in 5 matches.

### Hospitality:

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 at least **two weeks prior to the match day**. If the Host Club Information Form is not sent out before two weeks out, it is up to the other captains to contact the host captain to obtain that information. The form is available on the Spring Teams 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 (maximum of \$30 including taxes and/or services charges). Continental breakfast and coffee may be served at the discretion of the host club. All players **MUST** pay for their lunch but are not required to stay. Captains are required to notify the host captain in advance if any of their players cannot stay for lunch. The host club must 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.

### **Matches:**

The format is individual net match play at 100% Playing Handicap®. Players from each team will be paired by Handicap Index (lowest to highest) for each match. Each match consists of 18 holes. Points are awarded for each hole won or tied.

### **3. HANDICAPS**

The GHIN revision as of January 1, 2024 is used for registration purposes. The GHIN revision as of April 1, 2024 will be used for Playing Handicaps for all matches. All golfers will be playing at 100% Playing Handicap. A player must have an active Handicap Index of 54.0 or less and must have posted at least five, 18-hole scores during the 2023 calendar year. Players with a Handicap Index higher than 36.0 will be limited to a 36 Playing Handicap for Spring Team Matches.

Scorecards will be created through Golf Genius Tournament Management, but each player is responsible for ensuring their Playing Handicap and scorecard is stroked correctly. Handicap strokes will be calculated off the player with the lowest handicap in each match, with no more than one stroke per hole given to a player, regardless of Playing Handicap.

### **4. SCORING OF MATCHES**

Scoring will be hole by hole with 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 may not arbitrarily split points during a match. If Player A has started a match and is unable or otherwise decides not to continue and if fewer than 11 holes have been completed, the match is defaulted, and Player B wins 11-0. If 11 or more holes have been completed, both Player A and Player B retain the points earned and Player B earns one point for each of the remaining un-played holes.

Players are responsible for posting their own scores as either "Home" or "Away" scores.

### **5. FORMAT AND PAIRINGS**

Fifteen matches will need to be played on an unobstructed course in the morning only, and no match shall begin before 8:30 AM.

- Spring Team matches have traditionally been played in twosomes and in shotgun starts. Matches may be played in twosomes or foursomes, as determined for each match by the host club captain and host club staff.
- It is encouraged that shotgun starts be used whenever possible to accommodate travel for teams/players as well as food and beverage arrangements.
- If the host club prefers a modified shotgun start, it is requested that no more than two groups be started on any one hole.

If tee times or shotgun time changes after the Host Club Information Form is sent out two weeks before the match, the host captain must, without delay, check with all other captains to make sure the change is accepted. If the captains do not agree to the change, the change cannot take place.

Host captains are required to advise the Spring Team captains of the starting times as early as possible. Please see the "Match Rotation Schedule" for which team has the honour to start each match.

### **6. PACE OF PLAY**

Matches should be completed in less than four and a half hours for foursomes and four hours for twosomes. It is expected that the pace of play will be enforced by the captain of each team. Lower handicap groups should be positioned at the front of the field.

## **7. GOLF GENIUS TOURNAMENT MANAGEMENT**

Captains must use Golf Genius Tournament Management to manage each match day and enter results. Captains should inform Mass Golf who their designated club staff member is (name/email) so that the designated club staff will be given Golf Genius access. For Spring Teams, Golf Genius must be accessed via a dedicated link provided by Mass Golf and cannot be accessed through club accounts. If you have used Golf Genius in the past, you will continue to have access using your existing username/password. If you have not made an account with Golf Genius in the past, we will be sending you an e-mail invitation link so you can set up your account.

The pairing sheet will be accessible in the portal for all captains and club contacts to see for each match. The host captain is responsible for downloading and printing the pairings sheet, scorecards, and match pairings for the date they are hosting. They should be printed prior to each match day, either by the host captain or a member of the host club staff. Host club contacts may provide assistance if requested by the host captain. More information and instructions regarding Golf Genius will be provided.

## **8. REPORTING OF SCORES**

**Host captains** will be responsible for entering all match day results from their Cup using Golf Genius **by 3:00 PM 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 portal. If not using Golf Genius, the host team captain **MUST** e-mail the results to Jen Morahan at [jmorahan@massgolf.org](mailto:jmorahan@massgolf.org) before 3:00 PM on 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.

The host team captain should announce the result totals and Cup winner at the conclusion of the final match day.

## **9. TEAM ROSTERS AND SUBSTITUTES**

Captains should make any necessary adjustments to their rosters in Golf Genius by 12pm on the Tuesday before a match and all other captains should be notified of any such changes. If required, please contact Mass Golf for assistance. If any roster changes/substitutions are necessary after 12pm on Tuesday, communicate any updates to the other captains and the host club contact.

If a team player is unable to play, the captain may use a substitute. Captains are requested to select a substitute with a Handicap Index as close as possible to the player they are substituting for. The substitute may be any female player with an active Handicap Index (by 5pm of the Monday prior to the match being played) at the club for which team she will play. Substitutes may play for any team from their club. If the substitute holds a Handicap Index at more than one Mass Golf Club, she may substitute for any teams at any of those clubs. All substitutes **MUST** have a Mass Golf Membership at the club(s) they are playing for. Team players may not serve as a substitute for any other club or any other team. It is the captains' responsibility to verify a substitute player's status and eligibility. If an ineligible substitute plays, that match will be defaulted, and 9 points awarded to the opposing team.

Each captain is responsible for verifying their players are correctly positioned for each

match pairing (low to high index). If a captain or team places a substitute in the wrong position for match pairings, that match is defaulted, and 9 points awarded to the opposing team.

A team is allowed a maximum of three substitutes per match.

## **10. DEFAULTS**

If a team accumulates three defaulted individual matches during the Spring Team season, they are disqualified from the Cup. In this case, all points earned by the opposing teams in that Cup from any previous matches will be nullified and each team's aggregate score adjusted accordingly. Defaults will occur under the following circumstances:

**Number of Players** - If a team is unable to field 5 players, the opposing team and host captain must be notified no later than the 5:00 PM the night before the match day. In those situations, see section 11 for how to field a team with less than five players.

If any players default after 5:00 PM the night before, the vacant position (in which the originally assigned player was to play) is defaulted and 9 points awarded to the opponent for the defaulted match. All other players shall hold their positions.

Note: If a default is acknowledged by both captains prior to the start of the match, the opponent of the defaulting player need not play or be present on match day to be awarded 9 points for the defaulted match.

**Positioning of Players** - Each captain is responsible for ensuring their players are correctly positioned for each match pairing. If a captain or team places a player in the incorrect position for match pairings, that match is defaulted, and 9 points are awarded to the opposing team. If two or more players on a team are placed in the incorrect position, the team is disqualified from the Cup.

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 Spring Team matches for defaulting may continue to play in subsequent match days without any standing in the match.

## **11. FIELDING LESS THAN FIVE PLAYERS**

A club is expected to field a full team of five players. If a club cannot field a full team and this is informed to the opposing team and host captain before 5:00 PM the night before the match day, the pairings should be adjusted as follows:

4 players Each person will play individual matches in position one, two, three and four with the lowest handicap being in position one, then two, then three and then four. The fifth match will be defaulted, and 9 points will be awarded to the opposing team for the defaulted match.

3 players Each person will play individual matches in position one, two, and three with the lowest handicap being in position one, then two, and then three. The fourth and fifth matches will be defaulted, and 18 points will be awarded to the opposing team for the defaulted matches.

## **12. CANCELLATIONS**

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

**Early cancellation (prior to 5:00 PM 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 cancelled by the host club staff or a majority vote of the captains after conferring with their players and club staff.

**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 captains. A majority of the captains must vote to cancel a match day and communicate that to the host club contact. 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 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 cancelled.

### **13. SUSPENSIONS**

Play may be suspended for adverse weather by: the golf course superintendent, golf professional or a majority vote of the captains with advisement from the host club staff. 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. DANGEROUS 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. CUP RESULTS**

Each Cup will be won by the team with the most cumulative points over the 5 match days and the club's name engraved on that Cup's trophy. In the event of any ties within a Cup, the name of each winning club will be engraved on the trophy. Players and substitutes of the winning teams who have played in a match will receive commemorative pins.

Non-Regulation Cup: If all teams in a Cup have not played the same number of matches the Cup becomes a Non-Regulation Cup. The winner of the Cup will be determined by dividing the points earned by the number of matches played.

### **16. POLICIES AND PROCEDURES**

If a team, player, or club violates any local, state, USGA®, Mass Golf or Spring Teams policies, procedures, expectations, or guidelines they may be denied entry to Spring Team Matches the following year. The team or club will be offered to be placed on a waitlist for Spring Team Matches for the following year if space becomes available.

## 17. WITHDRAWALS

If a team or club cannot fulfill its commitment once the Cups and match day schedule are announced and published, that team or club may be denied entry to Spring Team Matches the following year. The team or club will be offered to be placed on a waitlist for Spring Team Matches for the following year if space becomes available.

## 18. CAPTAIN, HOST CAPTAIN AND HOST CLUB EXPECTATIONS

### Captain Expectations

- Verify with club staff available host dates.
- Verify all players have an active Mass Golf handicap at their club.
- Register team with payment.
- Communicate with Mass Golf who their club contact is (name/email) for them to be given access to Golf Genius.
- If you do not receive the Host Club Information Form by two weeks prior to your match date, it is the captain's responsibility to reach out to the host club captain to receive this information.
- Finalize rosters by the Tuesday before each Match Day.
- Communicate any roster changes/substitutions after the Tuesday before the Match Day to other captains and the host club contact.
- Verifying all pairings are accurate based on Handicap Index (Low to High).
- Ensure players are maintaining pace of play per the Mass Golf Spring Teams Pamphlet/host club policy.

### Host Captain Expectations

- Communicate starting times/shotgun start and additional information in the Host Club Information Form to other captains at least **two weeks** before the match.
- If applicable, communicate changes to starting times/shotgun start to other captains immediately to ensure agreement. If they do not agree, then the change will not occur.
- If applicable, communicate any cancellations/delays due to weather to the other captains in your region as soon as possible.
- Print necessary materials through Golf Genius (match pairings, scorecards, pairings sheets). Written tutorials will be provided.
- Post results to Golf Genius portal **by 3:00 PM** on match date.
- **MUST** leave a copy of the results in the golf shop in case of any inquires immediately following play.

### Host Club Expectations

- Provide available dates to host to your club captain(s).
- Assist host captain with completing Host Club Information Form and sending out at least **two weeks** before match.
- Provide lunch and to-go lunch options for players when hosting match.
- If requested by host captain, print necessary materials through Golf Genius.
- Follow all local, state, USGA, Mass Golf and Spring Teams policies, procedures, expectations, and guidelines and communicate anything that would affect the matches to your club captain.

- Communicate with club captain any plans/decisions pertaining to inclement weather.
- If host captain asks for you to put in the results when you host, as the club contact you will have access to do so.
- Ensure host captain provides pro shop with a copy of the results.

## **19. FREQUENTLY ASKED RULES QUESTIONS**

For the purpose of Spring Team Matches, the Committee for each match day will consist of the 6 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](#) - Starting and Ending Round

[Rule 6.4a](#) - Order of Play When Playing a Hole - Please note Exception: Playing Out of Turn by Agreement to Save Time

[Rule 9.6](#) - Ball Lifted or Moved by Outside Influence

[Rule 15.3](#) - Ball or Ball-Marker Helping or Interfering with Play

[Rule 20.1b](#) - Rules Issues in Match Play