

# 2024 ORLGA PRESIDENT'S CUP GOLF TOURNAMENT

**April 15 – July 15**  
**Playoffs/Finals: July 16 – September 30**

**This document contains the ORLGA President's Cup Tournament Rules and Format as well as the USGA Match Play Rules. These are to be followed by players when competing in the 2024 President's Cup Golf Tournament. Please familiarize yourself with these rules.**

**There are several ORLGA tournament rules/formats that differ from the USGA Match Play rules. ORLGA Rules and Format supersedes the USGA Match Play Rules. Otherwise, the USGA Match Play rules are to be followed.**

## ORLGA RULES AND FORMAT

**FORMAT:** The ORLGA President's Cup Tournament is a Flighted, Better Net of Partners Match Play event which consists of two-person teams.

**MATCH PLAY:** Refer to the Match Play Rules Summary posted.

**INDEX DIFFERENTIAL:** The maximum partner index differential cannot be greater than 8. Should the difference become greater than 8, then the higher handicapped person will be capped at 8 strokes more than the lower.

**FLIGHTING:** The teams are established by handicap into flights, depending on the number of teams that sign up. The flights will be determined based on indexes as of April 11 and will be as balanced as possible. Matches must be played between April 15 and July 15 with playoffs to follow. The Playoff/Finals rounds should be completed by September 30.

**HANDICAP:** All players will receive 90% of their handicap as determined by our tournament manager software. In each match, the low handicap player has no strokes and the other three players have the difference between their handicap and the low handicap person or Player A. Each player receives strokes from Player A. Appropriate rounding will be used.

**SCORECARDS:** Players must use the tournament manager software to generate and print scorecards. The procedures to create the scorecards can be found on the ORLGA website under Guidelines and Forms/President's Cup. Players who are unable to access or have difficulty working with the software may contact a member of the Tournament Committee for assistance in preparing scorecards.

**TEE TIMES AND COURSES:** Course and Tee Times must be mutually accepted by both teams. Players must be agreeable to play on at least two different courses.

**SCHEDULING:** Teams are encouraged to schedule matches as soon as possible. Matches may be rescheduled only if it is mutually agreed upon AND another date can be found that works for all players. If two teams have a mutually agreed upon tee time and someone needs to cancel but no future time before the deadline is possible then the match should be played with whomever is available to play. In the case where the mutually agreed upon match cannot be played due to weather and no future date can be found that works for all players, then the match will be played in a 1 vs 1 format with each team choosing one member to play. If due to extenuating circumstances, a date STILL cannot be found before the deadline, a request may be made to the Tournament Committee to issue an exception and extend the deadline. If the Tournament Committee does not approve the request, the match will be forfeited by both teams with each receiving 0 points.

It is recommended not to schedule matches before League play on Mondays and Wednesdays.

**PRIOR TO MATCH:** Match play rules state a required order of play which can be time-consuming and is not generally adhered to during ORLGA play. Decide if it is acceptable to the teams to play "ready golf" until the green is reached. Discuss and agree upon possible situations, i.e. How do you plan to handle water or mud in sand traps? If it rains out and both teams agree to stop the match, will you finish the hole stopped at or will play that hole again? Also, be sure to have a copy of the Rules of Golf to reference for rules questions.

**SCORING:** All players are expected to record a score for each hole on the scorecard. If a player picks up and does not complete the hole, the player must record their Most Likely Score (MLS) not to exceed the Net Double

Bogey maximum (Double bogey plus your handicap for that hole). In both cases, an X **must be added** to the **score**, e.g., 8X.

Upon conclusion of the match, the scorecard must be signed and attested by a member from each team. One copy of the scorecard should be placed in the Handicap box in the Panther's/Lion's pro shop and the other copy in the President's Cup envelope. Match scores are considered final when the scorecard is signed, received and the results posted by the tournament director (Kris Heurich) unless a ruling has been requested.

All players must post a Competition (C) score in GHIN for the match.

**NOTE:** For Ringers purposes, you may not record a Ringers score for a hole that you did not complete.

**POINTS:** There will be 18 points awarded for each match. One point will be given for each hole. Holes that are tied will receive ½ point each.

**USE OF LIFT, CLEAN AND PLACE:** The ball must be played down unless the Pro Shop has declared Cart Path Only (CPO) for the course or for specific holes. In those cases, Lift, Clean and Place is in effect for the course or the specific holes declared as being CPO.

**ORDER AND PACE OF PLAY:** The team with honors on a hole should tee off first. Players should play **ready golf** after teeing until the green is reached

**CONCESSION OF MATCH:** USGA Match Play Rules refer to when a single match is at stake. Our PC tournament flight winners are determined by the cumulation of the total number of points received for holes won in all matches played, therefore all 18 holes in each match must be played. Because Playoffs and Finals rounds are a one-time match, they may be conceded if a winner can be declared before the 18 holes are completed.

**PLAY-OFFS:** Flight winners will play each other to determine an overall president's cup champion. Playoffs can begin as soon as the flight winners are determined. If the Playoff or Finals rounds cannot be completed by the expected deadlines due to extenuating circumstances, a request must be made to the Tournament Committee to issue an exception and extend the deadline.

The format for the playoffs will be as follows:

- Winner of Flight A will play winner of Flight C.
- Winner of Flight B will play winner of Flight D.
- The winner of each of these matches will play each other.

Playoff and Finals rounds do not have to play the 18 holes if circumstances dictate. Play can be stopped after a team has enough points to be declared the winner. If a winner is not declared after 18 holes, play will begin again on the first hole of the course and continue until a winner is declared.

If after all matches within the flight have been played and a tie occurs between two teams, the first tiebreaker will be to determine the winner of the original flighted match. For example, if Team 1 and Team 2 are tied then we will look back to when Team 1 played Team 2. If Team 2 won that match 10 to 8, then Team 2 wins the flight. If that does not break the tie, then the winner is determined using a match of cards (number of holes won in the last nine holes, then holes won in last six holes, then last three holes and finally the 18<sup>th</sup> hole.)

**WITHDRAWALS:** If a team withdraws from the tournament because of family emergency or health related issues, etc., any games the team may have played will be removed from the competition. If one team member withdraws, the remaining team member may opt to play the remaining matches without the original team member. If a team member has withdrawn before any matches have been played that member may be replaced by another ORLGA member of a similar handicap. The replacement player must be approved by the Tournament Committee.

**TOURNAMENT COMMITTEE:** The Tournament Director, ORLGA Vice-President, ORLGA President and an ORG Professional will function as the tournament committee. Questions, rules, and/or any unresolved issues are to be presented to the Tournament Director for resolution. The President will resolve any appeals.

**AWARDS:** The flight winners and president's cup championship team will be announced at the ORLGA meeting held in October.

## USGA MATCH PLAY RULES

What follows are a few of the most common match play rules that differ from stroke play ones. This is not exhaustive or complete. We encourage you to review the USGA Rules of Golf carefully before competing in our match play tournaments.

1. **General Penalty:** The penalty for a breach of a Rule of Golf in match play is loss of hole except when otherwise provided. Rule 2-6.
2. A player may concede the opponent to have holed out with his next stroke and the ball may be removed by either side. A player may concede a hole to his opponent at any point during the play of a hole. If it's hopeless, concede the hole, and move on to the next hole. Concessions may not be declined or withdrawn. Players may not agree in advance to any 'gimmies' or within the leather putts, only conceding putts on the green as they occur. Rule 2-4.
3. **Order of Play:** The player with honors on a hole must put his ball in play first. Honors on the first tee are determined by lot. On the tee at the first hole of a match, opponents will determine honors 'by lot'. This means you can flip a coin, toss a tee, play rock-paper-scissors, or whatever. Rule 10-1a.
4. **Provisional balls** played from the teeing ground must be played after your competitor has played his first stroke. Rule 10-3.
5. **Giving your opponent correct information:** You must, as soon as practicable, inform your opponent when you incur a penalty. You must also inform your opponent, when asked, as to the number of strokes you have taken on a hole, including penalty strokes. A player who fails to do so or gives incorrect information shall lose the hole. Rule 9-2.
6. **Hitting opponent or his equipment:** In match play, you have the option to replay the shot – in stroke play it's just 'rub of the green'. Rule 19-3.
7. **Hitting a ball at rest on the green:** In stroke play, if your putt strikes another ball on the green, you get a 2 stroke penalty. In match play, there is no penalty. Rule 19.5a.
8. **Resolving a Rules Dispute:** Unlike in stroke play, a second ball cannot be played when a player is unsure of his rights or proper procedure. Instead, you must continue play even though the status of the match is in doubt. However, you can make a 'claim' to the committee in charge of the competition for a decision. To make a claim, you must notify your opponent before playing from the next teeing ground, letting him know the facts of the claim and that you want a ruling. After the competition, the claim will be resolved by the committee in charge of the competition. The standing of the match will be adjusted according to the decision of the Committee. Rule 2-5.

## USGA Rule: 3.2 Match Play

Purpose of Rule: Match play has specific Rules (particularly about concessions and giving information about the number of strokes taken) because the player and opponent:

- Compete solely against each other on every hole,
- Can see each other's play, and
- Can protect their own interests.

### a. Result of Hole and Match

(1) **Winning a Hole.** A player wins a hole when:

- The player completes the hole in fewer strokes (including strokes made and penalty strokes) than the opponent,
- The opponent concedes the hole, or
- The opponent gets the general penalty (loss of hole).

If the opponent's ball in motion needs to be holed to tie the hole and the ball is deliberately deflected or stopped by any person at a time when there is no reasonable chance it can be *holed* (such as when the ball has rolled past the hole and will not roll back there), the result of the hole has been decided and the player wins the hole (see Rule 11.2a, Exception).

(2) **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 strokes made and penalty strokes), or
- The player and opponent agree to treat the hole as tied (but this is allowed only after at least one of the players has made a stroke to begin the hole).

(3) **Winning a 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.

(4) **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. See Rule 5.1 (an extended match is a continuation of the same round, not a new round).
- The holes are played in the same order as in the round, unless the Committee sets a different order. But the Terms of the Competition may say that the match will end in a tie rather than be extended.

### b. Concessions

(1) **Player May Concede Stroke, Hole or Match.** A player may concede the opponent's next stroke, a hole or the match:

- **Conceding Next Stroke.** This is allowed any time before the 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 made while the opponent's ball is still in motion after the previous stroke applies to the opponent's next stroke, unless the ball is holed (in which case the concession does not matter).

- The player may concede the opponent's next stroke by deflecting or stopping the opponent's ball in motion only if that is done specifically to concede the next stroke and only when there is no reasonable chance the ball can be holed
  - **Conceding a Hole.** This is allowed any time before the hole is completed (see Rule 6.5), including before the players start the hole.
  - **Conceding the Match.** This is allowed any time before the result of the match is decided (see Rules 3.2a(3) and (4)), including before the players start the match.
- (2) **How Concessions Are Made.** A concession is made only when clearly communicated:
- This can be done either verbally or by an action that clearly shows the player's intent to concede the stroke, the hole or the match (such as making a gesture).
  - If the opponent lifts his or 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, a 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) (see Rule 14.2).
- A concession is final and cannot be declined or withdrawn.

#### d. Responsibilities of Player and Opponent

(1) **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.

When asked for the number of strokes taken, or when giving that information without being asked:

- The player must give the right number of strokes taken.
- A player who fails to respond to the opponent's request is treated as giving the wrong 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:

- **Wrong Number of Strokes Given While Playing Hole.** The player must give the right number of strokes taken before the opponent makes another stroke or takes a similar action (such as conceding the player's next stroke or the hole).
- **Wrong Number of Strokes Given After Hole Completed.** The player must give the right number of strokes taken:
  - Before either player makes a stroke to begin another hole or takes a similar action (such as conceding the next hole or the match) or,
  - For the final hole of the match, before the result of the match is final (see Rule 3.2a(5)).

**Exception – No Penalty If No Effect on Result of Hole:** If the player gives the wrong number of strokes taken after a hole is completed but this does not affect the opponent's understanding of whether the hole was won, lost or tied, there is no penalty.

(2) **Telling Opponent About Penalty.** When a player gets a penalty:

- The player must tell the opponent about that penalty as soon as reasonably possible, taking into account how near the player is to the opponent and other practical factors.
- This requirement applies even if the player does not know about the penalty (because players are expected to recognize when they have breached a Rule).

If the player fails to do so and does not correct that mistake before the opponent makes another stroke or takes a similar action (such as conceding the player's next stroke or the hole), the player gets the **general penalty (loss of hole)**.

**Exception – No Penalty When Opponent Knew of Player’s Penalty:** If the opponent knew that the player had a penalty, such as when seeing the player obviously take penalty relief, the player gets no penalty for failing to tell the opponent about it.

(3) **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 (also known as “all square”).

If the players mistakenly agree on a wrong match score:

- They may correct the match score before either player makes a stroke to begin another hole or, for the final hole, before the result of the match is final (see Rule 3.2a(5)).
- If not corrected in that time, that wrong match score becomes the actual match score.

**Exception – When Player Requests Ruling in Time:** If the player makes a timely request for a ruling (see Rule 20.1b), and it is found that the opponent either (1) gave the wrong number of strokes taken or (2) failed to tell the player about a penalty, the wrong match score must be corrected.

(4) **Protecting Own Rights and Interests.** The players in a match should protect their own rights and interests under the Rules:

- If the player knows or believes that the opponent has breached a Rule that has a penalty, the player may act on the breach or choose to ignore it.
- But if the player and opponent deliberately agree to ignore a breach or penalty they know applies, both players are **disqualified** under Rule 1.3b. I
- If the player and opponent disagree whether one of them has breached a Rule, either player may protect his or her rights by asking for a ruling under Rule 20.1b.