

## TEAM EVENT RULES:

Two man teams play head to head against each other to establish a win-loss record.

There are (3) points possible for each match - One point for each win and one point for the lowest cumulative net team score

Use league handicap index - do not round up or down

The higher handicap player from each team will go head to head for a point and the two lower handicap players from each team will go head to head for a point.

**If both teams agree, you can switch your opponent from the other team - otherwise it will be low hdcp vs low hdcp and high hdcp vs high hdcp**

If teammates have the same handicap on a given week, the teammate having the lower handicap for prior week's play will remain in that position to determine who plays who head to head.

Teams are encouraged to play head to head against the team you are scheduled to play against.

You must count all your strokes.....there is no limit.....

Teams with more than two players must inform to your opponent which players will play before the competition begins. If two of a three person team is available to play, their scores must be used for that weeks team event.

**If you are unable to play on the scheduled day of play, you must inform the other team and try and work out a different time and day to make up the match. All matches need to be made up before the beginning of the next scheduled match at 5:00, which are usually every other week. You can also play your match early - just need to coordinate with your opponents. If you don't play with your opponent, you can tell him your score if you want - but are not required to.**

The spirit of the event is to and try and play head to head with your opponent. If they cannot play head to head then they are allowed to play on a different day, at Auburn. Every attempt should be made to play the same nine as there opponent played - if that is not possible, then the score will be adjusted by (1) stroke since the front 9 is a par 35 and the back is a par 36. Must keep your opponents informed when you will be playing and the score. If you do not make up the round within 2 weeks after the scheduled event then the team that couldn't play gets no points for that match and **the other team gets (3) points**. No more penalty added on to your score for not playing.

One team needs to let Scott or Lonnie know who won the points – IT IS YOUR RESPONSIBILITY TO FIGURE OUT THE RESULTS.

You can also email the results to Scott at [gocoogs@comcast.net](mailto:gocoogs@comcast.net)

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### LOST BALL / OUT OF BOUNDS

If you lose a ball, you can drop it in the fairway near where you think it was lost and take a (2) stroke penalty.

So if you lost your drive (in an area without any white stakes or an out of bounds fence close by), you would drop it in the fairway, laying (3), hitting your 4th shot.

If you aren't sure if it's Out of Bounds or lost, you need to assume it is Out of Bounds and proceed accordingly.

If you hit a ball Out of Bounds in an area with white stakes or an out of bounds fence, **you have to go back to the previous spot and re-hit.**

So if you are hitting your tee shot on #15 and you are close to the right side of the fairway, you better hit a provisional ball, otherwise you will have to go back up the hill and re-hit your tee shot. A ball that can't be found on the right side of that fairway should be considered Out of Bounds.

If you hit a provisional ball, you cannot use the "Lost Ball" rule on your original shot. You only hit a provisional ball if you think your ball is Out of Bounds

Also, the league allows opponents to concede a "gimme" putt.....however, you are not required to give an opponent a putt.

Unless your opponent tells you your putt is good, you need to hole it out.

Some teams are not going to give you a putt.....