

# 2024 SIERRA NEVADA CUP MATCH PLAY FORMAT & RULES OF PLAY

## Round 1: Aggregate Net & Best Ball Net

The front nine (holes 1-9) will be “aggregate (total) net” of the two players on each team. Each player plays their own ball from tee to green. Each team player’s score is added together for a combined net score for that hole. The team with the lowest combined net score wins the hole.

The back nine (hole 10-18) will be “best ball net” between the two players on each team. Each player plays their own ball from tee to green. The player with the lowest individual net score for each team is recorded on the scorecard. The team with the lowest individual net score wins the hole. If both teams have the same individual net score, the hole is tied.

**+++ DO NOT FORGET TO modify your competition format between the front and back nine’s especially if you’re not starting on hole # 1.**

Each hole will be won, lost or tied by a two person team. For example, if the Silver team has the lowest net aggregate or net best ball on hole 10, they will have won the hole. Cards will be popped off the lowest handicap person. Pops are calculated using the course handicap, not individual handicaps. Scoring will be on a hole-by-hole basis. Indicate your winning holes with a +. The team with the greatest number of “+” marks receive 1 point. If the team win the same number of holes, each team will receive ½ point for the match. The most points the Blue or Silver teams can win today is 10 points, 1 point for each match. Turn in the official scorecard to the Tournament Chair after each match.

## Round 2: Modified Alternate Shot

The format today is a modified alternate shot format called Chapman. Each player tees off and then each player hits her partner’s resulting tee shot for the second shot. After the second shot, the partners select which ball they want to finish the hole with and play that ball alternately until the ball is holed. There may be an occasion where the partners will decide not to hit one of the resulting tee shots, e.g., out of bounds, flub a dub, water, hazard, etc. This is permissible, but you will only have one ball in play for the second shot after that decision.

Handicaps for this format will be computed by using 60% of the lower handicap player and 40% of the higher handicap player on each team and then added together. Cards will be popped off the lower handicap team. Pops are calculated using the course handicap, not individual handicaps.

## Rules of Play for Both Rounds

1. USGA rules govern all play
2. All players will tee from the tees as defined on the respective scorecards for each round.
3. OUT OF BOUNDS: Defined by white stakes, perimeter fences, and perimeter road.

## **2024 SIERRA NEVADA CUP MATCH PLAY FORMAT & RULES OF PLAY—ROUND 1**

### **Round 1: Aggregate Net & Best Ball Net Format**

The front nine (holes 1-9) will be “aggregate (total) net” of the two players on each team. Each player plays their own ball from tee to green. Each team player’s score is added together for a combined net score for that hole. The team with the lowest combined net score wins the hole.

The back nine (hole 10-18) will be “best ball net” between the two players on each team. Each player plays their own ball from tee to green. The player with the lowest individual net score for each team is recorded on the scorecard. The team with the lowest individual net score wins the hole. If both teams have the same individual net score, the hole is tied.

+++ DO NOT FORGET TO modify your competition format between the front and back nine’s especially if you’re not starting on hole # 1.

Each hole will be won, lost or tied by a two-person team. For example, if the Silver team has the lowest net aggregate or net best ball on hole 10, they will have won the hole. Cards will be popped off the lowest handicap person. Pops are calculated using the course handicap, not individual handicaps. Scoring will be on a hole -by -hole basis. Indicate your winning holes with a +. The team with the greatest number of “+” marks receive 1 point. If the team win the same number of holes, each team will receive ½ point for the match. The most points the Blue or Silver teams can win today is 10 points, 1 point for each match. Turn in the official scorecard to the Tournament Chair after each match.

### **Rules of Play for Palm Valley GC**

USGA rules govern all play

All players will tee from the forward tees as defined on the respective scorecards for the round.

DESERT AREAS: Unless marked as a Penalty Area, all desert areas are to be played as the General Area. NOTE: Erosion areas in the desert are common occurrences in the Southwest and NOT considered to be an abnormal course condition.

OUT OF BOUNDS: Defined by white stakes, boundary walls, and property lines.

PENALTY AREAS: In the absence of stakes or lines use the edge of the manicured grass. In the absence of manicured grass use the edge of the concrete liner.

FENCES IN PENALTY AREA: Some of the lakes in the Penalty Area may have wire bird fences. If the ball comes to rest in the Penalty Area, there is no free relief from the fence. If the ball is outside the Penalty Area and the fence interferes with the lie of the ball, the area of intended swing or stance, obstruction relief will be granted.

ABNORMAL COURSE CONDITIONS: Includes all cart paths, the extensions directly adjacent to the cart paths, bunker liners and the drainage troughs in the bunkers.

MODEL LOCAL RULE F-12 IS IN EFFECT: At the player’s option, dung from geese or other birds may be treated either as:

\*A loose impediment that may be removed under Rule 15.1, or

\*Ground Under Repair from which relief is allowed under Rule 16.1 (only when the ball lies on the dung or the dung is adhering to the ball). Lift, clean and drop the ball within the one club-length relief area no closer to the hole.

CELL PHONES: Must be turned to silent on the course and may only be used as a distance measuring device, for mobile scoring or for emergency

## **2024 SIERRA NEVADA CUP MATCH PLAY FORMAT & RULES OF PLAY—Round 2**

### **Round 2: Modified Alternate Shot Format**

The format today is a modified alternate shot format called Chapman. Each player tees off and then each player hits her partner's resulting tee shot for the second shot. After the second shot, the partners select which ball they want to finish the hole with and play that ball alternately until the ball is holed. There may be an occasion where the partners will decide not to hit one of the resulting tee shots, e.g., out of bounds, flub a dub, water, hazard, etc. This is permissible, but you will only have one ball in play for the second shot after that decision.

Handicaps for this format will be computed by using 60% of the lower handicap player and 40% of the higher handicap player on each team and then added together. Cards will be popped off the lower handicap team. Pops are calculated using the course handicap, not individual handicaps.

### **Rules of Play for National GC**

USGA rules govern all play

All players will tee from the forward tees as defined on the respective scorecards for each round.

**OUT OF BOUNDS:** Defined by white stakes, perimeter fences, and property lines. The Maintenance yard and driving range are out of bounds.

Local Rules on the scorecard are not in effect.

**PENALTY AREAS:** If a bunker is directly adjacent to a Red Penalty area and there are no lines, edge of the penalty area is defined by the water's edge. You may drop in the bunker. The canal running through the golf course is a Red Penalty area. In the absence of stakes or lines use the edge of the canal as the edge of the penalty area. All lakes are Red Penalty areas, in the absence of stakes or lines use the edge of the manicured grass as the edge of the penalty area.

**DROPPING ZONES:** There are no dropping zones in effect for this tournament.

**INTEGRAL PARTS OF THE COURSE:** Includes all dirt or gravel service paths and the brick wall surrounding the teeing area on Holes #3 and #18.

**ABNORMAL COURSE CONDITIONS:** Includes utility poles, their support cables and the concrete area adjoining the maintenance yard. Railroad tie fences directly adjacent to the cart paths are part of the cart path and are treated as one obstruction. The restroom, plantings, and landscaped area next to Hole #13 are treated as one obstruction. The practice chipping and putting green behind Hole #9 is a wrong putting green.

**MODEL LOCAL RULE F-12 IS IN EFFECT:** At the player's option, dung from geese or other birds may be treated as:

\*A Loose Impediment that may be removed under Rule 15.1, or

\*Ground Under Repair from which relief is allowed under Rule 16.1 (only if the ball lies on the dung or the dung is adhering to the ball). Lift, clean and drop the ball within the one club-length relief area no closer to the hole.

This relief is available for lie of the ball not area of intended swing or stance.

**CELL PHONES:** Must be turned to silent on the course and may only be used as a distance measuring device, for mobile scoring or for emergency purposes.