MAARY SMITH FOUNDERS TOURNAMENT

FORMAT AND RULES OF PLAY

1. The tournament will be a two-person handicapped match play format in which the lower net score wins the hole. **Cards will be popped off the low handicap player.**

2. Current handicaps will be used for each round as determined by the Committee. Any player whose handicap index exceeds 36.4 will be limited to a maximum handicap of 40 for tournament play purposes.

3. **If players are unable to play their match on a regularly scheduled play day, arrangements must be made to hold the match at that course prior to the next round of matches**.

4. **Honors:** The Honor is determined on the first tee by a coin or tee flip. Thereafter, honor on the tee goes to the **NET** score winner of the prior hole. If there is no winner on the prior hole, the order remains the same order as the previous hole.

5. **Order of Play:** On the course the player furthest from the hole plays first. This is the case everywhere on the course including around the putting green. Order of play is between the match opponents not the 'foursome'. Example: Players 1A are considered a match and 1B are considered a match, 1A and 1B make up a 'foursome'.

6. **Scorecard:** The person with the lower handicap will be the "marker" and keep the score on the official scorecard. Each hole shall be marked with a "+" to indicate the winner of the hole. The player that has won more holes than there are holes left to play wins the match (e.g., a player 4 holes 'up' after 15 holes cannot lose as there are only 3 holes remaining). **The match is concluded but players may play out the remaining holes for fun.**

7. **Scoring:** Players have the right to know the number of strokes an opponent has taken at any time. If a player gives the wrong information regarding the strokes taken, there is no penalty if she corrects the mistake before her opponent takes her next stroke. Failing to correct the wrong information will result in loss of the hole. After each hole the marker should check the score with her competitor and record it.

   You may pick up on a hole if you cannot win, but you must still record a score for handicap purposes. Record the score you think you might have made on the hole or use your maximum adjusted equitable stroke control score.

8. **Doubt on Rules:** If a doubt or dispute arises between the players, the players shall continue the match without delay. If a player disagrees with her opponent on a situation that player may "Request a Ruling". This request MUST be made before either player plays from the next tee. Ruling requests must be submitted to the Tournament Committee for consideration when play is completed.

9. **Ties:** If the match is tied after 18 holes, a playoff will occur immediately following the match. Unless the course says otherwise, the playoff will begin on Hole 17. If match is still tied after 17 and 18, players shall return to 17 and continue this pattern until match is completed.

10. USGA Rules of Golf, the WSNGA Hard Card and course local rules distributed will govern play. **Local rules on the scorecard are not in effect.**

11. **Penalty Areas:** Penalty areas are defined as either red or yellow areas. If the color has not been marked or indicated, it is treated as red.

12. **OUT OF BOUNDS:** If your ball is lost, or out of bounds, you must play under stroke and distance. You have three (3) minutes to search for your ball before it becomes lost.

13. **Provisional Ball:** A player may play a provisional ball if she believes her original ball to be lost **outside a penalty area** or be out of bounds. The player may continue to play the provisional ball until she reaches the place where the original ball is likely to be. If the original is found within 3 minutes the provisional MUST be abandoned. If the original is lost (not found with 3 minutes) or OB the provisional ball is in play under stroke and distance.

14. **Concession of Stroke, Hole or Match:** A player may concede a stroke any time before the opponent's next stroke; a hole allowed any time before the hole is completed; a match any time before the result of the match is decided. **A concession is final and cannot be declined or withdrawn.**

15. **Pace of Play:** You are expected to play your round staying in position to the group in front you. If you get behind, please remember these:
    a. To speed up play you may invite or ask your opponent on a case-by-case basis to play out of turn. A player that authorized her opponent to play out of order may not recall the stroke. (this is handy when you are ready and your opponent is still looking for a ball).
    b. Order of Play is between the match and not the foursome. If your match is ready to play and the other match is not, your match can play while the other match is getting prepared even though they are further away from the hole.
    c. Once a match is determined (see #6) you should just play the remaining holes for fun and order of play is no longer necessary.
    d. **Remember, if you cannot possibly win the hole, pick up and move on.**

GOOD LUCK, GOOD GOLFING AND GOOD SPORTSMANSHIP!!!