



WELCOME TO THE 3RD ANNUAL NVGA MATCH PLAY TOURNAMENT AT THE PIEDMONT CLUB

DEFENDING CHAMPIONS: Dan Hosek (Senior Division); Keith Morgan (Super-Senior Division)

- Play will be from the **Gold (Fazio) tees** – Amateur Div ~ 7000 yds; **Blue tees (Member) - Senior Div** ~ 6500 yds.; **White tees-- Super Seniors** ~ 6200 yds.; **Green tees – Legends** ~ 5600 yds.
- USGA Rules Apply. Playing the ball as it lies. **ESAs are identified by stakes with green tops. Entry into or play from those areas is prohibited.**
- Format is Match Play. Be aware of the differences between match play and stroke play. The General Penalty for breach of the rules is loss of the hole. There are no rules officials available, so players are expected to resolve rules issues per rule 20.1.

20.1 Resolving Rules Issues During Round

b. Rules Issues in Match Play

(1) Deciding Issues by Agreement. During a [round](#), the players in a match may agree how to decide a Rules issue:

- The agreed outcome is conclusive even if it turns out to have been wrong under the Rules, so long as the players did not agree to ignore any Rule or penalty they knew applied (see [Rule 1.3b\(1\)](#)).
- No Right to Play Two Balls. A player who is uncertain about the right procedure in a match is not allowed to play out the hole with two balls. That procedure applies only in [stroke play](#) (see [Rule 20.1c](#)).
- Measuring Devices (including GPS devices) are allowed if the device measures only distance
- Keep a paper score card for each match and turn it into the scorer's table with two signatures indicating the result of the match
- Seniors and Amateurs (16-player bracket) will start on hole #1; Super-Seniors, Amateurs (8-player bracket) and Legends will start on hole #10. If your match goes to extra holes, continue play on the next hole in order (if finishing on #9, go to hole #10; if finishing on hole #18, go to hole #1). Twosomes playing extra holes to finish a match will have priority on the tees if other groups are present.

- When the morning matches are completed, your group may take a short break for lunch or may continue as soon as the group is ready. Plan to start on the same hole as the morning match; however, if the tee is occupied by other groups waiting to tee off, your group may elect to tee off from the opposite side tee (#1 or #10) if that tee is open.
- Caddies are allowed but must walk as only one cart is allowed per match. Use of caddies must not hold up the pace of play. Caddies are not allowed to ride on the back of the carts at any time.
- Pace of Play: Please keep up with the group in front of you. Course marshals will be requesting groups out of position to speed up play. Strictly observe the 3-minute time limit to search for lost balls. Be very prudent and minimize any practice putts after completion of a hole. If you are not ready to play, invite your opponent to play first (play ready golf). If a group is out of position (hole is open in front of you, and your group is over the expected time), the players in that group may be monitored more closely and timed. Prior to a group being timed, a referee will issue a verbal warning to the group between the play of two holes. **Timing.** When a group is being timed, each player in the group is expected to play all strokes within 40 seconds. Timing begins when it is the player's turn to play and nothing is obstructing his/her play. An extra 20 seconds will be given to: i. ii. iii. iv. the first player to play a stroke on a hole; the first to play a second shot on a par 4 or par 5; the first player to play a third stroke on a par 5 (provided it is not played from on or within 10 yards of the putting green); or the first player to play a stroke from within 10 yards of or on the putting green. **Pace of Play Penalties** One bad time – Warning. A second bad time – One stroke penalty. A third bad time – Loss of Hole. A fourth bad time – Disqualification. Note 1: Bad time(s) will remain with the player for the remainder of the round. If a ruling or some other legitimate delay occurs, which causes the group in question to lose its position, that group is expected to regain its position within a reasonable time.
- **LIGHTENING KILLS!** Discontinuance of Play: When play is suspended for a dangerous situation by sounding the warning system horn, players **must discontinue play immediately.** Players must not resume play until the Committee has ordered resumption of play. All practice areas shall be closed until the Committee has declared them open. **Penalty for breach of rule – Disqualification.** NOTE: *A player has the right to stop play if they think lightning threatens them, even though the Committee may not have authorized it specifically by signal.*

Thanks to the The Piedmont Club – Rob Brock (General Manager) and Nick Pinchet, PGA (Head Golf Professional) and their staff for their hospitality and support!