

# Joshua Cup 2015

Nationals vs Americans  
(Tennessee vs Alabama)



## 2015 Tournament Rules

### General Rules

It is the responsibility of the captain to make sure his players understand and play by the rules. Please make sure your players understand that this is a real golf tournament, and the rules are meant to be observed.

- It is required of all players to mark their golf balls with some form of personal identification. Also, players should inform their playing partners and opponents of the markings on the first tee.
- Everything will be played down, even in the fairways. You may only spot your ball:
  - a. If you are on the green (the collar around the green doesn't count).
  - b. If we are playing a Scramble, or Total Shamble. In this case, players may spot, lift, clean, and place the ball within one club length of the original spot, no closer to the hole, and in the same playing condition as where it was spotted.
  - c. Anywhere on the course where your ball is in the way of another player's stance or swing.
  - d. If you need to lift your ball to identify it.
  - e. If the Commissioner and the Captains determine that lift, clean, and place is in order due to weather or course conditions.

**The typical fairway bumping that many players do in their weekend group is not acceptable. Any bumping of the ball, anywhere on the course, automatically disqualifies the player from that hole.**

- It is important in match play that you always play in proper order of play from the tees, fairways, and greens since you are playing specifically against the other team in your group. At the same time, please maintain a proper pace of play. **Playing out of turn, without permission from your opponent, may result in the opponent asking you to replay the shot. Playing partners may play out of order as long as they do not delay the pace of play.**

- Players are responsible for playing from the proper tees. Players should verify tee assignments (and playing format) by referring to the cart signs and tee sheets that will be provided on the first tee.

## Lost Balls/Unplayable Balls



Assume your ball is lost in the bush labeled 1. There is no option to drop beyond the bush.

You must drop at point 2 if you can take a “full and fair” swing clear of the bush where the ball is lost. If you cannot take a full and fair swing without getting to the cart path, then option 4 becomes legitimate. Review: Drop at point 2 if you have a full and fair swing. If not, go further from the bush, and if cart path is in the way, option 4 becomes possible.



This is a similar situation to the first picture above. The situation here is one that is impossible to take a drop within the area where you lost your ball, assuming your ball entered point 1. Other examples would include heavily wooded areas, or other areas where grass is very tall. In this scenario, the player is eligible to drop at point 2 in order to get a “full and fair” swing. If the cart path was not present, the relief would be two club lengths from the edge of the bush. In this case, relief can be to the left of the cart path, no closer to the hole than where the ball went in.



Pictures 1 and 3 above show scenarios where relief is impossible within the area where the ball was lost, and therefore returning to the grass is allowed. In this picture, a full and fair swing is obviously possible without returning all the way to the grass. If you lose your ball in an open area such as this, it should probably be assumed that it is located in a bush (point 1). In such a scenario, your first obligation is drop at point 2. You should drop the ball two club lengths from where you believe the ball lies. Be careful not to create your own line of sight to the green if it is beyond two club lengths.

### Memorial Cup/Joshua Cup Local Rules

- No “assumed gimmes”. Short putts are only “good” when your opponent clearly and verbally states that the putt is good, or, if the opponent picks up your ball for you.
- Triple bogey is always the max. There is no such thing as an “X” on a hole, unless a player is disqualified from a hole. In the case of a player disqualification per hole, the disqualified players’ partner can finish the hole on behalf of the team in the Best Ball format, but not in the Scramble format, Modified Alternate Shot format, or Total Shamble format because those three formats require both players.
- All hazards, including out of bounds, are to be played as lateral (red) hazards, which provides five options. We NEVER play distance penalties. The five options are:
  - Play the ball as it lies
  - Replace the ball where it was on the previous shot and replay the shot
  - Drop the ball on a line extended from the pin to the point where the ball last crossed the margin of the hazard
  - Take a 2-club length drop from the point where the ball last crossed the margin of the hazard
  - Take a 2-club length drop, on the opposite side of the water hazard, from where the ball last crossed the margin of the hazard.
- In the event of long carries over water where a lateral drop is not possible:
  - a. If your ball actually carries the hazard line on the other side, then bounces back into the hazard, you may drop on the other side, two club lengths from the hazard line.
  - b. If your ball does not touch land and goes directly into the water, you may play your next shot from:
    - a. The forward-most tee box. Do not use a tee.
    - b. Two club lengths from the hazard line where your ball crossed.
- At any time there is a rules question, first see if you can work out a solution with your opponent. Always gain agreement with your opponent before making a drop, or playing a ball from a questionable lie. If both players come to an agreement that is acceptable, play may continue without penalty. If not, call or text the commissioner. At worst, just play two balls, write down both scores, and we’ll decide what the solution is at a later time.

- The Memorial Cup and the Joshua Cup Tournament will be based on standard USGA Rules ([www.usga.org](http://www.usga.org)). At anytime there is a rules question, the USGA Rules determine all decisions.

## Scoring

- The entire competition is match play, meaning that you are playing your opponent on a hole by hole basis, not overall score.
- In order to maximize the amount of golf we play, all players will complete all holes in Rounds 1-3. Each hole will be assigned a point value, so there is no such thing as a winner of each round. Players will simply play the holes, and earn points along the way. Due to the weighting of points in each round, it will be virtually impossible to win the Cup prior to Round 4. At the point in time during Round 4 in which one team has earned a half point more than half of the total, the Cup will have been decided. Players may choose to complete the round or end the tournament at that time.
- Tie Breaker: In the event the tournament is tied following the final round, players will compete in a Sudden Death playoff using the Modified Alternate Shot format.
- 2015 Joshua Cup Scoring:
  - Round 1A (front 9): Scramble worth 1 point per hole
  - Round 1B (back 9): Best Ball worth 2 points per hole
  - Round 2A (front 9): Modified Alternate Shot worth 3 points per hole
  - Round 2B (back 9): Total Shamble worth 4 points per hole

## Explanation of Formats

- Scramble
  - Description: Same as typical scramble. No rules about number of drives, etc...
  - Handling the Ball: Both players may lift, clean, and place the ball within one club length of the original lie as long as both balls are replaced in the same condition as the original lie.
  - Max Score: Triple bogey for the team.
- Best Ball
  - Description: Both players play their own ball through the hole. The player with the lowest score on the hole for the team represents the team score.
  - Handling the Ball: Played down unless determined otherwise due to weather.
  - Max Score: Triple bogey per player.
- Modified Alternate Shot
  - Description: Both players tee off on every hole. Choose the drive you want to play, and the alternating player will play the second shot (the player that did

- not hit that drive). Players will alternate shots until the ball is holed. Each team will only hole one ball.
- Handling the Ball: The ball must be played down. The player playing the second shot must hit his partners ball.
  - Max Score: Triple bogey per team.
  - Total Shamble
    - Description: Both players tee off on every hole. Pick the drive you like best, and both players will complete the hole from that spot. The other player may move his/her ball to the same spot as the drive you selected.
    - Handling the Ball: Both players may lift, clean, and place the ball within one club length of the original lie, including the player whose drive was selected.
    - Max Score: Triple bogey per player.