

# RYDER CUP 2023

## October 18th and 26th

- At Two Rivers: Wednesday, Oct. 18
- At McCabe: Thursday, Oct. 26

## Rules of Play

1. Count all strokes - No double bogey limit
2. **SCORING:** For Teams Play, each player will play their own ball and the best score between the two players is used. The team with the lowest score wins the hole and goes 1 UP in the match. Teams should agree on who won the hole before playing the next hole to avoid any controversies. Teams and Singles should always state the current status of the match after each hole. A short putt may be conceded but only if the other team/player verbally says the putt is good. NEVER assume a putt is good without that acknowledgement from the other team/player. Putts do not have to concede a putt regardless of how short it is. Opponents should discuss and be in agreement on their approach on putts prior to the match starting. A team/player can also choose to concede a hole if a hole happens to get away from them.
3. Bunker play is optional. Players who hit a ball into the bunker may choose to play out of the bunker or may remove the ball from the bunker, then place it on the same line that it entered the bunker, and behind the bunker, no closer to the pin. If a player chooses to hit out of the bunker, rake, clean and place is allowed given bunker conditions are inconsistent.
4. Players may use two different balls in play (i.e. one on the fairway and a different one on the green)
5. Men 80 years of age or older and all ladies will hit from the designated tees the home course has assigned. i.e. when playing at Two Rivers, the forward tees (first cut) are used and at McCabe the RED tees are used. All other players hit from the Gold tees
6. Out of bounds or lost ball is a 1-stroke penalty. Hit the "third" stroke from the out-of-bounds spot after taking two club relief
7. Player may move ball one club length, but must stay in the same type of grass/lie, i.e. a player cannot move from the rough to the fairway
8. Players may lift, clean and place ball **except in a hazard, i.e. you cannot touch your ball in a hazard**
9. Each match is worth 2 points (1 point front nine and 1 point back nine). Ties result in one-half point for each team
10. If teams tie at end of events, the team holding the cup will retain it
11. Leaf rule is in effect. If you can't find your ball among leaves, drop a ball where you think it should be without penalty. This only applies to lost balls in or near the fairway.

## FORFEIT SCENARIOS

12. **SINGLES:** A match will be forfeited if for any reason a player cannot finish play in a singles match

- 13. SINGLES:** If a player fails to show up for a singles match or is unable to play, that match will be forfeited to the other side UNLESS a standby player is readily available to fill in (Must already be on premises)
- 14. TEAMS:** If one player cannot play in the 2-man team event and play has not started, a standby player can fill in if readily available otherwise the player left will either play against the other two players or choose to forfeit the match.
- 15. TEAMS:** If the match has started, no substitutions are allowed and the player left can either choose to continue alone or forfeit the match.