IV. INTERCLUB TEAM MATCHES

General (excerpt from 2026 TSB)

1) The Team Matches Committee will consist of one board member, who will serve as Team Matches Chair, and one board member from each of the three districts, who will serve as District Captains.
2) Rules and schedules for team match play will be formulated by the Team Matches Committee, subject to the approval of the WMGA Board.
3) A team will consist of five players and alternates, and a Member Club may enter no more than three teams.
4) A series will consist of six (6) teams and there will be no limit to the number of series. Any vacancies in a series occurring prior to the completion of the schedule for the current year will be filled by moving up teams in the order of their standings at the end of the previous year. The last series must have a minimum of four teams, but no more than six (6). If the number of teams in the last series warrants, one or two “combined teams” may be formed in order to have at least four (4) teams in the last series. Players interested in being part of a combined team should contact their District Captain.
5) Five matches will be played on successive Tuesdays and Thursdays commencing at the end of April or in the beginning of May. Such dates will be determined by the Team Matches Committee with WMGA Board approval.

6) The Team Matches Committee will ensure that every effort is made to not:
   a) schedule matches at the club of the team that is in first position in its series, nor
   b) require the team that is in first position in its series to play any other team on its home course.

These standards do not apply to a series with fewer than six (6) teams. However, if two (2) teams from the same club are in the same series, they will play each other on their home course.

7) Upon conclusion of the five Interclub Team Matches, the team in first place in its series after five (5) matches will automatically advance to the last position in the series above. The team in sixth place in its series after five (5) matches will automatically drop down to the first position in the series below. This will be the pre-season order of team standings used at the start of the following season. All ties for series positions will be resolved according to the methodology described in “Ties for Series Position” on page 22.
8) The winner of the first series in each district will compete in the Interdistrict Playoff. The team winning the most points becomes the Champion team, and its club name will be engraved on the Founders Cup trophy. The Founders Cup trophy will remain in possession of the WMGA.
9) At the discretion of the WMGA Board, a team or player may be disqualified for refusal to comply

with the Rules of Team Matches or with decisions of the Team Matches Committee.

10) Proper golf attire must be worn at all WMGA events. Players must adhere to the dress code regulations of the host club. Players should review the Notice to Players or host club website for guest information. Members whose dress is deemed inappropriate by the host club or WMGA may be denied participation in the match.

11) In the event that a team wishes to protest a ruling of the Team Matches Committee, the protest must be made in writing (via email) to the Chairman of the Team Match Committee within one week of the ruling.

12) The WMGA Team Matches Committee reserves the right to modify any of the rules or penalties in this book governing Team Matches.

Procedure for Entering Returning Teams

1) A Member Club must have stated in writing (via email) its intentions to enter a returning team, a returning second team, or returning third team to the WMGA no later than September 7, 2025. A returning team must have a minimum of five (5) players.

2) A Member Club must submit its Final Team Entry Form (FTEF) by February 9, 2026. It shall be the responsibility of the Met Rep and Team Captain to verify their players are listed on the FTEF in ascending order of their USGA Handicap Index as of the previous season's final revision date. The order of players with the same USGA

Handicap Index will be listed at the discretion of the Team Captain. After this date, any additions or changes to the FTEF must meet the requirements listed in “Eligibility Rules for Teams and Players” on page 17, #2 c and d, and be submitted in writing (via email) to the WMGA office before April 1, 2026.

Procedure for Entering a New Team

1) A Member Club must have submitted a New Team Registration Form (NTRF) stating its intentions to enter a new team, second team, or third team to the WMGA office (teammatches@wmga.com) no later than September 7, 2025. The NTRF can be found on wmga.com. Each new team will be automatically placed on the waiting list based on the order of when the WMGA office receives the NTRF email.
    a) A Member Club entering a new team must list a minimum of seven (7) players.
    b) A Member Club entering two (2) teams must list a minimum of fourteen (14) players. The first five (5) players on the FTEF may only play on the First Team.
    c) A Member Club entering three (3) teams must list a minimum of thirty (30) players, unless otherwise approved by the Team Match Committee. The first ten (10) players on the FTEF may not play for the Third Team.

d) A Member Club must submit its FTEF by February 9, 2026.

2) If there is an opening in the last series prior to September 7, 2025, the first team on the waiting list will automatically be added to that series.
3) The first team on the waitlist and a Member Club that submits an NTRF will be added to the last series, if and when there is an opening.

Eligibility Rules for Teams and Players

1) A Member Club entering a team must be prepared to:
   a) Grant one of the scheduled team match days for the team it has entered;
   b) Grant one Tuesday and one Thursday if it has entered two teams; and three days (at least one Tuesday and one Thursday) if it has entered three teams;
   c) Approve a time of 8:30 A.M. for the start of matches on its scheduled day(s);
   d) Grant a separate starting time for each two-ball match; and
   e) Pay Member Club dues of $250 annually, prior to April 1, 2026.
2) The following members are eligible to compete in team matches:
   a) Current WMGA members (excluding Juniors) who renew their memberships by December 1, 2025.
   b) New members to the WMGA who pay membership dues by December 1, 2025.

c) A player who joins a Member Club after December 1, 2025, meets the WMGA Team Match eligibility requirements, and has paid her WMGA membership dues by April 1, 2026.

d) Current WMGA members who change clubs by April 1, 2026.

3) A player belonging to two clubs may represent only one club in the matches each year.

4) A team comprising players from multiple clubs may be created by the District Captain and identified as a “combined” team.

Rules for Team Matches
General

1) Matches will be eighteen holes with Nassau scoring; scoring one point for the first nine holes, one point for the second nine holes, and one point for the eighteen holes. In the event of a tie for any point, each player will receive one half point. All matches will be single matches.

2) USGA Rules will govern all play. Approved Local Rules may apply and will be posted. Players should not delay play when uncertain about a ruling. If players do not agree or have doubt about how the Rules apply either player may request a ruling under 20.1b(2). Each District will have a District Captain who reports to the Interclub Team Matches Chair. The District Captain will appoint a Series Captain for each Series. Each team will appoint a Team Captain.

Detailed information for Team Captains and Series Captains, including their responsibilities, can be found on the WMGA website (wmga.com).

3) All players should be familiar with the WMGA Rules for Team Matches.

Day of Play

4) With the exception of Inter-District Playoff, spectators are not permitted at Team Matches.
5) Players must play in the order in which they were listed on the FTEF as provided in "Procedure for Entering Returning Teams or a New Team" on page. Each player who plays in a wrong position based on the makeup of the team on that day will forfeit three points to the opposing team.
6) A team should be fully assembled and ready to tee off at its scheduled starting time. Each player must be present and ready to tee off at her scheduled time, with the intent to complete the match. If a player arrives, ready to play, with the intent to complete the match, within 5 minutes after her scheduled starting time, she loses the first hole and the match will continue on the second hole. No one should tee off within this five-minute period. If a player arrives later than 5 minutes after her original starting time or is not ready to play within 5 minutes of her original starting time, she is disqualified, and her team

must default the last match scheduled. Telephone calls to the match site do not excuse a player from this rule.

7) In the event a player is disqualified prior to the start of her match, all players on the opposing team who have not yet teed off will shift down one tee time, with the final (now unopposed) player winning by default. In order to win by default, an unopposed player must be ready to play on time; otherwise, neither side wins any points in that match.

8) In the event a player is disqualified prior to the start of her match, her team is considered to be playing short because it is competing with fewer than five players.

9) If a player withdraws from a match before its completion, any points she has won will be credited to her and any remaining points will go to her opponent.

10) If a club has 2 (or 3) teams the first 10 (or 15) players must play in order and on the correct team. If the first team plays short for any reason other than a situation that is approved before or after the match by the Team Match Committee, the second team will be considered to have played out of order and will forfeit all points won. This principle applies to the third team if that club has 3 teams. Also, if playing short occurs with the second team that has a third team, the same situation exists and the third team is deemed to have played out of order and will forfeit all points won.

11) There will be no agreement to discontinue play and split unearned points. Players who do so will be subject to disqualification for a period to be determined by the Team Match Committee.

12) Subject to the rules of the host club, a player may use a golf cart. In addition, and if required by the host club, a caddie must also be taken and will be assigned by the caddie manager, if a caddie is available. A player may be responsible for both cart and caddie fees at the discretion of the host club. Players may not walk and carry their own bags or use push carts.

13) The WMGA Pace of Play Policy leaves the responsibility of maintaining the pace of play with the player. If the player is in the first group in the field, she needs to play without undue delay. If the player is in a following group, she needs to keep up with the group in front of her. Violation of this policy may result in disciplinary action against the player's team. The Pace of Play policy is available on the WMGA website (wmga.com) in the Tournament section.

Day of Play - Sanctions and Penalties for Regular and Rescheduled Team Matches

14) Five (5) players shall constitute a team in all matches. A team is considered to be "playing short" if the team competes with less than five players.

    a) A team that is playing short must field its players starting from the #1 position.

b) As a courtesy only, in the event that a team (A) knows prior to the day of the match that they will be unable to field a full team, they may concede the missing player's(s') match(es) by 8 PM the evening prior by contacting the Team Captain of the opposing team (B) with a telephone call or text and a follow-up email copying both the Series Captain and District Captain. A telephone call alone will not suffice as all parties need to be notified in writing (via email), since once a match is conceded, the concession cannot be rescinded. The Team Captain of the opposing team (B) who is notified should copy all recipients on the defaulting email acknowledging receipt.

Note 1: If a match has been conceded and then it is rescheduled, the concession is irrevocable.

Note 2: If a match has been conceded, the team playing short will lose the defaulted points.

Note 3: In the event of a concession or forfeit of a match by a team, such team playing short should draw a dash on the line next to the position conceded. The opposing team that wins a match by concession or forfeit writes "unopposed." If a club has two teams participating in Team Matches and player 4 and/or 5 on the first team wins by concession, they cannot move down to play on the second team. The same applies to a club with three teams; players 6-10 may not move down to play on the third team.

Note 4: Additional WMGA members may be invited to play the unopposed spots. These player(s) can play at the end of their team's remaining scheduled matches. Additionally, a team that has a bye may, by coordinating with the Series Captain and host club, send players to play the available tee times.

15) A team unable to field any players or only one player for a match will be disqualified from competing during the remainder of the current season and will be placed at the bottom of the last series behind any waiting team from the previous year. The team will forfeit all previously won points and each opposing team in the series will receive fifteen points.

16) A team playing short for the majority of its matches will be given an official warning. At the end of the season, if the team is deemed to have played short in the majority of its matches for a consecutive year, it will be placed at the bottom of the last series behind any waiting team(s) from the previous year.

Withdrawal of Team

17) If a team withdraws after the completion of scheduling or during the matches, each opposing team in the series will receive fifteen points; earned points will be forfeited. The team that withdraws will be placed at the bottom of the last series behind any waiting team(s) from the previous year.

18) A team withdrawing before or during team matches for two consecutive years will be

prohibited from entering a team for the following year. It may then enter as a new team at the bottom of the last series, behind any waiting team(s) from the previous year.

Delay or Cancellation of Play

19) Bad weather is not of itself a good reason for discontinuing play. There will be no cancellation of play unless the course is deemed unplayable by the host club. If the host club is agreeable, play may be delayed until later in the day.

20) When a course is deemed unplayable, the Series Captain will arrange with the host club for another day. In the event the host club is unable to grant another day before the Interdistrict Playoff, a neutral course will be obtained.

21) If a player arrives at the site with the intent to play, but the course is deemed unsuitable for carts, the following will apply:

    a) If enough caddies are available for all players the matches will take place. Any player who is unable or unwilling to walk must concede her match. However, her team does not move up its players.

    b) If there are no caddies available prior to the start of the match and the course is open, the matches will be rescheduled.

    c) If there are not enough caddies for all players but enough for either the first 2 teams or the first 4 teams, those matches will be played as in a) above. The remaining matches will be rescheduled.

22) If the course is deemed unplayable before the matches are scheduled to begin and remains unplayable, an incomplete team will not be penalized. If the course is reopened, a team must be ready to play, with the intention of completing the round; otherwise, that team will be penalized in accordance with “Rules for Team Matches” beginning on page 17.

23) If play is suspended after a match has begun, the match will be resumed from where it was discontinued only if resumption occurs on the same day.

24) If play is canceled, those matches that have been completed will count. A match which is won by default or concession is deemed to be a completed match. All others will be rescheduled.

25) When a club has two or three teams, if one team completes its matches on a given day and the other team’s matches are rescheduled, those players who completed matches are ineligible to compete on the rescheduled team’s roster.

26) When a club has two or three teams and ALL are rescheduled, a club should treat the eligibility of its players as if the rescheduled matches are being played on the same day (even if they are being played on different days).

27) The correct order of play and eligibility for clubs with two teams when one of the regularly scheduled matches is canceled shall be determined as follows: In the event the first team has a makeup match and the second team has completed their match, the first team will consist

of players who have not already competed in this match and whose position on the FTEF is less than the first player on the second team and whose position on the FTEF is greater than the fifth player. For example, at Match 3, second team players #7, 8, 10, 11, and 13 competed. When the first team reschedules their match, they may ask players #1, 2, 3, 4, 5, 6, 14, 15, 16, etc. up to the last player listed on the FTEF. In the event the second team has the makeup match and the first team has completed their match, the second team will consist of players who have not already competed in the match and whose position on the FTEF is greater than the player in the fifth position who competed on the first team. For example, at Match 5, if the first team plays with #1, 2, 4, 5, 6, then the second team may play with players #7, 8, 9, 10 up to the last person listed on the FTEF.

28) For the rescheduling of matches for a club that has three teams the same principles as outlined above apply, but we strongly suggest you contact your District Captain for verification of the correct order of play and player eligibility.

Ties for Series Position

29) FOR ALL POSITIONS IN ALL SERIES. If two teams tie for a position in a series, the team winning the most points when those teams played each other will be placed in the higher position in the series for the following year. If two teams tied when they played, or if more than two teams tie for a position in a series, standings for

the following year will be determined based upon the POINT TOTAL of the players in the 5th position for each team. If still tied, the POINT TOTAL of the players in the 4th position for each team will be compared and so on, until the tie is broken.

30) In the case of more than two teams tying, ties are to be broken by the Team Matches Committee.

Interdistrict Playoff

Eligibility

The first five (5) listed players must have competed in at least two of the current season's regular matches. All other listed players are eligible, even if they have not played in any regular matches.

Competition

This will be an eighteen hole Three-Ball Match Play competition on a neutral course. The neutral course will be chosen from the three districts on a rotating basis. In the case of a tie for First Place, the teams who are tied will have a sudden death playoff. A starting time for the playoff will be designated by the Team Matches Chairman. Each position will play one hole. If a team is ahead after the first hole, it is deemed to be the winner. If the teams are still tied, play will be continued by the entire team, one hole at a time, until the tie is broken.