

Tour Players' Cup - 2017
St. Louis vs. Nashville

October 6th-8th
Tunica National Golf & Tennis
Tunica Resorts, Mississippi

Captain's Agreement

Overview

This Captains' Agreement shall constitute the rules of competition. Any question that arises during competition that is not expressly addressed in this Captains' Agreement shall be decided by mutual agreement of St. Louis Captain, Matt Minder, and Nashville Captain, Jody Barrett. If the two captains cannot reach an agreement on a matter involving the rules of golf, the captains agree to defer to the decision of head pro, Bob Wolcott.

Team Composition

Each team will consist of twenty (20) players from each tour. There shall be no more than four (4) players from each flight (Champ, A, B, C, D) as determined by the AGT index for each player. There shall be three (3) automatic qualifiers and one (1) captain's pick from each flight. The Team Captains shall confer and agree to all players selected for each team, and approved the flight determination for each player. If competitors have any comments or questions regarding these matters, please direct them to your Team Captain.

Competition Format

The TPC is a team match-play competition. One team point will be earned for each match won (a half point for a tie). The first team to reach 20 1/2 points will win the TPC. In the event of a tie, Nashville will retain the Cup.

Saturday Morning: Fourball (2 man team low ball match play)
Saturday Afternoon: Foursomes (2 man alternate shot match play)
Sunday Morning: Singles

Fourball: Each player plays their own ball throughout. The lowest score on each hole counts as the team's score. Lowest score between the two teams wins the hole. Honors on each tee will go to the team that won the last hole. Both players from that team will tee off first, regardless of what each individual scored on the previous hole. The team will determine which member of the team will tee off first.

Foursomes: **Champ and A** will play true alternate shot and must alternate who tees off on each hole. Each team will determine the order of which member tees off first by declaring on the first tee who will tee off on odd holes and who will tee off on even holes. Whatever make and model of ball used on the tee to begin a hole must be used through the conclusion of the hole. Players cannot swap the make and model of ball on the putting surface.

B, C & D will play a modified alternate shot in which both players tee off and select the tee ball from which to play their second shot. Each shot must be alternated from there. (Ex. Team selects to play Player A's tee shot. Player B must hit the second from that spot and so on until the ball is holed or the hole is conceded.) Whatever make and model of ball is selected to be used as the second shot must be used through the completion of the hole. Players cannot swap the make and model of ball on the putting surface.

Singles: Head-to-head match play. We will play a modified one-ball rule: You must play the same make and model of ball from tee through completion of each hole. If you begin a hole with a ProV1x and hit it in the hazard, you must complete the hole with a ProV1x. You cannot hit a Top Flite off the tee and putt with a ProV1x.

General Rules of Match Play

Unless announced otherwise prior to commencement of play, we will play the ball down in all three sessions.

Concessions must be made audibly. Please announce concessions loud enough and clear enough for your opponent to hear and understand. If you have any question about whether or not a shot or hole is conceded, **YOU MUST ASK FOR CLARIFICATION FROM YOUR OPPONENT BEFORE PICKING YOUR BALL UP.** If you pick up your ball without it being conceded, you can be subject to a one stroke penalty and you will have to replace the ball and play it or wait for your opponent to properly concede the next shot.

Concessions **cannot** be declined or withdrawn. If your opponent concedes your next shot, you **must** pick it up. This rule is important in four ball. If your playing partner has a putt on your line but your opponents concede his putt, he/she cannot putt it out anyway.

In match play the player who is farthest from the hole **MUST** play first. If a player hits a shot out of turn, the opponent has the option to require the shot to be played over again or they may choose to allow the shot to stand. If a shot is required to be replayed for playing out of turn, it must be required immediately. You cannot wait to see the result of your shot before deciding whether or not to require your opponent to replay.

However, in four ball the team who has the farthest ball from the hole may elect to play the closest ball first. Whoever has the honors can decide which shot they would like to play first.

Advice may be given and received among teammates during Four Ball and Foursomes play only. Advice cannot be given or received among teammates during Singles Matches. For that reason competitors must ride in the same cart together so teammates cannot communicate with each other.

Any dispute as to a rules scenario that cannot be settled between the competitors can be made to a Team Captain by making a "claim" which states the basis of the dispute. A claim

must be made before any player tees off from the next tee box. Otherwise, the right to make a claim is forfeited. If it is the last hole, the claim must be made before leaving the putting surface.

Except when otherwise provided in the Rules of Golf, the penalty for a breach of rules in match play is the loss of the hole. Generally, competitors may waive the breach of rules by their opponent.

Tee Boxes

Champ - At least 6,800 yards
A Flight - At least 6,600 yards
B Flight - At least 6,300 yards
C Flight - At least 6,100 yards
D Flight - At least 5,800 yards

Inclement Weather

We will make every effort to complete all three sessions. However, if inclement weather makes it impossible to do so, the Team Captains will adjust the format accordingly. Emphasis will be placed on completing the Singles Matches if at all possible. Players should be prepared to play 27 or 36 on Sunday if we have a wash out on Saturday.

In the event of a rain/lightning delay, all players should return to the lounge area and await further instructions. Please do not leave the golf course property during a weather delay without notifying your Team Captain. Do not assume that we will not go back out to finish a session unless your Team Captain advises that we have officially cancelled play for the remainder of the day.

Schedule of Events

All play in the 2017 Tournament Players' Cup will be held at Tunica National Golf Course in Tunica Resorts, Mississippi.

Friday

12:00PM - The High Noon Delta Showdown (Tunica National Golf Course)

Practice Round Skins Game - \$25 per player
(\$20 for skins; \$5 for closest to the pins)

7:00PM - Player Reception and Pairings Party at Tunica National Golf Club

Saturday

7:40AM - Fourball Tee Times begin

LUNCH BETWEEN ROUNDS

Hamburger/Hot Dog Buffet in Player's Lounge (No cost to players)

12:30PM - Foursomes Tee Times

9:00PM - Singles Pairings Announcement at TBD.

Sunday

8:00AM - Singles Matches Tee Times Begin

1:00PM - Trophy Presentation