

Hello Ladies,

Welcome to Interclub 2026

Our friend and long-time Rules Committee Chair Debbie Needham has shared her thoughts and guidance on Interclub basics, pace of play and Fundamentals of Interclub Match Play.

Interclub basics:

- Always play in the spirit of the game acting with integrity and showing consideration to your partners and opponents by maintaining a prompt pace of play, looking out for the safety of everyone and not distracting the play of another player. Take good care of the course you are playing by replacing your divots, repairing pitch marks and raking bunkers. (Rule 1.2a)
- Remember that course knowledge is not advice. Some opponents may never have played at Ardmore before - whilst you must not suggest how an opponent should play a shot (advice) (breach of Rule 10.2) you can and should always answer a question like “is there water to the left?” or “how far is it to the penalty area from here?”
- Respect any local rules that are in effect. (Model Local Rules)
- Unlike normal Match Play this is a team event and every hole counts toward the final team score so be sure to complete the scorecard with a result for all 18 holes.

Pace of Play:

A round of golf is meant to be played at a prompt pace. Each course has a policy in place anywhere from a maximum of 4 hours to 4 hours 20 minutes.

To help with this we ask you to:

1. Please endeavor to keep up with the group ahead of you, aiming to arrive at your next shot just before the group in front leaves the area in front of you.
2. Please be reasonable and respectful with GIMMIES.
3. Pick up your ball if your score can have no effect on who wins the hole.
4. Please agree within the foursome to HALVE THE NEXT HOLE and move on should you run into trouble that causes you to hold up the field and/or lose sight of the group ahead.
5. Please watch everyone’s shots to minimize the time required to search for a potential “lost” ball.

5.6b (2) Playing Out of Turn to Help Pace of Play. Depending on the form of play, there are times when players may play out of turn to help the pace of play: In match play, the players may agree that one of them will play out of turn to save time (see Rule 6.4a Exception).

## Fundamentals of Interclub Match Play:

Format - Each club has a team of four sides and the format is Four-Ball (best-ball) match play on handicap. Although normal Match Play Rules apply the scoring is different in that every hole counts toward a final team score using the best low net score for each hole.

- A hole won is 1 point - A hole lost is 0 points - A hole halved is ½ point

Handicaps - The amount of strokes given is governed by the lowest handicapped player within the foursome.

If side A/B have handicaps of 10 and 12 and side C/D have handicaps of 14 and 18 respectively -

- A gets no strokes, B gets 2 strokes, C gets 4 strokes and D gets 8 strokes.

Ambassador/ Coordinator of the host team will prepare the draw (Pairings list) by verifying indexes and handicaps for both teams matching lowest handicaps to play with each other, and so on. A couple of days prior to the match she will re-verify handicaps and prepare the scorecards having them ready to handout on the day of play.

On Course Etiquette - When playing your own course you are the hosts and guides to any visitors and as such it is an expected courtesy to make them aware of course knowledge such as location and colour of yardage markers, potential penalty areas, any local rules in effect.

During Play - The visiting side has honours on the first tee thereafter the honour will be held by the side who won the previous hole -

- 6.4a -order of play dictates the ball farther from the hole is to be played first
- If the balls are the same distance from the hole or their relative distances are not known, the ball to be played first is decided by agreement.
- 23.6 - Side's order of play (whose turn it is to play) to decide which one of them plays first -this can be useful on the putting green.

Concessions - Players may concede the opponents next stroke, (eg if it is a GIMMIE), or the hole (eg if it is clear your side cannot win or halve the hole). A concession should be clearly indicated so that no one is in doubt - it cannot be declined or withdrawn. Promptly taking the decision to make a concession encourages good sporting behavior and greatly helps with pace of play.

Penalties - It is important to know the difference between a General Penalty - given for a breach of most rules and a One Stroke Penalty given for procedural error.

- Examples of General Penalty: hitting a wrong ball, playing from a wrong place - only the player at fault is automatically out of the hole.
- Examples of One Stroke Penalty: substituting or cleaning a ball when not allowed - again only the player at fault gets the penalty.

Please HAVE FUN and Best of luck in your match!!

*Cheers,*

*Chris and Ursula*