



2022 Ryder Cup

Format of Play & Terms of Competition



USGA RULES SHALL GOVERN ALL PLAY.

Format:

Eighteen 12-Man Teams divided into 3 divisions (USA division, Europe division & International division) of 6 teams each. Player Draft – 4 A players, 4 B players, and 4 C players are drafted onto each team.

Three rounds are planned for Saturday and two for Sunday. The first round Saturday will be *Better Ball of Pairs*, rounds two and three will be *Alternate Shot*. On Sunday, round four will be *Better Ball of Pairs*, and the final round will be *Singles Matches*. The singles match will consist of players from the same group playing one another. The matches will be the low index A from each team will play each other. The next lowest A indexes from each team will then play. That order will be followed with the B players and then the C players.

Match 1 – Better Ball of Pairs – 80% of handicap stroking off the low player in the foursome.

Match 2 – Alternate Shot – 50% of combined

Each team consists of two players playing an alternate shot format. Each team will select a player to tee off on the even holes, and a player to tee off on the odd holes. They will then play an alternate shot format until the ball is holed.

Match 3 – Alternate Shot – 50% of combined

Each team consists of two players playing an alternate shot format. Each team will select a player to tee off on the even holes, and a player to tee off on the odd holes. They will then play an alternate shot format until the ball is holed.

Match 4 – Better Ball of Pairs – 80% of handicap stroking off the low player in the foursome.

Match 5 – Singles – 80% of handicap

Scoring is as follows:

Two 9-Hole Rounds of Alternate Shot – 1 pt. for a win – ½ point for a tie

Six 2-man teams

Max. Points = 6 per round X 2 rounds = **12 points**

All 12 players play.

Two 9-Hole Rounds of Best Ball – 1 pt. for a win – ½ point for a tie

Six 2-man teams

Max. Points = 6 per round X 2 rounds = **12 points**

All 12 players play.

One 9-Hole Round of Singles Matches – 1 pt. for a win – ½ point for a tie

12 Singles Matches

Max. Points = **12 points**

Total Team Points Possible = 36.

When the outcome of the match has been determined, please **STOP** play. That will be the max amount of **Ups** you can win.

If two teams are tied after the 5 matches, the first tie breaker would be head-to-head competition. If the teams are still tied, then the team with the most **Ups** overall would be the winner.

Example: Team 2 and Team 4 each have 20 points and when they played each other they each won 2 points, but Team 4 won one of its matches by one more hole, thus, Team 4 would win the division. This approach makes winning by a larger margin important and keeps everyone playing hard even when they are losing.

The winning team in each division will be declared champion (Europe or USA or International).



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Playoff

The playoff for the Ryder Cup Championship will commence immediately on **Course 1, Hole 18**. All players will play a one hole singles match against the other two divisions. Winning Captains will be given a sheet to fill in before the Playoff begins. Teams will go off in a specific order set by the Captain. The Captain with the most points during the event will have the honor for the first group and this will then rotate until all players have played. During the playoff A players will play the Silver Tees, B players will play the White Tees and C players will play the Green Tees.

Each match is worth 9 points. Possible point outcomes are: 5-3-1, 4-4-1, 5-2-2, 3-3-3.

The team with the most points at the end of the playoff wins.

Sudden Death

If the playoff ends in a tie, then the captain with the most points during the tournament will be able to select any player they wish to compete in a sudden death format. The other captain will be required to match a player from the same grouping up against the first captain's two picks (i.e. A vs A, B vs B, C vs C). The captains will continue to select players until a winner is decided. The overall winners will have their names engraved on the **Raymond S. Kosowski Memorial Ryder Cup Trophy** on display in the The Shop.

Embedded Ball: *Through the green* a ball which is embedded in its own pitch mark, in the ground other than sand, may be lifted without penalty, cleaned and dropped as near as possible to the spot where it lay but not nearer the *hole*. The ball when dropped must first strike a part of the *course through the green*.

Ground Under Repair: Defined by connected white lines. Also, French drains, which are trenches filled with stones.

Note 1: All decorative flower beds are ground under repair. Relief is Mandatory.

Note 2: All newly sodded are to be played as ground under repair. Relief is granted not Mandatory. Relief should be taken at the nearest point outside the sodded area not nearer the hole.

Note 3: On Course #1 left of Holes #8 & #9 any ball left of the white line is considered to be in ground under repair G.U.R. The ball should be brought directly to the line and the player will take a stance and one club length relief.

Obstructions: In addition to artificially surfaced roads and paths, dirt areas tying into such roads and paths are considered part of the obstruction and not ground under repair. Wood chips and mulch are loose impediments.

Water Hazards: Defined by Red lines and/or stakes.

Red and Yellow Penalty Areas: Defined by red or yellow lines and/or stakes. When a penalty area is defined on only one side, it is deemed to extend to infinity.

Drop Zones: Course 3 – Holes 2, 13, and 17 (Green side of the water)
Course 1 – Holes 5, 18 (Tee side of the water)

Out of Bounds: Defined by inside points, at ground level, of white stakes and fence posts.

Note 1: Course #3 – Left of the road on the left side of Hole #5 is Out of Bounds.

Note 2: Course #3 – The entrance road left of Hole #18 is Out of Bounds.

Note 3: Course #1 – The entrance road left of Hole #12 is Out of Bounds.

Temporary Immovable Obstructions (TIOs): All greenside fans are TIOs. Relief may be taken for stance, swing, or line of play. Relief is nearest point, not nearer to the hole. The ball must be dropped within one club length of that point.

Special Condition – *Relief from interference by an immovable obstruction* may be taken. In addition, if a ball lies off the putting green but not in a hazard and immovable obstruction on or within two club lengths of the putting green and within two club lengths of the ball intervenes on the line of play between the ball and the hole, the player may take relief

Stones in Bunkers are Movable Obstructions

Yardage Measurement Devices Permitted – Rule 4.3 – All devices used to ascertain yardage via GPS or other means are permitted in the competition. Devices that measure wind speed and/or slope must be turned off. Penalty for Breach – Disqualification