

# 2026 Ladies Village Cup: Conditions of Competition

**Eligibility:** Any female resident of The Villages age 45 or older, with amateur status with a valid Villages GHIN membership, and low handicap index at or below 30.0 may register for any team. All participants must have a valid Villages ID (no guest IDs).

**Team Size:** Each year the number of players per team, number of matches and points required to win the competition can be adjusted at the discretion of the Committee based on the number of players that register.

**Registration:** Within the registration period, a player may sign up using the approved registration method. Players have two options for signing up:

1. A player may choose the team(s) they would like to be selected by the Captain to play for OR
2. A player may sign up for the "Free Agent" pool. The "Free Agent Pool" is for those who are not selected for one of their preferred teams or do not want to commit to two weeks of play. "Free Agents" may be called upon to replace a team member that can no longer play either before or during the tournament if a team roster falls below the maximum membership.

**Fee Payment:** Captains are responsible for ensuring all confirmed players pay the registration fee established by the Committee.

## **Qualifying for a team:**

- Team Size each year will be determined by the Ladies Village Cup Captains Committee.
- After registration closes, all players selected for a team and all free agents are subject to a Handicap Compliance review by The Villages Handicap Committee. The Ladies Village Cup will follow the Villages Handicap Committee procedures for determining handicap compliance. That is, any player posting less than 80% of eligible rounds played on championship courses in The Villages during a specified 90 day period of time is considered "Non-Compliant" and therefore ineligible to participate in the tournament.
- Any player who does not pay their registration fee by the predetermined deadline is ineligible to participate in the tournament.
- Captains will make team member selections based on registrants' preferences identified during registration.
- A non-playing Captain or Co-Captain must be approved by the LVC President. If a team has a non-playing Captain or Co-Captain and, on any given day of play, the team does not have the required number of players to play the matches, the non-playing Captain or Co-Captain has the right to become a player at any time during the tournament.

**Free Agent List:** The Free Agent List will be managed by the Competition Committee Lead. Free Agents may be called upon to replace a team member that can no longer play either before or during the tournament if a team roster falls below the number needed to field a team. For 2026, that number is 14. If a team drops below the number needed BEFORE the start of competition, the Team Captain may select any previously unselected player who indicated a willingness during registration to play for that team and who is still available to fill the vacancy. If a team roster drops below the number of players needed for competition AFTER the start of competition, the Team Captain may choose any available player from the free agent pool to play for a given round.

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**Format:** The tournament is a team match play competition conducted in two stages across two weeks. The first week is Elimination Week and consists of three days of play where all teams compete in matches to accumulate points for their teams. The second week is Championship Week and also consists of three days of play for those teams that advance to Week 2.

**Elimination Week:** Teams will compete in three days of match play. On Day One each team will compete in rounds of Four Ball Match Play, on Day Two each team will compete in rounds of Foursomes (Alternate Shot) Match Play, and on Day Three each team will compete in rounds of Singles Match Play.

**Championship Week:** The number of teams advancing to the week of Finals will be determined as half the teams that participate in Elimination Week (with rounding up if needed to create an even number of matches). These teams will have their team point totals reset to zero and then compete in three days of match play. On Day One each team will compete in rounds of Four Ball Match Play, on Day Two each team will compete in rounds of Foursomes (Alternate Shot) Match Play and on Day Three each team will compete in rounds of Singles Match Play.

**Scoring:** Scoring will be on a point-per-hole basis and an overall match point, with each match worth a total of 19 points. All 18 holes will be played in each match. For each hole, competitors can earn 1 point for a win, ½ point for a tie or 0 points for a loss of hole. Competitors can also earn an additional overall match point of 1 for a total match win, ½ point for a total match tie, or 0 points for a total match loss. All points earned by competitors in a match, both individual hole points and match points, will go towards their team's total score. Team total scores will be an accumulation of points won in all competitor's matches across the three days of play. In the Championship Week rounds, team points accumulate in the same manner as they did during the Elimination Week rounds. The team accumulating the most total team points will be declared the overall Champions. The team accumulating the second most total team points will be declared Second Place winners. The team accumulating the third most points will be declared Third Place winners.

## Tie Break Process

**Elimination Week (Week 1)** - The following steps will be used to break ties to identify the teams that will advance to the Championship Week:

1. Highest number of total matches won
2. If no winner in Step 1, Total number of matches won by the tied teams in matches played against each other.
3. If no winner in Step 2, flip a coin to determine the winner

**Championship Week (Week 2)** - The following steps will be used to break ties to identify the Overall Champion, second place, and third place teams:

1. Three Players chosen by each team captain from the tied teams will play three holes. The team with the highest number of holes won will be declared the winner.
2. If no winner in Step 1, Total number of matches won by the tied teams in matches played against each other in week 2.
3. If no winner in Step 2, the teams will be declared co-winners.

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**Handicap Allowances:** The player's low handicap index will be used for calculating Course Handicaps. USGA recommendation for Handicap Allowances will be used for all formats:

- Four Ball Match Play: 90% of each competitor's Course Handicap
- Alternate Shot (Foursomes) Match Play: 50% of combined team Course Handicap
- Individual Match Play: 100% of Course Handicap
- Within a pairing, the maximum number of strokes between team members' Course Handicaps cannot be greater than six, per USGA guidelines. During partner competition events (Fourball and Foursomes (Alternate Shot)), if the spread between partner's Course Handicap exceeds six, the higher handicap player's Course Handicap will be reduced until the maximum allowed six-point spread is achieved.
- Playing Handicaps will be calculated off the lowest handicap in each match pairing.

## **Players:**

- Players will be selected by each captain to participate in each round, pairs (partners) for the Four Ball and Alternate Shot rounds and individual players for the Singles round.
- Captains may pair different players as partners for each round or keep the same pairs.

## **Substitute Players:**

- After the pairings are announced, a substitute player from the team roster can replace a player who cannot play due to illness, injury, or other emergency. The substituted player must play at the lower of their Low Handicap Index or the Low Handicap Index of player that they are replacing. The scorecard is changed to reflect the course handicap for the substituted player, if needed. If the substitution creates a pairing where the spread between course handicaps of the two players in the pairing exceeds six, the higher handicap player's course handicap will be reduced to achieve a spread no greater than six.
- Before play starts, the captain will notify the Competition Committee lead of the substitution. The Registration/Scoring table will coordinate with the course pro to prepare a new scorecard reflecting the Substitute Player's course index, or reduced course index if necessary.
- If a player needs a substitute during play and one is available, the competitors will immediately call the Head Rules Official who will work with the Registration/Scoring Table and Course Golf Pro to adjust the scorecards. Play is discontinued until new strokes are marked on the match scorecards. Players wave through groups behind them until the match resumes.

**Late Players:** All players must be at their first tee, ready to play, AT their tee time. EXCEPTIONS:

- In Four Ball matches, if one player arrives no more than 5 minutes after their tee time, the player is disqualified for that hole but may continue the match on the second and subsequent holes. The late player may not play the first hole but if her partner was on-time, she may play the hole on her own (i.e., one player versus 2). If either player is more than 5 minutes late, the late player is disqualified from the match and the on-time player plays the entire match by herself. If BOTH players are more than 5 minutes late, the side is disqualified from the match.
- In Alternate Shot matches, if EITHER partner is not ready to play at the starting time, the side loses the first hole but may continue the match on Hole 2 if BOTH partners are present no more

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than 5 minutes after the tee time. If BOTH partners are NOT present within 5 minutes of the tee time the side is disqualified from the match.

- In Singles matches, if a player arrives no more than 5 minutes after their tee time, the player is disqualified for the first hole but may continue the match on the second and subsequent holes. The late player loses the first hole. If the player is more than 5 minutes late, she is disqualified from the match.

## Pairings:

- Team Captains must submit pairings for each round by agreed-upon timelines. If the captain (or their co-captain or other designee) does not return their pairings on time, the Competition Committee will use the pairings from the previous day of play to create pairings. If the captain does not return pairings for the first day of play in a week, the Competition Committee will use the first players on the team roster from lowest to highest handicap to select the number of players needed and will pair players in that order.
- Pairings will be accomplished through use of the LVC Pairing Program which will pair players to create pairings of similarly skilled competitors. The Competition Committee will make adjustments, as needed, to minimize the number of times a team plays against another team, and minimize the number of times individual players play against one another.
- The individuals for each team competing in the Singles matches may compete against competitors from any other team in the tournament. Singles matches will be grouped together into tee times containing four players. Each tee time will have two separate singles matches competing. Tee times generally will not include separate singles matches with competitors from the same team. **PLAYERS MUST RIDE WITH THEIR OPPONENTS.**

**Advice:** There will be only one Captain or other team player designated as the On Course Captain per team on the course each day. Only the On-Course Captain may give a team member advice. The designated On-Course Captain must be identified to the rules committee before the beginning of competition each day. Advice may only be given to players **between holes**. Captains may NOT offer any advice, including how to settle rules disputes, during the play of a hole. That is the players' responsibility. Questions regarding scores, etc. of matches should wait until play is completed on a hole to avoid unintentionally giving advice, to avoid the appearance of giving advice, as well as to avoid delaying play of a hole.

- First Breach - Warning to Captain/Alternate Advice Giver
- Second Breach - Loss of Hole to players for the hole involved

**Pace of Play:** Pace of Play is set for a round based on the course in play for a particular day of competition as noted on the respective course scorecard as time to play a round.

- Hole end times will be shown on each scorecard.
- **THERE WILL BE NO WARNINGS GIVEN.**
- Pace of play will be monitored by a designated Pace of Play volunteer on each nine.
  - If the designated Pace of Play Monitor determines the match is behind the time allotted for holes completed as shown on the scorecard **AND** more than 15 minutes behind the group ahead of them, the players will be told to halve the next hole (skip that hole) and move to the following hole.

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- If an On-Course Captain or any player in the match has called for a rules official to monitor the pace of play of the group and the rules official can determine that one team/individual is clearly in violation of timely play (e.g., >40 seconds/shot, or excessive time to play (>3 minutes ball search, etc.), instead of halving the next hole, that team will incur loss of hole penalty, and players still pick up the ball & move on to next hole.

## Suspension of Play or No Play:

- A decision to suspend play either prior to the start of play or during play due to dangerous weather, unplayable course conditions or darkness will be made jointly by the Host Facility Manager, the Rules Committee, and Executive Committee representatives. They are also jointly responsible for resumption of play following a rain delay. Rain alone not a reason for suspension of play.
  - ONE weather app “My Lightening Tracker” will be used across all sites/pros.
  - The LVC Logistics Committee will work with Golf Admin to determine a safe place for players to gather during a weather emergency for each course.
  - The minimum distance when the safety policy is activated and play is suspended will be based on proximity of lightning (within 10 miles), weather forecast, and the speed of incoming inclement weather.
  - If play is suspended due to weather conditions, all play must cease immediately. Players are instructed to mark the location of their ball and must NOT take another stroke.
  - Play will resume no sooner than 30 minutes after lightning is outside the safety limit
  - LVC Exec Committee Representative will communicate to Team Captains the status of weather delays.
  - Captains will communicate to their teams if/when play will resume.
- If play cannot resume:
  - If at least 9 holes have been completed by all matches, the scorekeepers will count the lowest common denominator of holes completed by all players to score that day’s round.
  - If all teams have not completed 9 holes, the scorekeeper will determine the common number of team matches across all teams, that completed 9 or more holes and count only those matches to score that day’s round as long as the common number of team matches that completed at least 9 holes is at least 51% of total matches for the day.

## General

- Captains are responsible for informing the players on their teams of the rules contained within the Condition of Competition.
- All play will be from the Green tees.
- Caddies are not permitted.
- Use of a motorized golf cart is required for all competitors.
- Drop areas will be in effect throughout the entire event.
- Local and USGA rules apply.
- The one ball rule is not in effect.
- All matches will play 18 holes, unless the match is halted by the Rules Committee. Score cards must be **immediately** turned in to the official scorekeeper.

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- Players must post their four-ball and singles scores to the GHIN system when the match is complete. If a player does not post their score the day of play, the committee reserves the right to adjust the player's Competition Handicap Index for the round.
- The competition is final when the trophy has been presented to the winner or, in the absence of a prize ceremony, when all scores have been approved by the Committee.
- Players may use a device to measure distance. If during a stipulated round, a player uses a function to measure other conditions that might affect play (e.g., gradient, wind-speed, temperature, etc.), that player incurs the Loss of Hole penalty.
- Except for emergencies, a ruling, viewing the tournament leaderboard (if available) or use as a distance measuring device, cell phone use (phone calls/texting) is not permitted during the stipulated round. Players who have a specific identified medical/urgent tournament need can review with the Head Rules Official **prior to play** to request an exception which, if approved, will be communicated to all Rules Officials.
- No music or other media is allowed during the play of a round, including with the use of earbuds.

## **Forfeit or Disqualification Penalty:**

- If, for any reason, (e.g., late/no show player, egregious breach of Code of Conduct) a team/player is disqualified, the team/player not disqualified will be awarded 10 points for the match + 1 accelerator match point for a total of 11 points. The disqualified team/player will be awarded 8 points.
- If an entire team is unable to continue participation in the Ladies Village Cup, the Competition Committee lead, with assistance from the Rules Committee, will readjust the impacted matches by re-assigning the pairs with the lowest handicap differences to matches. This includes recalculating course handicaps, and partner handicaps, if appropriate

## **Spectators:**

- Spectators attend LVC events at their own risk.
- Spectators must adhere to the "Spectator Rules" provided to them by the Course Starter. If a spectator fails to comply with the rules, they will be asked to leave the course
- Giving/getting advice (including the "appearance" of getting/giving advice) is not permitted during the Tournament except by the designated On-Course Captain. It is also, by rule, a player's responsibility to stop a spectator from giving advice (e.g., what they're doing wrong with their swing, conditions ahead, etc.). Violating this rule is considered a code of conduct violation. While it is up to all players to play with integrity during all matches and call penalties on themselves for violations of the rules and Conditions of Competition, it is the Committee that must establish the level of penalty for a Code of Conduct violation.
- A player may call out the score of a hole and acknowledge the spectators. Other than between holes when interacting with their On Course Captain, it is up to the player to discourage conversation and avoid appearance or opportunity for advice to be given. It is best to have opponents nearby to ensure they understand the level of interaction. Since this is match play, if a player believes that an opponent has violated this rule, the player should tell their opponent(s) at that time (before teeing off on the next hole) that they are requesting a ruling

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and contact the Head Rules Official. Player(s) and opponent(s) should continue play, including moving to the next hole, until a Rules Official arrives.

- A Rules Official will discuss with the group and if she/he finds a violation, will issue the following:
  - 1st instance: verbal warning;
  - 2nd instance: 1-stroke penalty;
  - 3rd & all subsequent instances: loss of hole
- Rules Officials will track levels of penalty given to any match/team/player and communicate with each other so that play is monitored, as much as possible, throughout the round since officials may have to attend to other situations around the course.

**Scorecards:** Please be courteous and ensure that a player from each team (or each player in Singles Match Play) return both scorecards to the scoring area IMMEDIATELY after play AND remain in the scoring area until scorecards are validated for completeness and correctness. Players are attesting to the outcome of the hole (win, loss, half) not the individual gross/net scores. If the scorecards do not match, the players will be asked to leave the scoring area and resolve the discrepancy. If the gross/net scores reported do not support the recorded outcome (win, loss, half), the outcome stands, regardless of the scores recorded.

**Rules Committee:** Rules Officials have been designated by the Ladies Village Cup Committee and identifiable on course as described in the Notice to Players. The LVC designated head rules official has final authority on any rulings.

**Code of Conduct** – Golf is a sport in which high standards of conduct are expected from players. Players are expected to play in the spirit of the game by acting with integrity, showing consideration to others and taking good care of the course. The Captains Committee has the authority to disqualify a player from the current event and/or all future Village Cups for any serious misconduct that is contrary to the spirit of the game.