

International Blind Golf Association

Vision Cup – Conditions of play

Last Updated: September 2023

1. The course:

- 1.1 All play should take place on one course and a practice round should be made available the day prior to the first competitive day's play.
- 1.2 The course layout needs to comply with the IBGA standard set for qualifying rounds.
- 1.3 The golf club should be made aware of the likely speed of play of blind golfers.
- 1.4 Golf buggies should be made available to all players who wish to make use of such. The golf club should be asked to allow players to drive directly to their ball and not be restricted to staying on paths and having to walk across fairways to their ball.

2. Team colours:

2.1 The American team:

Shirts	To include red, white or blue
Jerseys	Red
Slacks/skirts	Navy blue

2.2 The World team:

Shirts	To include green, yellow or blue
Jerseys	Navy Blue
Slacks/skirts	Beige/Tan

- 2.3 Guides, if not wearing the same colour shirts as their players, should wear predominantly white shirts.
- 2.4 Where possible the event host should try to arrange for the provision of the shirts. As a result, variations on the shirt colours from the above will be permitted.

3. Format of play:

- 3.1 All matches will be played using matchplay.
- 3.2 Daily schedule:
 - Day 1 8 Pinehurst matches (pairing across any sight categories)
 - Day 2 8 Pinehurst matches (pairing across any sight categories)
 - Day 3 16 Singles matches (within sight categories, with ladies separate)
- 3.3 Players and guides should be encouraged to keep a good pace of play. However, should the pace of play under the Pinehurst system prove to be overly slow, under exceptional circumstance captains may agree an alternative format of pairs play, such as St. Andrews Foursomes or Greensomes.
- 3.4 Each match shall earn the winners 1 point. Matches tied after 18 holes earn ½ point for each team.

4. Selection of matches:

- 4.1 The captains and vice-captains (where applicable) will select the matches the evening before each day's play as indicated below. When the final order of matches has been agreed by the captains and vice-captains this will be announced to the rest of the players.
- 4.2 Matches will be selected as follows:
 - (a) A match team-sheet will be provided to each captain on which they will fill out their players or pairings in the order they wish.

- (b) The matches will then be determined by matching up the players or pairings from each team based on their numbers on the team-sheets.
- (c) For singles play, numbers 1-4 on the team sheet should be the B3s, 5-8 the B2s, 9-12 the ladies and 13-16 the B1s.

4.3 The order of play will be in the order set out on the match team-sheets. However, to allow captains (and vice-captains) to try to finish earliest it is recommended that the matches involving captains/vice-captains go out first in the following order:

- (a) 1st Host Captain
- (b) 2nd Visiting Captain
- (c) 3rd Host Vice-captain
- (d) 4th Visiting Vice-captain

5. Handicaps:

5.1 Matches will be played based on handicaps as determined under the IBGA Handicap policy.

5.2 The player/pair with the lowest handicap will play from 0, with the other player/pair receiving a handicap equal to the difference between the players'/pairs' playing handicaps, to be taken on the holes with the lowest stroke indices.

5.3 The handicaps for the Pinehurst pairings will be determined as follows:

- (a) Start with each player's exact IBGA handicap (this is a figure expressed to 1 decimal place).
- (b) The handicap for the pair is then equal to:
 - 60% of the handicap of the player in the pair with the lower handicap; plus
 - 40% of the handicap of the player in the pair with the higher handicap.
- (c) These (unrounded) numbers will be added together, and then rounded to produce the playing handicap for the pair.

5.4 For example, if A has an IBGA handicap of 20.6 and B has an IBGA handicap of 35.4 their combined handicap for Pinehurst would be:

$$60\% \text{ of } 20.6 + 40\% \text{ of } 35.4 = 12.36 + 14.16 = 26.52, \text{ rounded to } 27$$

6. Description of Pinehurst System:

6.1 If players A & B are paired together then:

- (a) Each player, A & B, hits a ball from the tee.
- (b) On the 2nd stroke they hit each other's balls.
- (c) They then choose which of the 2 balls they wish to play and complete the hole alternating strokes on that ball.
- (d) The player who plays the 3rd stroke will be the player whose tee shot was chosen.
- (e) The selected ball cannot be replaced unless lost or damaged as provided for in the Rules of Golf.
- (f) Lost balls or balls in penalty areas will not impact the order of play. For example, if player A hits the ball into a penalty area, player B will hit the next shot (after the penalty drop).
- (g) In particular, this also applies to tee shots. If player A hits a tee shot out of bounds or a provisional tee shot needs to be played, this will be played by player B – just as would have happened had this taken place with any other shot. In such circumstances the team will have then played two strokes with player A's drive (although they will be lying 3) and will need to decide whether to play this ball or to play player B's original tee shot after player A plays the second stroke with that ball.

7. Illness/injury of a player during the event:

7.1 If a player(s) is injured or becomes ill (or needs to self-isolate due to potential illness) during the event, but prior to the commencement of a match, the following process will be followed:

7.1.1 Singles play:

- (a) If the day's matches have been announced, the match involving the ill/injured player will be regarded as a tie.
- (b) If the day's matches have not been announced the ill/injured player will be matched up with a player selected by the opposing captain (from the same sight category), with the match being regarded as a tie.
- (c) Each team will be awarded ½ point.

7.1.2 Pinehurst play:

- (a) If the day's matches have been announced, the match involving the ill/injured player will be regarded as a tie.
- (b) If the day's matches have not yet been announced:
 - The ill/injured player will be paired with a player selected by his/her captain;
 - This pair will be matched up with a pair selected by the opposing captain; and
 - This match will be regarded as a tie.
- (c) Each team will be awarded ½ point.

7.2 Unless it becomes completely unavoidable (e.g. due to several players becoming ill), no player should be asked to sit out more than one match.

7.3 If a player is injured or becomes ill during a match and needs to withdraw, the match will be forfeited.

8. Weather disruption:

8.1 In the event of a weather disruption it may be possible (at the discretion of the Tournament Committee) to resume play (either on the same day or the next).

8.2 Where a weather disruption prevents completion of a round, any match which has played at least 9 holes will be deemed to have been completed with the match position as it was at the time of the last weather disruption.

8.3 If a weather disruption prevents completion of at least two full days' play, the Vision Cup will be regarded as tied.

8.4 Provided at least two full days' play has been possible the Vision Cup will be determined based on all matches completed (or deemed completed as described above).