

## 2012 SCGA Team Play Rules

**1. SPIRIT OF THE GAME:** Unlike many sports, golf is played for the most part without the supervision of a referee or umpire. The game relies on the integrity of the individual to show consideration for other players and to abide by the Rules. All players should conduct themselves in a disciplined manner, demonstrating courtesy and sportsmanship at all times, irrespective of how competitive they may be. This is the spirit of the game of golf and SCGA-administered competitions.

### **2. CLUB ELIGIBILITY**

Clubs must be in compliance with the Handicap Certification Program. Each club must be an SCGA member club and must maintain at least one 18-hole regulation length golf course (5,000 yards or more).

### **3. PLAYER ELIGIBILITY**

- A.** Player must be amateurs in good standing and must have an established index with the club he wishes to represent as of January 1, 2012 through the 2012 Team Play Season. Any member affiliated with the club after January 1, 2012 is not eligible to compete in 2012.
- B.** All players must be at least 21 years of age prior to the start of a match.
- C.** Players must have an active established Low Handicap Index (LHI) in order to participate in Team Play. A player must have 20 actual rounds recorded in his file prior to the revision date in order to establish a LHI.
- D.** Players must have at least 20 scores posted from 2011. Players whose files are not reflective of recent activity will be subject to review and adjustment by the Team Play Committee. If a Team Captain has a player who does not meet this requirement (due to injury or another legitimate reason), the player in question must be submitted to the SCGA Team Play Staff for review prior to January 9<sup>th</sup> for eligibility approval.
- E.** Maximum Low Handicap Index (LHI): 18.4.  
Individuals with an LHI greater than 18.4 will not be able to participate in Team Play. If the LHI of such an individual is reduced to 18.4 or lower during the season, he does become eligible to participate as long as he meets all other requirements stated in Team Play Rule 3. A player may not play down to a lower index to become eligible for Team Play.
- F.** Players may compete for one Thursday Team and one Saturday Team during the 2012 Team Play Season, provided that the player meets the requirements of Team Play Rule 3A (above) for both clubs. However, players may not compete for the same club on Thursday and Saturday. For example, a player who is a member at Anaheim Hills and Yorba Linda may compete on Anaheim Hills' Thursday Team and

Yorba Linda's Saturday Team. He may not compete on Anaheim Hills' Thursday and Saturday Teams.

Penalty for playing an ineligible player (violation of A, B, C, D, E or F): The individual and team in violation shall forfeit individual and team points won during the match(es) by the player(s) to the opponent(s). For a violation of F, the player must only play for one team the remainder of the season and is disqualified from participating on the other team.

#### 4. SCHEDULE OF MATCHES

	<u>Thursday</u>	<u>Saturday</u>
First Match	January 12	January 14
Playoff Matches Start	March 15	March 17
Team Play Finals (Indian Wells Resort)	April 20 (FRIDAY)	April 21

- A. All matches (Thursday and Saturday) must be completed by Monday, February 27, 2012.
- B. Playoff matches (Thursday and Saturday) must be completed by Monday, April 16, 2012.

#### 5. COURSE USAGE POLICY & HOME TEAM REQUIREMENTS

It is required that any team electing to participate in Team Play shall make available its home course for all scheduled regular season matches, makeup of all postponed or suspended matches, wild card matches and playoff matches. If the course cannot be made available on the dates stipulated by the Team Play Committee, and there are no arrangements by the host team to play the match at an alternate site, the host team shall be deemed to have forfeited that match in accordance with the procedures of Team Play Rule 20 (Forfeitures). The circumstances pertaining to such forfeiture shall be reviewed by the Team Play Committee. This review may result in the team's ineligibility for the following Team Play season. Whenever possible, makeup matches should take place on the day the teams normally played matches during the regular season. If this cannot be accomplished due to conflicts by one or both teams, the Captains must strive to reschedule the match on another day.

During the regular season and playoff matches, the home team is required to host green fees for the visiting team (16 players plus two alternates during the regular season and eight players plus two alternates during the playoffs). Clubs within a group may agree to other arrangements, provided all clubs within the group are in agreement. Carts, food and beverages should be made available to the visiting team for purchase.

#### 6. STARTING TIMES

- A. To be determined by the host club.
- B. Starting times should be selected to ensure completion of play prior to darkness. Darkness is defined as the time when the sun sets. The last group should be given 4

½ hours prior to darkness to complete their match. For example, if the sun sets at 5:00 p.m., the last starting time should be 12:30 p.m.

## **7. DEFINITION OF TEAM**

- A.** Each team will consist of at least 16 players and two alternates.
- B.** There is no permanent roster required for each team and no limit as to the number of players who may be used during the season. Players may be used at any time prior to the playoffs if they meet all Team Play eligibility requirements.

## **8. LESS THAN 16 PLAYERS**

When a team has less than 16 players, it may:

- A.** Use an alternate in accordance with proper handicap sequence procedures (Team Play Rule 11F), thus returning to 16 players; or
- B.** Play with fewer than 16 players by playing a one-man team against the opponent's two-man team. The one-man team may be placed in any position in the line-up, as long as he is in proper handicap sequence, and may play only one opponent individually in addition to the four-ball match.
- C.** Teams fielding less than 16 players on more than one occasion or late in the season will be subject to review by the Team Play Committee. This review may result in the team's ineligibility for the following Team Play season.

## **9. TEAM CAPTAIN DUTIES**

- A. MATCH ARRANGEMENTS:** Team Captains must communicate to each other in advance the following items:
  - How to schedule practice rounds (dates, fees and times)
  - Tee times for matches at his home club
  - Tees to be played
  - Carts and caddies – whether they will be hosted or not
  - Dress code
  - Club restrictions/policies
  - Acceptable forms of payment (cash, credit cards, reciprocal charge) for carts, food and beverage

Captains should understand the duties of hosting another club, which includes hosting green fees for Team Play matches and practice rounds (unless other arrangements are made by clubs within a group).

Some clubs will choose to host the other team to beverages or a meal before or after a Team Play match. These arrangements should be discussed prior to the start of the season to avoid any confusion.

The SCGA recommends that all of the captains in a group meet prior to the start of the Team Play Season (perhaps one captain could host the other two or three captains from his group for a round of golf at his club or lunch). Meeting prior to the season to discuss these arrangements will help to eliminate confusion and conflicts during the season.

- B. TEAM PLAY MODULE:** The Team Captain should prepare a roster of the team players for each match on the Team Play Module located at [www.scga.org](http://www.scga.org). The SCGA recommends that this is done as soon as practicable as a courtesy to other Team Captains (i.e., a few days prior to the match). All players will play to 100% of their LHI of record for the last 12 months. Captains must ensure that each player is in correct course handicap order (see Team Play Rule 11F).

Each captain should have a copy of the team's most recently issued Index Report available at every match. This will allow opponents the opportunity to verify a player's LHI should any question arise. However, if a copy of the index report is not available, a guest inquiry may be obtained through the SCGA handicap system software at the host club, or by contacting the Handicap Department.

**C. TEE PLACEMENT**

- I. The SCGA recommends that a yardage of approximately 6,200 yards be used for Team Play Matches, plus or minus 250 yards. The home team must play the same tees for every match (i.e. they can't play the white tees for one match and a different set of tees for another match).

Tee markers should be placed so that the course plays to its rated length. All markers do not have to be placed at the SCGA permanent markers to achieve this length; however, unless course conditions dictate, variation from the permanent markers should not exceed 10 yards.

- II. Mixed competition – When both men and women compete, the women should play from a forward set of tees separate from the men's tees. Different tees usually have different course ratings. It is imperative that the captain calculate the course rating adjustment and apply it to the handicap. Team captains must notify the SCGA if a woman is playing in a match so we can adjust the module accordingly.

Example: If women playing from the forward tees where the women's Course Rating is 73.4 compete against men playing from the middle tees where the men's Course Rating is 70.9, the women will add three strokes ( $73.4 - 70.9 = 2.5$  rounded to 3 strokes) to their Course Handicaps.

**D. GOLF COURSE INFORMATION (36-HOLE FACILITIES)**

- I. Clubs with more than 18 holes at their facility may schedule matches on any slope-rated regulation length course at their club. These clubs may use more

than one course at their facility during the Team Play season. Such clubs must inform opponents of which course will be used well in advance of the scheduled match to provide ample opportunity for practice rounds.

- II. Captains will be responsible for entering the slope/course rating to be used at their club into the Team Play Module. If the slope/course rating changes during Team Play season, it is the responsibility of the host captain to ensure that the correct slope/course rating are reflected in the Team Play Module.

**E. COURSE HANDICAPS:** Team Captains should ensure that the correct course handicaps for all of his players appear on scorecards (if they are being used for the match).

**F. MATCH RESULTS**

Match results must be entered in the Team Play Module following play. A link to this site will be available on the SCGA website at [www.scga.org](http://www.scga.org).

Thursday match results must be entered by the following Monday at 3:30 p.m.

Saturday match results must be entered by the following Wednesday at 3:30 p.m.

Penalty for not entering results by the deadline: Team will be issued 0 points for the match played.

Captains should agree prior to the start of the match how the results will be posted to avoid any potential problems (for example, if the home captain will post all scores or if the captains will post their own team's scores). It is the duty of each Team Captain to ensure that his team's results are being posted.

Any problems with the SCGA Team Play Module should be sent to the SCGA Team Play email address ([teamplay@scga.org](mailto:teamplay@scga.org)) or faxed to (818) 980-5093. Please include any results for the current week with this note.

**G. POSTING OF INDIVIDUAL SCORES**

- I. The game of golf is based on the premise that a golfer will play as well as he can. Under the USGA Handicap System a player is required to record a score for any hole not finished or not played under the Rules of Golf, and to adjust any hole score when it is higher than the maximum number allowed under Equitable Stroke Control.
- II. Each player who participates in Team Play must record a score for the round played. Scores shall be posted in accordance with the procedures outlined in the USGA Handicap Manual for Four-Ball and Match Play Tournaments. Scores are to be posted as an Away or Home game. **Only playoff scores** will be recorded as tournament scores.
  - a. INCOMPLETE ROUNDS – In the event the match has been closed out before 18 holes have been played, the stipulated round is deemed

to be complete. If players decide to “play in” they must continue to abide by the *USGA Handicap System*. If players decide not to “play in”, par plus **must** be taken for any hole remaining to be played. “Par plus” is the assigned par for the hole, plus any handicap strokes which the player would be entitled to receive on that particular hole (based on current Index).

- b. LESS THAN 13 HOLES PLAYED – If a match is closed out prior to the 13<sup>th</sup> hole, a nine-hole score must be posted. Please note that nine-hole scores cannot be posted as tournament scores. Captains should contact the SCGA Office if this occurs.
- c. INCOMPLETE HOLES – If a player starts a hole but does not complete the hole, or is conceded a stroke, he **must** record for handicap purposes the score he most likely would have made. This score shall not exceed his Equitable Stroke Control limit (based on current Index).

III. The **adjusted gross score** should be posted for each player, based on his current index. It is the responsibility of each Team Captain to ensure that each team member’s adjusted gross score is posted on the SCGA Team Play Module at the conclusion of the match.

IV. Please ensure that team members are not posting their scores individually. Scores will be posted directly to the player’s score file from entry into the Team Play Module.

## 10. PRACTICE ROUNDS

- A. Members of the visiting team are to be permitted the opportunity to have one practice round prior to all regular season matches and playoff matches, based on club availability. Host clubs should provide the practice round complimentary or at a reduced or modest green fee. Practice round availability and costs (if any) should be relayed to all team captains in the group prior to the start of the season.
- B. The number of players taken to the “away” course for a practice round is to be limited to 16 players plus two alternates during the regular season and the championship, and eight players plus two alternates during the playoff matches. The visiting team must provide a roster in advance to the host club of the players who will be participating in the practice round.

**Note:** The number of players taken to a practice round may be modified for regular season and playoff matches, subject to host club approval. Any abuses of the practice round policy are subject to review by the Team Play Committee and may result in the team’s ineligibility for the following Team Play season. All abuses of this policy or inappropriate conduct of visiting club members during practice rounds should be reported immediately to the SCGA Team Play Staff.

- C. Practice will **not** be allowed on the host course on the day of a match prior to the beginning of the round during the regular season as well as during playoffs and the championship match (see Note under USGA Rule 7-1).

Penalty for violation of this Rule: Disqualification of the player. Another player may be substituted in his place in accordance with Team Play Rule 11F.

- D. Host clubs should ensure that there are no scheduling conflicts with other club events. If a club event subsequently conflicts, the club must notify the visiting Team Captain immediately to schedule a makeup date if necessary. The host club must ensure that practice rounds are scheduled such that the entire visiting team will be able to finish before the sun sets. If for any reason the host club does not permit a practice round in accordance with this Rule, such circumstances will be reviewed by the Team Play Committee and may result in forfeiture of the said match, and the team's ineligibility for the following Team Play season(s).
- E. Please ensure that practice rounds played in accordance with the Rules of Golf are posted for handicapping purposes.

## 11. HANDICAPS, PAIRING ORDER AND ALTERNATE SUBSTITUTIONS

- A. **HANDICAP COMMITTEE:** The club's Handicap Committee must ensure that all member scores are being posted in compliance with the *USGA Handicap System*, including peer review. The Handicap Committee must make certain that individuals whose Index is not reflective of their playing potential are dealt with at the club level before the SCGA must get involved. All clubs are reminded that it is within the purview of the club's Handicap Committee to modify the Index of a player who fails to turn in proper scores or a player whose Index is not reflective of his current playing potential. Handicap Committees and/or Team Captains should contact SCGA staff if they have knowledge of a player that has been reduced for club events or has a Handicap Index that is not reflective of their playing ability.

- B. **HANDICAPS:** All players must play to a 100% Course Handicap of their Lowest Handicap Index (LHI) of record for the last 12 months (or a reduction thereof). The LHI for each player will automatically be displayed when the player is selected in the Team Play Module. A player's LHI can also be found: 1) Online via the Handicap Look-Up Section by entering the player's SCGA membership number or player's name (this would be done on an individual basis). 2) On the club's Current Index report available online to the club's Handicap Chair via <http://ghp.ghin.com/GHPOnline/Club>. 3) In the club's GHP System software.

Note: The LHI of the revision that the match is actually played in will be used. This applies to the playoffs as well.

- C. **HANDICAP REDUCTIONS:** If a player's handicap is reduced during the Team Play season by the SCGA, it is the responsibility of the Team Captain to ensure the

correct handicap is reflected in the Team Play Module. If there is a discrepancy, please notify the SCGA Team Play Staff.

- D. HANDICAP CORRECTIONS:** If at any time during the Team Play season, the SCGA Handicap Department makes an Index correction (i.e. wrong score posted), that player or his Team Captain must notify the SCGA Team Play Staff by phone or email. This will ensure the adjustment is made in the Team Play Module.
- E. HANDICAP STROKES:** In the four-ball match, the lowest handicap player will play at scratch and each of the other three players in the group will receive the full difference in strokes as they fall on the scorecard.

In the individual match, the highest handicap player of the two players will receive the full difference in strokes between his handicap and that of his opponent where the strokes fall on the scorecard.

**Note:** Handicaps in the four-ball match will still be played off the low player's handicap, even if that player is absent (USGA Decision 30-3a/3). If a partner joins on a later hole he **must** maintain handicap sequence, and he forfeits his individual match. A side may be represented by one partner for all or any part of a match; all partners need not be present. An absent partner may join a match between holes, but not during play of a hole (USGA Rule 30-3a).

In all matches, the allocations of handicap strokes will be as listed on the score card, regardless of start hole.

In accordance with USGA Rule 6-2a, before the start of each match it is the responsibility of each individual player to ensure that his correct course handicap based on 100% of his LHI of the last 12 months (or a reduction thereof) is being used for the competition and inform his opponent of the holes at which strokes are given or taken.

Penalty for playing to an incorrect handicap: If a player begins a match having declared a handicap (this includes an incorrect handicap listed on the match scorecard issued by the club or Team Captain) higher than that to which he was entitled and this affects the number of strokes given or received, he is disqualified; otherwise, the player must play off the declared handicap.

**F. PAIRING ORDER AND ALTERNATE SUBSTITUTIONS**

- I. During the regular season and for Team Play Finals, all players for each club must be paired in **Course Handicap** sequence from low to high with the lowest handicap player listed first for each two-man team. The two lowest handicap players must be paired together and play as the number one team, the next two lowest handicap players remaining must be paired together and play as the number two team, etc.

II. During wild card and playoff matches, all players for each club must be paired in LHI order from low to high with the lowest LHI player listed first for each two-man team. The two lowest LHI players must be paired together and play as the number one team, the next two lowest LHI players remaining must be paired together and play as the number two team, etc.

III. ALTERNATE SUBSTITUTIONS:

Regular Season and Finals: In the event a substitution is required, an alternate may take the place of the player if they have the equivalent or higher course handicap. If the alternate has a higher course handicap, he will play down to the course handicap of the missing player.

Example: a player with a course handicap of 11 could substitute for a player with a course handicap of 4 and play down to a course handicap of 4.

Playoff Matches: In the event a substitution is required, an alternate may take the place of the player if they have the equivalent or higher Low Handicap Index. If the alternate has a higher Low Handicap Index, he will play down to the course handicap of the missing player.

IV. If players are not paired in handicap sequence according to the procedures outlined above and a protest is made by the opposing team, the individual and team in violation shall forfeit individual and team points won during the match(es) by the player(s) to the opponent(s).

## 12. ORDER OF GROUPS

The order of groups shall be agreed upon by both team captains prior to the match. If the team captains cannot mutually agree upon the order of groups, then the order will be at the discretion of the host club. It is the recommendation of the SCGA that groups are sent out in team order (Team 1, then Team 2, then Team 3, etc.) to assist with pace of play.

## 13. TYPE OF COMPETITION AND SCORING

### INDIVIDUAL MATCHES:

Club A's eight teams of two players shall play Club B's eight teams of two players. The format consists of two matches played as follows: The low handicap player on A's number one team plays the low handicap player on B's number one team in an 18-hole match with the winner being awarded two points. In the event of a tie match, one point is awarded to each team. The second low handicap player on A's number one team plays the second low handicap player on B's number one team in an 18-hole match with the winner being awarded two points. In the event of a tie match, one point is awarded to each team.

### FOUR-BALL MATCHES:

A's number one, two-man team plays B's number one, two-man team in an 18-hole, four-ball match with the winner being awarded two points. In the event of a tie match, one point is awarded to each team.

Match points: 6 for the group and 48 for the entire match.  
Team points: 2 for a win, 1 for a tie, 0 for a loss.

#### 14. USGA RULES OF PLAY

- A. Current USGA Rules of Golf will govern all matches. An understanding of USGA Rules 2 (Match Play) and 30 (Four-Ball Match Play) is essential in comprehending the format of Team Play. The Rules of Golf must **NOT** be waived at any time. The penalty for waiving the Rules of Golf is disqualification for the player or team in violation. Example: Agreeing to waive the Rules includes allowing a Local Rule which permits a player to repair spike marks on the player's line of putt (USGA Decision 1-3/3).
- B. There is no time limit on applying the penalty for agreeing to waive the Rules (USGA Rule 34-1b(i)). Match results will be adjusted if such a violation is brought to the attention of the Team Play Committee.
- C. Local Rules – Local Rules must conform with the USGA Rules of Golf. Any Local Rules which are to be in effect during Team Play must be published and distributed to all players in advance of the start of the match.
- D. Winter Rules – In the event that a course has adopted a Local Rule for “preferred lies” or “winter rules,” it is recommended that this Local Rule be suspended during Team Play competition. If it becomes absolutely necessary to use “preferred lies,” the procedure shall be determined by the host club in advance of the start of the match. It is strongly recommended that the policy listed in Appendix I of the USGA Rules of Golf (“Preferred Lies” and “Winter Rules”) is used.
- E. Distance measuring devices – A player may obtain distance information by using a device that measures distance only (USGA Decision 14-3/0.5). However; if, during a stipulated round, a player uses a distance-measuring device that is designed to gauge or measure other conditions that might affect his play (e.g., gradient, wind-speed, temperature, etc.), the player is in breach of USGA Rule 14-3, for which the penalty is disqualification of the player (individual and team match) and his partner (team match only), regardless of whether any such additional functions are actually used.

#### 15. BALLS AND CLUBS

- A. Only golf balls listed on the USGA's latest Conforming Golf Ball List may be used (Note to USGA Rule 5-1). Penalty for use of a ball not on the list: Disqualification of the player (individual and team match) and his partner (team match only).
- B. The One-Ball Rule will not be in effect for any phase of Team Play.
- C. A player's clubs shall conform with the provisions of USGA Rule 4-1 and with the specifications and interpretations set forth in Appendix II of the USGA Rules of Golf. Penalty for carrying, but not using, a nonconforming club: At the conclusion of the hole at which the breach is discovered, the state of the match is adjusted by deducting one hole for each hole at which a breach occurred; maximum deduction per round – two

holes. Penalty applies to the player (individual and team match) and his partner (team match only).

Penalty for use of a nonconforming club: Disqualification of the player (individual and team match) and his partner (team match only).

- D. A maximum of 14 clubs may be carried during the stipulated round (USGA Rule 4-4). Penalty applies to the player (individual and team match) and his partner (team match only).

## 16. MATCH PLAY CLAIMS

Players competing in Team Play are reminded of USGA Rule 2-5:

In match play, if a doubt or dispute arises between the players, a player may make a claim. If no duly authorized representative of the Committee is available within a reasonable time, the players must continue the match without delay. The Committee may consider a claim only if the player making the claim notifies his opponent (i) that he is making a claim, (ii) of the facts of the situation and (iii) that he wants a ruling. The claim must be made before any player in the match plays from the next teeing ground or, in the case of the last hole of the match, before all players in the match leave the putting green.

A later claim may not be considered by the Committee unless it is based on facts previously unknown to the player making the claim and he had been given wrong information (USGA Rules 6-2a and 9) by an opponent.

Once the result of the match has been officially announced, a later claim may not be considered by the Committee unless it is satisfied that the opponent knew he was giving wrong information.

**Note:** Once a valid and timely claim is made, players are to continue their match without delay. Do not wait for a decision!

## 17. ADVICE

- A. **Team Captains:** Team Captains must not give advice to their players. However, a Team Captain may advise one player if he is acting as his caddie. A Team Captain may only caddie for one player on the team, for the duration of the match (for example, a Team Captain may not caddie for one player until that match ends, and then caddie for another player whose match is still being played). Team Captains may communicate the status of other matches to players on the team.

**Note:** If the Team Captain is caddying for a player who is competing in a Four-Ball match, the Team Captain may advise the player's partner as well.

- B. When the four-ball match remains ongoing, both players are deemed to be partners and therefore may exchange advice.

- C. Once the four-ball match has been closed out, beginning on the next hole, both players from each club are no longer partners, and therefore may not give advice (see below).
- D. Once the four-ball match and one of the individual matches are closed out, the players who are no longer involved in a remaining individual match have two options, beginning on the next hole:
  - I. Return to the clubhouse, or
  - II. Cease playing and declare oneself a caddie for that player's former partner. This would allow advice to be given once again (see USGA Rule 6-4). Once declaring oneself a caddie, that player shall not make a stroke at a ball until the remaining individual match has also been closed out.

**Note:** See USGA Rule 8 (Advice; Indicating Line of Play).

## **18. GOLF CARTS, CADDIES AND COURSE INFORMATION**

- A. Golf carts will be permitted subject to the host club's rules and regulations governing the use of these carts.
- B. In the event caddies are made available by the host club, an equal number of caddies must be made available for each team.
- C. Visiting teams may bring caddies subject to host club staff approval.
- D. Hole Location Sheets: If courses will use tournament flags (or flags of a different color than during normal play/practice rounds) for matches, hole locations should be provided to the visiting team. Additionally, if hole location sheets are provided to the home team, they should be provided to the visiting team as well.
- E. Violations of Team Play Rule 18 are subject to review by the Team Play Committee and may result in forfeiture of the said match, and the team's ineligibility for the following Team Play season(s).

## **19. SUSPENSIONS DUE TO INCLEMENT WEATHER AND DARKNESS, AND POSTPONEMENTS**

- A. All Team Play matches are to be played as scheduled unless the course is officially closed to all play because of inclement weather. However, Team Captains can mutually agree to postpone the match in advance of the start of play or during the course of the match (subject to Team Play Rule 19B(VI)) due to actual or predicted unfavorable weather conditions.
- B. Inclement Weather: In the event the course is officially closed to all play because of inclement weather during the progress of Team Play, the following procedures will apply:
  - I. The decision to officially close the course to all play shall be at the discretion of course management.

- II. Management will go directly to the Team Captains, or representatives of the Captains, to inform them of the decision that the course is to be closed and players must discontinue play immediately (see USGA Decision 6-8b/7).
- III. The Team Captains must notify their respective players and remove their teams from the course. All team members shall proceed to the clubhouse and remain until the decision to close the course is final.
- IV. Team Captains are to verify the results of each match up to the point when play has been suspended and record and attest the scores prior to leaving the course.
- V. If the course is closed only to the use of golf carts, Team Play matches will continue with the players walking. In the event that caddies are made available, an equal number of caddies must be made available for each team (see Team Play Rule 18).
- VI. If the course has been officially closed to all play or captains mutually agree to postpone the match, the following procedures will apply:
  - a. If all matches have not completed nine holes, the entire match must be replayed. It is not required that the same players participate in the make-up match.
  - b. If there are incomplete matches and all players have completed nine holes, the match stands as completed at the time play is halted, and Team Captains will verify the results of each match through the number of holes completed and record and attest the results prior to leaving the course.
- VII. When play is suspended, the following procedures will apply:
  - a. If the players are between the play of two holes, they should not resume play until ordered to do so. If they are in the process of playing a hole, they have the option of marking the position of their ball or completing play of the hole. They may not, after being notified of the suspension, commence play of another hole.
  - b. If play is resumed after suspension but with certain conditions imposed (e.g., no golf carts, preferred lies, etc.) play will continue from the point at which it was suspended and the conditions imposed shall remain in effect for the remainder of the stipulated round).
  - c. If suspended play cannot be resumed, or if Team Captains mutually agree not to resume play, the match is considered to be postponed and shall be treated as prescribed herein.
  - d. All postponements, for whatever reason, must be rescheduled on the course for which originally scheduled, at the earliest available date mutually agreeable to both Team Captains (see Team Play Rule 19D below).

C. Darkness: In the event that play has been suspended due to darkness, refer to Team Play Rule 19B(VI(b)).

D. Postponements:

- I. Team Play matches may be postponed due to course unavailability or other conflicts. Postponements must be rescheduled on the first available Thursday or Saturday following the conclusion of regular season play, or at the earliest available date which is mutually agreeable to both teams, on the course where originally scheduled, unless Team Captains choose otherwise.
- II. The SCGA Team Play Staff **MUST** be notified of the make-up date for any postponed match.
- III. All matches must be completed by Monday, February 27, 2012 (Team Play Rule 4).

Any match not completed by that date will be treated as “no match” for both teams in determining the final group standings.

**Note**: Due to time constraints involved with playoff matches, there may be occasions when teams must reschedule a postponed playoff match on a day other than Thursday or Saturday to allow for the continuation of the playoff schedule. Team Captains will have to mutually agree to reschedule on an alternate date. If such an agreement cannot be met, the Team Play Committee will serve as final arbitrator.

## 20. FORFEITURES

Forfeitures shall be scored as “no match.” All other matches played by the forfeiting team (prior to or after the forfeited match) shall also be scored as “no match” in order to equalize the advantage of the forfeiture among the other teams within the group. Inability to field a full team of 16 players is not an acceptable reason for forfeiture. Any circumstances causing forfeiture shall be subject to review by the Team Play Committee. This review may result in the team’s ineligibility for the following Team Play season. Additionally, it is unacceptable for a team to forfeit the last match(es) of the season simply because they will not advance to the playoffs.

## 21. WITHDRAWAL FROM TEAM PLAY

Withdrawal of a team during the Team Play Season is unacceptable. Do you ever see an NFL team, in last place of its division, quit the season early because they have no chance of making the playoffs? If you commit to the Team Play Season by submitting an entry, we expect your team to compete in every scheduled match. The withdrawal of a team at any time after the pairings have been announced may result in the team’s ineligibility for the following Team Play season. Any previous matches played by a team that withdraws will be treated as “no match” in determining the final group standing. Any circumstances causing withdrawal during the regular

season or playoffs shall be subject to review by the Team Play Committee. This review may result in the team's ineligibility for the following Team Play season.

## **22. PROTESTS**

All protests must be submitted in writing by the Team Captain within one business day from the conclusion of the match. The protest must be emailed to [teamplay@scga.org](mailto:teamplay@scga.org) or faxed to (818) 980-5093.

## **23. DETERMINING GROUP WINNERS**

- A.** Group winners will be determined by the team with the highest team points (Team Play Rule 13).
- B.** In the event of a tie between two teams with identical team points, the group winner will be determined as the team with the most match points earned between the two tied teams in their matches against each other during the regular season. If a tie still exists, refer to E below.
- C.** In the event of a tie between three teams with identical team points, the group winner will be the team with the most match points earned in its combined matches with the other two teams during the regular season. If a tie still exists between two teams, the third team is eliminated and the tie between the two remaining teams shall be decided by B above, based on match points between those two teams. If three teams remain tied, refer to E below.
- D.** In the event of a tie between four teams with identical team points, the group winner will be the team with the most combined match points earned in all regular season matches. If a tie still exists between two or three teams, refer to C if three teams are tied and B if two teams are tied. If all four teams remain tied, refer to E for a tie-breaker (with the team with the most four-ball points being the winner).
- E.** In the event a tie still exists in B, C or D, the group winner will be the team with the most four-ball points earned in its combined matches with the remaining tied teams. This tie-breaker will also be used to eliminate teams (if two or more teams remain tied), with four-ball points. If E is used to eliminate one or two teams but two teams remain tied after elimination of one or two teams, then B will be first used to break the tie between those two teams; then E (four-ball points) will be used if they remain tied.
- F.** In the event a tie still exists after following procedures set forth in B – E, the second tie-breaker will be the combined match points earned in all regular season matches played by each of the tied teams, with the team with the most points being declared the winner.
- G.** If two or more teams remain tied after following those procedures set forth in B – F, the winner of the group will be determined by a coin flip between the then remaining tied teams.

## 24. PLAYOFF MATCHES

- A. **Wild Card Playoff:** **The Wild Card Playoff will be not be necessary in 2012.**
- B. All group winners will be paired by the Team Play Committee for a single elimination playoff to determine the overall Thursday and Saturday team champions. The playoff matches will begin following the completion of the regular season schedule and will be conducted on the courses of the competing teams, according to all regular Team Play Rules.
- C. The Committee will designate one team to be “Club A” and the other team to be “Club B” for each playoff match.

Team Numbers 1, 3, 5 and 7 from each team will play at Club A.  
Team Numbers 2, 4, 6 and 8 from each team will play at Club B.

- D. Club A shall have the honor at each course.
- E. Only players who have played in at least one team match during the regular season schedule shall be eligible to participate in the playoff matches.  
Penalty for playing an ineligible player: The individual and team in violation shall forfeit individual and team points won during the match(es) by the player(s) to the opponent(s).
- F. If a postponement or suspension should occur during a playoff match, only that portion of the match being played at the course which has been closed shall be rescheduled in accordance with Team Play Rule 19D.
- G. Tie-Breaking Procedures – Playoff Matches

- I. In the event of a tie in a playoff match, there shall be a sudden-death playoff, beginning on the hole where the match started at each of the two courses involved, to determine the winner of the match. Team Captains will be responsible for coordinating the sudden-death playoff between the two courses, according to the following procedures:
  - a. The sudden-death playoff will involve only the lowest index teams from each club (i.e., Team 1 from both clubs at Club A, and Team 2 from both clubs at Club B).
  - b. The sudden-death playoff will involve the same format of play as used during the regulation match.
  - c. Scoring will remain the same as the regulation match (see Team Play Rule 13), but each hole will be worth 6 match points total.
  - d. The team accumulating the most match points on Hole #1 in the sudden-death playoff, based on the play at both courses, will be declared the

winner of the match. If a tie still exists, the playoff will continue to Hole #2 and any subsequent holes until the tie is broken.

- e. Handicap strokes for the sudden-death playoff will be given in accordance with Team Play Rule 11E.
- II. When both home and home matches are not played concurrently the following procedure is recommended (i.e. Club A tees off the match at 8:00 a.m. and Club B tees off the match at 11:30 a.m.):
- a. The lowest index teams playing at Club A will continue playing an additional hole or holes following the conclusion of their match. If after the first extra hole the teams point totals are the same (i.e. 3 to 3) they should continue playing extra holes until the point totals are different (i.e. 5 to 1, 6 to 0, etc.) Playing one extra hole is sufficient if, after the hole, the point totals are different. Tie-breaking holes will be played using the same format as used during the regulation match.
  - b. If the sudden death playoff is not necessary the extra holes played at Club A are disregarded and have no bearing.
  - c. If a sudden death playoff is necessary, the extra hole or holes played at Club A are applied to the tie-breaking procedures. At Club B, the low index team will play an extra playoff hole using the same format as used during the regular match. After the first hole is complete, the scores from the first playoff hole at Club A and Club B will be applied. The team accumulating the most points on playoff Hole #1 is the winner of the match. If it is still tied after the first playoff hole, the teams at Club B will play a second playoff hole. If the points are still tied after a second playoff hole, they will continue playing until there is a winner. If there is a reason that the sudden death playoff cannot continue at Club B (darkness, weather, etc.) or if extra holes are not an option at Club B, Team Captains should mutually agree prior to the matches on a way to break the tie (i.e., solely using the extra holes played at Club A, flipping a coin, etc.).

## **25. PACE OF PLAY**

Slow play is a recurring problem in Team Play. Unfortunately playing out of turn is not permitted in match play, thus eliminating many opportunities for ready golf. Nevertheless, each player should manage his time efficiently between shots and be ready to play when it is his turn. All groups should keep pace with the group in front of them. If they fall off that pace, players should make every effort to regain position behind the group in front of them. Team Captains and all team members should be aware of USGA Rule 6-7 which states that all players shall play without undue delay. See the Appendix for recommendations to improve pace of play and the SCGA's Pace of Play Policy.

## **26. USE OF MOBILE PHONES**

The use of mobile phones or a similar wireless device in Team Play competition is prohibited. Team Captains are responsible for ensuring compliance of their entire team with this policy. If a player disregards this policy, he is subject to warning by the Team Play Committee. If he subsequently disregards this policy, he is subject to disciplinary action by the Team Play Committee, which may include ineligibility for the remainder of the Team Play season or an additional season.

Additionally, the use of a mobile phone could constitute a breach of USGA Rule 14-3 in the following ways:

- Using the device to watch or listen to a broadcast of the competition being played (or acquire information about the status of other matches),
- Using the device to ask for or give advice in breach of USGA Rule 8-1 (Advice) or
- Using the device to access information on advice-related matters that were not published prior to the start of his round (i.e., analysis of strokes made during the round).

Penalty for breach of USGA Rule 14-3: Disqualification of the player (individual and team match) and his partner (team match only).

Please note that use of a cell phone is NOT a one-stroke or loss of hole penalty. USGA Decision 33-8/6 states that a local rule assessing a penalty for a breach of a sportsmanship code or competition policy (e.g., use of a mobile phone) is not authorized.

## **27. SATURDAY TEAM PLAY HOTLINE**

The Saturday Team Play Hotline is available for use by Saturday Teams seeking answers to Rules or Team Play questions. The hotline is available every Saturday during the Team Play Season, from 8:00 a.m. – 4:00 p.m. You can reach the hotline at (818) 980-3630 or (800) 554-7242, Extension 326. Leave a voicemail and a member of the SCGA Team Play Staff will return your call as soon as possible.

## **28. CONCLUSION**

If the players follow the guidelines in this manual, it will make the game more enjoyable for everyone. If a player consistently disregards these guidelines during a round or over a period of time to the detriment of others, it is recommended that the player be reported to the SCGA and the Team Play Committee will take appropriate disciplinary action against the offending player. Such action may, for example, include prohibiting play for a limited time on the course or in a certain number of competitions. This is considered to be justifiable in terms of protecting the interest of the majority of golfers who wish to play in accordance with these guidelines.