



2014 Scratch League Rules of Play

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. ENTRY FEE

\$330 per team

3. ENTRY DEADLINE

Monday, September 15th. Team entry form and payment must be received by the SCGA office by this date.

4. DEFINITION OF TEAM

Each team will consist of **seven players** (1 professional and 6 amateurs). A permanent roster is not required for each team. There is no limit as to the number of players who may be used during the season. Club professionals will play against each other in the first pairing group. *Note:* It is strongly encouraged that club professionals participate in each match. **If a club professional or club staff is not able to participate, the highest handicap player on that team's submitted roster will play in the club professional's position.**

5. ELIGIBILITY

A. One team per SCGA member club is eligible.

1. One professional from the club staff is eligible to play in each match. Non-amateurs not affiliated with the club staff are not eligible to participate. Professionals affiliated with a club but not on the club staff are not eligible to participate. *Note:* Club staff is defined as those individuals employed in the golf shop, employed as a teaching professional at the club or in a management position at the club.
2. Amateur players must be in good standing with the SCGA and have a current SCGA Handicap Index issued through the club they represent. Each player may only represent (member since May 1, 2014) and play with one club during the 2014 Scratch League season.
3. All players must be at least 21 years of age as of the date of their match.
4. Amateurs awaiting reinstatement are not eligible to participate.

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).

6. FORMAT

Teams are paired into groups of three, four or five depending on the number of entries received. The teams within the group will play one match at each of the courses within the group. All play is without handicaps except for seeding the pairing order from low to high current Handicap Index. Stroke play rules apply.

Groups of five:

The format of each match for the groups of five is a 25 point game within each pairing group of five players. The possible combinations for points scored on each hole are: 9-7-5-3-1, 9-7-5-2-2, 9-7-3-3-3, 9-4-4-4-4, 9-7-4-4-4, 9-7-4-4-1, 9-6-6-2-2, 9-6-6-3-1, 9-5-5-5-1, 5-5-5-5, 8-8-3-3-3, 8-8-5-2-2, 8-8-5-3-1, 7-7-7-3-1, 7-7-7-2-2, 7-7-5-3-3, 6-6-6-6-1. These points are calculated after each hole and tallied for a point total at the end of the round.

The point winner within each pairing group at the end of the round receives 9 points for the team; 2nd place point total within the pairing group receives 7 points for the team; 3rd place point total within the pairing group receives 5 points for the team; 4th place point total within the pairing group receives 3 point for the team and 5th place point total within the pairing group receives 1 point for the team. Total point ties will be calculated with the same structure as a point total tie for each hole.

Groups of four:

The format of each match for the groups of four is a 16 point game within each pairing group of four players. The possible combinations for points scored on each hole are: 7-5-3-1, 7-5-2-2, 7-3-3-3, 7-4-4-1, 6-6-2-2, 6-6-3-1, 5-5-5-1, 4-4-4-4. These points are calculated after each hole and tallied for a point total at the end of the round.

The point winner within each pairing group at the end of the round receives 7 points for the team; 2nd place point total within the pairing group receives 5 points for the team; 3rd place point total within the pairing group receives 3 points for the team; 4th place point total within the pairing group receives 1 point for the team. Total point ties will be calculated with the same structure as a point total tie for each hole.

Groups of three:

The format of each match for the groups of three is a 9 point game within each pairing group of three players. The possible combinations for points scored on each hole are: 5-3-1, 5-2-2, 4-4-1, 3-3-3. These points are calculated after each hole and tallied for a point total at the end of the round.

The point winner within each pairing group at the end of the round receives 5 points for the team; 2nd place point total within the pairing group receives 3 points for the team; 3rd place point total within the pairing group receives 1 point for the team. Total point ties will be calculated with the same structure as a point total tie for each hole.

The points won by each team accumulate through the matches and the group's overall point winner advances to the playoffs.

TIEBREAKERS:

In case of a tie between two clubs at the end of the fourth and final group match, the teams tied will select two players to play a sudden death aggregate playoff immediately following the conclusion of play. Play will be in one group of four with the 16 point game format. After completion of the first playoff hole, the highest point total of both teammates will determine who moves on. If still tied, all players will continue on to an additional sudden death playoff hole(s).

In case of a tie between three clubs at the end of the fourth and final group match, the teams tied will select three players to play a sudden death aggregate playoff immediately following the conclusion of play. Play will be in three groups of three using a 9 point game format, possible point combinations are: 5-3-1, 5-2-2, 4-4-1, 3-3-3. After completion of the first playoff hole, the highest point total of all three teammates will determine who moves on. If all teams are still tied after the first playoff hole, all players from those teams will continue on to an additional sudden death playoff hole(s). If two teams are still tied after the first playoff hole (or additional playoff holes), the teams tied will select two players to play the next playoff hole(s) in the 16 point game format.

In case of a tie between all group clubs at the end group matches, the teams tied will select two players to play a sudden death aggregate playoff immediately following the conclusion of play. Play will be in two groups of four with the 16 point game format. After completion of the first playoff hole, the highest point total of both teammates will determine who moves on. If all teams are still tied after the first playoff hole, all players from those teams will continue on to an additional sudden death playoff hole(s). If three teams are still tied after the first playoff hole (or additional playoff holes), the teams tied will select three players to play the next playoff hole(s) in two groups in the 9 point game format. If two teams are still tied after the first playoff hole (or additional playoff holes), the teams tied will select two players to play the next playoff hole(s) in the 16 point game format.

7. TEES AND YARDAGES

Matches are played from the tees decided by each home club. Female participants will play in the matches from one tee up from the men. Matches may be played any day of the week.

8. SCHEDULE OF MATCHES AND GROUPINGS

- A. Teams formed through private or semi-private clubs: SCGA staff will group all clubs into groups of four or assist clubs into forming their own groups. The SCGA's goal is to have groups of four rotate each year so all clubs have the opportunity to play with other clubs within a certain geographic range. Match dates should be completed by November 15. *All clubs must submit their available home dates to SCGA staff.*
- B. Teams formed through public clubs: SCGA staff will group all clubs into groups or assist clubs into forming their own groups. The SCGA's goal is to have groups of four rotate each year so all clubs have the opportunity to play with other clubs within a certain geographic range. Match dates should be completed by November 15. *All clubs must submit their available home dates to SCGA staff.*

9. COURSE USAGE POLICY AND HOME TEAM ARRANGEMENTS

- A. Teams formed through private or semi-private clubs: Each club will host one match for their group. This includes hosting gratis green fees or a guest fee (determined by the host club) and one practice round at either a guest fee or gratis (determined by the host club). Participants will pay for any golf cart usage for the match or practice round. .

- B. Teams formed through public clubs: All participants will pay a course usage fee at each match determined by the host club. Participants will pay for any golf cart usage for the match.

10. TEAM CAPTAIN DUTIES

Each team will have a captain who will be responsible for reporting results to the SCGA and will be the point of contact for SCGA staff to each team.

Penalty for playing an ineligible player (violation of #4) : 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, the player must only play for one team the remainder of the season and is disqualified from participating on the other team.

An Excel spreadsheet will be provided to each captain for home competition: roster, line up and score cards. Results will be sent electronically to the SCGA. Any questions regarding the scratch league and playoffs should be addressed to Linda Kueny at lkueny@scga.org or Matt Pawlak at mpawlak@scga.org .

The host professional will have the “final say” on whether or not the course is playable due to weather.

Each captain will be provided an Excel spreadsheet to assist with the group matches. Within the file, tabs (instructions, players, scorecards, roster, results and skins) provide efficient method of reporting to the SCGA and group captains.

It is encouraged to have a small scoreboard placed at the 18th hole or clubhouse to show results of each match. Remember the scratch league should be a enjoyable contest and an opportunity to network with other golf club members.

11. PLAYOFFS

- A. All group winners will participate in the Southern California Scratch League playoff, which will be held on Friday, November 21st at Industry Hills Golf Club, Zaharias Course.
- B. The top two clubs from Northern and Southern California Leagues advance from their playoff rounds into the California Scratch League Championship on Monday, December 8th at Valencia Country Club.

12. USGA RULES OF PLAY

- A. Current USGA Rules of Golf will govern 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 and team in violation. There is no time limit on applying the penalty for agreeing to waive the Rules (USGA 34-1b(i)).
- B. Local Rules – Local rules must conform with the USGA Rules of Golf. Any Local Rules which are to be in effect during Scratch League Play must be published and distributed to all captains/players in advance of the start of the round.