

2014 SCRATCH LEAGUE INFORMATION

Teams may be formed through Private, Semi-Private or Public Golf Clubs. Members must be amateurs in good standing with the SCGA. <u>Teams shall consists of 7 eligible players</u>. Matches are played with one club professional and six members.

During the regular season matches, the home team is required to host green fees for the visiting teams. 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 teams for purchase.

ENTRY FEE: \$330.00 per team.

ENTRY DEADLINE: Entries must be received by the SCGA no later than **12:00 p.m. on Monday, September 15, 2014.** The SCGA is not responsible for errors in transmissions. <u>Address</u>: 3740 Cahuenga Blvd., Studio City, CA 91604 or email to Linda Kueny at <u>lkueny@scga.org</u> or FAX #: (818) 980-5093

GROUP SELECTION: The SCGA encourages teams to form their own groups for the regular season. The Group Selection Form should be submitted with the team's entry form. If a team is not part of a group, the SCGA will attempt to pair the team with other teams that are similar in type of club and geographically desirable. The possibility exists that some groups will have from three to five teams, meaning that each team will have a different point system during the regular season. le. **Groups:**

- 1. The format of each match for the groups of five is a 25 point game within each pairing group of five players.
- 2. The format of each match for the groups of four is a 16 point game within each pairing group of four players.
- 3. The format of each match for the groups of three is a 9 point game within each pairing group of three players.

FIRST MATCHES: Matches may begin after September 30, 2014

LENGTH OF REGULAR SEASON: Eight week availability to complete matches to end by 4:00 p.m. on Friday, November 14, 2014. This includes time allotted for rescheduled matches. Each team must make its golf course available for any make-up matches as needed. Each group's overall point winner advance to the SCGA playoffs which qualify two teams into the Championship competing against the Northern California teams.

SCGA PLAYOFF SEASON: Playoff will be held on Friday, November 21, 2014 at Industry Hills, Zaharias Course in the City of Industry. Teams which make the playoffs must be able to play on this date.

NORTHERN PLAYOFF SEASON: Playoff will be held on Saturday, November 22, 2014 at TBA. Teams which make the playoffs must be able to play on this date.

<u>CALIFORNIA SCRATCH LEAGUE CHAMPIONSHIP</u>: The California Scratch League Championship will be held on Monday, December 8, 2014 at Valencia CC in Valencia, California.

<u>CLUB ELIGIBILITY</u>: All clubs submitting an application must be identified as the "club of record" and must maintain at least one 18-hole regulation length (5,000 yards or more) golf course. Each team is expected to field a team and compete as scheduled in accordance with established SCGA Scratch League Rules of Play.

All teams must have a Certified Handicap Chair representing the club. Additionally, all clubs must be in compliance with the USGA License Agreement. Without a Certified Handicap Chair and updated license, your club will not be eligible to participate in the 2014 Scratch League season.

<u>PLAYER ELIGIBILITY</u>: Must be 21 years of age. Individuals must be a paying dues member of the club he/she wishes to compete for as of May 1, 2014. *Penalty for playing ineligible players during league play will result in forfeiture of points won during the match (es) by the player (s).*

TEAM AND GROUPINGS:

Each team will consist of seven players. Matches are played using one club employed staff professional and six players. 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. 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.

TYPE OF COMPETITION AND FORMAT:

Teams are paired into groups of three to groups of five. 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.**

<u>ACKNOWLEDGEMENT OF ENTRY</u>: Upon receipt of entry, an email confirmation will be sent to the Scratch League Captain at each club. If you do not receive an email confirmation, you should contact the SCGA Rules and Competitions Department to ensure an entry is received prior to the deadline date.

PAIRINGS AND RULES OF PLAY: All information will be released by email to participating clubs.

The Southern California Golf Association reserves the right to accept or reject any entry at any time.

Reason for refusal may include unbecoming behavior.



2014 SCRATCH LEAGUE ENTRY FORM

Course/Club Name:	Course:
Color Tees and Yardag	ge that will be used for your home matches:
Tee Color:	Yardage:
Please fill out contact Captain will receive al	information for the Team Captain (and Assistant Captain, if applicable). The Team I correspondence from the SCGA Office.
	All fields in bold must be completed.
Team Captain:	
Home Address:	
	Zip Code:
Cell phone:	
Business phone:	
E-Mail Address:	
Assistant Captain:	
Home Address:	
City:	Zip Code:
Home phone:	
Business phone:	
Cell Phone:	
enclosed Information	2014 Scratch League rules of play and regulations. Our club has reviewed the Sheet and we understand that the SCGA is the final authority on matters relating y. The SCGA reserves the right to refuse any entry.
Entry submitted by (p	lease print):
Title:	
Entry fee: \$330.00	<u>Deadline</u> : Monday, September 15, 2014 Payment MUST accompany this entry
Mail entry to:	SCGA (Rules and Competitions Department) 3740 Cahuenga Blvd. Studio City, CA 91604