



## PLAYER INFORMATION

### 2016 CALIFORNIA SCRATCH LEAGUE FINALS

Red Hill Country Club  
Thursday, December 1, 2016

#### GENERAL INFORMATION

1. **TEAM ROSTER:**

Team Captains must email their lineups to the SCGA at [lkueny@scga.org](mailto:lkueny@scga.org), by 4:00 p.m. Monday, November 28th.

2. **REGISTRATION:**

There will be no formal registration at this event. All players must check in with the golf shop upon arrival to sign for a golf cart. Players are asked to have the Golf Genius application on their phones prior to tee times.

3. **STARTING TIMES AND PAIRINGS:**

Starting times and pairings will be e-mailed to players and posted online at [scga.org](http://scga.org) on November 28<sup>th</sup>. Starting times will range from 7:30 a.m. to approximately 9:30 a.m.

Players are encouraged to arrive at their assigned tee well in advance of their starting time, as the SCGA starter will have information to discuss and distribute to each player in the group. Furthermore, players arriving late will be penalized under Rule 6-3a of the *Rules of Golf*. For example, the 9:00 a.m. starting time is defined as 9:00:00, and players arriving after that time are considered late. Lead groups should plan to be at their assigned tee 10 minutes in advance of their starting time. Subsequent groups are encouraged to arrive in time to watch the group in front of them tee off.

4. **FORMAT:**

All players will participate in an 18-hole stroke play qualifying round.

Teams are paired into groups of four. 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.

The format of each match for the groups of four is a 16-point game within each pairing group of four players.

**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 receives 5 points; 3rd place receives 3 points; 4th place receives 1 point. Total point ties will be calculated with the same structure as a point total tie for each hole.

5. **TEES:**

Play will be from the **BLACK** tee markers. Course Rating: 72.6 / Slope: 130 / 6,583 yards / Par 72.

6. **PRACTICE ROUNDS:**

Players may make arrangements for practice rounds at their own expense by contacting Red Hill Country Club in advance of the date you wish to play (909-982-1358). Tee times will be granted for **afternoon play** on a space available basis. **Green Fee:** \$70 (Cart Fee: \$15).

7. **DRIVING RANGE:**

The driving range will open at 6:30 a.m. on the morning of the qualifier. Range balls will be provided compliments of the SCGA & Red Hill CC.

8. **FOOD SERVICE:**

The snack bar will be open from 6:00 a.m. until the conclusion of play.

9. **PURCHASES:**

Cash, Credit cards, and reciprocal charges will be accepted for all purchases.

10. **CLUB CONTACT INFORMATION:**

Red Hill Country Club  
8358 Red Hill Country Club Dr.  
Rancho Cucamonga, CA  
(909) 982-1358  
[redhillcc.com](http://redhillcc.com)

**CONDITIONS OF THE COMPETITION**

1. **RULES OF PLAY:**

Play is governed by the Rules of Golf. Local Rules in effect will be found on the SCGA Hard Card and the Notice to Players addendum distributed at the site. Disregard all other club posted Local Rules including those on the back of the club's score card.

2. **DISTANCE MEASURING DEVICES:**

During the play of all SCGA competitions, a player may obtain distance information by use of a distance-measuring device. If, during a stipulated round, a player uses a distance-measuring device to gauge or measure other conditions that might affect his play (e.g. elevation changes, wind speed, etc.), the player is in breach of Rule 14-3. A multi-functional device, such as a smartphone or PDA, may be used as a distance-measuring device, but it must not be used to gauge or measure other conditions where doing so would be a breach of Rule 14-3. Any questions about such devices should be resolved before the start of the stipulated round. Otherwise, cell phone use is discouraged during the stipulated round.

3. **TIES:**

In case of a tie between **two teams** at the end of the 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 using 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 teams** at the end of the 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 the 9-point game format. 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) using the 16-point game format.

In case of a tie between **four teams** at the end of the 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 two groups of four using 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 three groups using 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) using the 16-point game format.

4. **AUTOMOTIVE TRANSPORTATION:**

**Golf carts are included.** All caddies and spectators must walk.

5. **PULL CARTS:**

Pull or push carts are permitted; however Red Hill Country Club does not rent them.

6. **CADDIES:**

Players may provide their own caddie (See section 4 on Automotive Transportation). Caddies must adhere to the dress code listed in section 8 below.

7. **SPECTATORS:**

Spectators are permitted but are not allowed in carts. Spectators must adhere to all policies set forth by the club.

8. **DRESS CODE:**

Players and caddies must be properly attired in golf shirts, slacks, Bermuda-length dress or golf shorts and soft spike shoes. Jeans (any color or any kind), T-shirts and tank tops will not be permitted. Shirts must be tucked in and hats are to be worn forward at all times. **Cargo pants or cargo shorts are prohibited.**

9. **PLAYER CODE OF CONDUCT:**

By submitting an entry for any SCGA-administered competition, the contestant understands that his/her participation is at the sole discretion of the SCGA. A contestant may be removed from any competition at the discretion of the SCGA staff or Rules and Competitions Committee at any time before or during the competition. Incidents of unbecoming conduct or actions deemed to be detrimental to the image of the SCGA or the "Spirit of the Game" are grounds for such removal and suspension from future SCGA-administered competitions. These include, but are not limited to, the following:

- Willful damage of the golf course or golf course property
- Club throwing or unnecessary club tossing
- Offensive or unbecoming language
- Public criticism of golf course or verbal abuse of SCGA staff, officials, volunteers, host club staff or other contestants
- Potential endangerment of others
- Conduct deemed unbecoming
- Failure to post scores for handicapping purposes
- Manipulation of scores posted for handicapping purposes