



2017 SCGA SCRATCH LEAGUE RULES OF PLAY

1. CLUB ELIGIBILITY

Each club submitting an entry application must be identified as the "club of record" at its facility and must maintain at least one 18-hole (5,000 yards or more in length) golf course. Each club must have a certified Handicap Chair. Certification can be obtained by completing a SCGA Handicap Certification Class. 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 2017 SCGA Scratch League.

2. DEFINITION OF TEAM

Each team will consist of seven players (one club professional and six 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.

Note: A club professional, or member of the club's staff who is not an amateur, must participate in each match.

3. PLAYER ELIGIBILITY

- A. Amateur players must be in good standing with the SCGA and have a current Handicap Index issued through the club they represent.
- B. All players must be listed on the club's membership roster for the team that he/she wishes to compete for as of September 1, 2017.
- C. Each player may only represent one club during the 2017 SCGA Scratch League season.
- D. Players must be 21 years of age or older as of the date of the match they participate in.

Penalty for playing an ineligible player: The ineligible player will be considered to have made the highest score on each hole, thus receiving one point toward the team's total.

4. 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.

Penalty for playing a player in the wrong sequence: The player played in the wrong sequence will be considered to have made the highest score on each hole, thus receiving one point toward the team's total.

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:**

Five tied for high score	Four tied for high score	Three tied for high score	Two tied for high score	One high score
5-5-5-5-5	6-6-6-6-1	7-7-7-2-2	8-8-3-3-3	9-4-4-4-4
		7-7-7-3-1	8-8-4-4-1	9-5-5-5-1
			8-8-5-2-2	9-5-5-3-3
			8-8-5-3-1	9-5-5-4-2
				9-7-3-3-3
				9-7-5-2-2
				9-7-5-3-1

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 receives 7 points; 3rd place receives 5 points; 4th place receives 3 points; 5th place receives 1 point. 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:**

Four tied for high score	Three tied for high score	Two tied for high score	One high score
4-4-4-4	5-5-5-1	6-6-2-2	7-3-3-3
		6-6-3-1	7-4-4-1
			7-5-2-2
			7-5-3-1

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 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.

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:**

Three tied for high score	Two tied for high score	One high score
3-3-3	4-4-1	5-2-2
		5-3-1

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 5 points for the team; 2nd place receives 3 points; 3rd place receives 1 point. Total point ties will be calculated with the same structure as a point total tie for each hole.

Group Winners:

The points won by each team are accumulated throughout the regular season matches. The group's overall point winner advances to the Southern California Scratch League Playoff.

Tiebreakers:

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.

5. COURSE USAGE POLICY AND HOME TEAM ARRANGEMENTS

Each club will host one match for their group. Matches may be played on any day of the week. All arrangements (including the potential of practice rounds) are to be made by the host club and communicated with the other teams in the group in advance of the season. It is the responsibility of the host club to determine whether a match should be canceled due to weather or other circumstances.

6. TEES AND YARDAGES

Matches are played from the tees decided by each home club. Female participants will play from one tee ahead of the men.

7. TEAM CAPTAIN DUTIES

Each team captain will be responsible for maintaining his/her team roster in the Golf Genius Software, while ensuring the eligibility of all of his/her players and creating the pairings in proper Handicap Index order. Captains are also responsible for submitting results to the SCGA through Golf Genius Software and will be the point of contact for SCGA staff.

8. PLAYOFFS

- A. Each SCGA Scratch League group winner will participate in the Southern California Scratch League Playoff, which will be held on Friday, November 17, at Industry Hills Golf Club (Eisenhower Course).
- B. The top two teams from the NCGA and SCGA Scratch League Playoffs will advance to the California Scratch League Championship on Monday, December 4, at Poppy Hills Golf Club.

9. RULES OF PLAY

The Rules of Golf will govern play; stroke play rules apply. Local Rules must conform with the Rules of Golf and must be published and distributed to all captains/players in advance of the round.

10. SPIRIT OF THE GAME

Unlike many sports, golf is played for the most part without the supervision of a referee. 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.

11. DISPUTES

Groups are encouraged to resolve disputes and disagreements by consensus. If a dispute arises during a match, the team captains or professionals of the group are the Committee within the meaning of the Rules of Golf.

Any questions regarding the SCGA Scratch League may be submitted to the SCGA at rules@scga.org.