



# 2019 SCGA SCRATCH LEAGUE MANUAL

## 1. CLUB ELIGIBILITY

Each club submitting an entry application 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 2019 SCGA Scratch League.

## 2. DEFINITION OF TEAM

In 2019, participating groups will have the option of determining how many professionals and how many amateurs will compete. This designation will be in place throughout the entirety of group play. Upon reaching the postseason, clubs will be required to play with 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.

**Definition of an eligible Professional:** A member of the club's staff, including its teaching staff, who is not an amateur.

**Definition of an eligible Amateur:** An amateur golfer that is listed on the club's active GHIN roster at the time of the club's first competition.

## 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 active GHIN roster for the team that he/she wishes to compete for at the time of the club's first competition.
- C. Players may represent multiple clubs during the regular season of SCGA Scratch League, provided each team they represent is in a different group. If both teams reach the playoffs, the player will only be eligible to compete for one team.
- D. Players must be 21 years of age or older as of the date of the competition they participate in.

**Penalty for playing an ineligible player:** The ineligible player will receive the least points possible on each hole, thus receiving the least points possible toward the team's total.

It is the responsibility of the captains involved to ensure that lineups are in accordance with SCGA Scratch League eligibility criteria. When it becomes suspected or known that an ineligible player may have participated, it is the responsibility of the opposing teams to request a ruling.

- If a player is determined to be ineligible and it is discovered before the result of a competition is final, the ineligible player will receive the least points possible on each hole, thus receiving the least points possible toward the team's total.
- If a player is determined to be ineligible and it is discovered after the result of a competition is final, the result of the competition will stand, provided the ineligible player was not played purposefully. If a team knowingly plays an ineligible player, the ineligible player will receive the least points possible on each hole, thus receiving the least points possible toward the team's total. There is no time limit on enforcing this penalty.

**Penalty for an absent player:** The absent player will receive the least points possible on each hole from which he/she is absent. The same principle applies for a player that is absent for all 18-holes; the player receives the least points possible 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 competition at each of the courses within the group. All play is without handicaps except for determining the pairing order from low to high current Handicap Index. Club professionals will play against each other.

**Penalty for playing a player in the wrong sequence:** The player played in the wrong sequence will receive the least points possible on each hole, thus receiving the least points possible toward the team's total.

It is the responsibility of the captains involved to ensure that lineups are in correct handicap order. When it becomes suspected or known that an incorrect order may have been used, it is the responsibility of the opposing teams to request a ruling.

- If a player is determined to have played in an incorrect order and it is discovered before the result of a competition is final, the incorrectly ordered player will receive the least points possible on each hole, thus receiving the least points possible toward the team's total.
- If a player is determined to have played in an incorrect order and it is discovered after the result of a competition is final, the result of the competition will stand, provided the incorrect order was not used purposefully. If a team knowingly uses an incorrect order, the incorrectly ordered player will receive the least points possible on each hole, thus receiving the least points possible toward the team's total. There is no time limit on enforcing this penalty.

**GROUPS OF FIVE:** The format of each competition 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 competition 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 competition 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 competitions. The group's overall point winner advances to the SCGA Scratch League Wild Card Playoff or directly to the SCGA Scratch League Championship.

### **TIEBREAKERS:**

In case of a tie between **two teams** at the end of group play, 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 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 group play, 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 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 format.

In case of a tie between **four teams** at the end of group play, 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 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 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 format.



## 5. COURSE USAGE POLICY AND HOME TEAM ARRANGEMENTS

Each club will host one competition for their group. Competitions 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 competition should be canceled due to weather or other circumstances.

## 6. TEES AND YARDAGES

Competitions are played from the tees decided by each home club. Female participants will play from the set of women's tees with the most similar Course Rating as the set of tees that the men are playing from.

## 7. TEAM CAPTAIN DUTIES

Captains will be the point of contact for SCGA Staff and will be responsible submitting his/her team roster to SCGA staff in advance of each competition. Captains are responsible for ensuring the eligibility of each player. The SCGA will create the pairings in proper Handicap Index order within USGA Tournament Management. In utilizing live-scoring via the USGA TM app, captains are also responsible for ensuring that all submitted results are accurate. If a group elects not to use live-scoring, Captains are responsible for submitting all scorecards to the SCGA immediately following each competition. If a captain or club staff wishes to have further access to USGA TM, please contact the SCGA.

## **8. PLAYOFFS**

- A. Depending on the total number of Groups in SCGA Scratch League in 2019, the SCGA will conduct a Wild Card Playoff to determine the final team(s) that will advance to the SCGA Scratch League Championship. Priority for exemption from the Wild Card Playoff will be based upon the win percentage of total possible points in the regular season.
- B. The top two teams from the NCGA and SCGA Scratch League Championships will advance to the California Scratch League Championship.

## **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. Stroke play rules apply with the following exceptions: 1) When agreed upon in each group, players may concede putts as outlined within the parameters of Rule 7A.1. 2) Absent players may join groups between the play of holes, taking the highest score possible for all holes that were not completed, as outlined within the parameters of Rule 23.4.

## **10. DISPUTES**

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

Any questions regarding SCGA Scratch League may be submitted to the SCGA at [rules@scga.org](mailto:rules@scga.org).

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