

**2008 SCGA TEAM PLAY
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 (Team Play Rule 29).

2. **CLUB ELIGIBILITY**

Clubs must be in compliance with the Handicap Certification Program. Each club must be an SCGA member club as of April 1, 2007 and must maintain at least one 18-hole regulation length golf course (5,000 yards or more).

3. **PLAYER ELIGIBILITY**

- A. Players must be amateurs in good standing and must be listed **continuously** on the club's SCGA Index Detail Report with an established index from April 1, 2007 through the 2008 Team Play season. Any member affiliated with a club after April 1, 2007 or any player whose index is currently frozen is not eligible to compete in 2008. Penalty for playing an ineligible player: 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).

- B. All players must be at least 21 years of age prior to the start of a match.

- C. Players must have an active established low index (LI) in order to participate in Team Play. A player must have 20 actual rounds recorded in his file prior to the monthly cut-off date in order to establish an LI. Players whose files are not reflective of recent activity will be subject to review by the Team Play Committee.

- D. Maximum low index (LI): 18.4.
Individuals with an LI greater than 18.4 will not be able to participate in Team Play. If the LI of such an individual is reduced to 18.4 or lower during the season, he does become eligible to participate as long as he meets all other requirements stated in Team Play Rule 3. A player may not play down to a lower index to become eligible for Team Play.
Penalty for playing an ineligible player: 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).

- E. Players may play for only one club and one team (either Thursday or Saturday) during the 2008 Team Play season.
Penalty for playing for two teams: The player is disqualified for the 2008 Team Play season from both teams. Additionally, 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).

4. SCHEDULE OF MATCHES

	<u>Thursday</u>	<u>Saturday</u>
First Match	January 10	January 12
Playoff Matches Start	March 6	March 8
Team Play Finals (SCGA Golf Course)	April 17	April 19

- A. All matches (Thursday and Saturday) must be complete by Monday, February 25, 2008 (see Team Play Rule 19D).
- B. Playoff matches (Thursday and Saturday) must be complete by Monday, April 7, 2008 (see Team Play Rule 19D).

5. STARTING TIMES

- A. To be determined by the host club.
- B. Starting times should be selected to ensure completion of play prior to darkness. The last group should be given 4 ½ hours prior to darkness to complete their match. For example, if darkness sets at 5:00 p.m., the last starting time should be 12:30 p.m.

6. DEFINITION OF TEAM

- A. Each team will consist of at least 16 players and two alternates.
- B. 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. Players may be used at any time prior to the playoffs if they meet all Team Play eligibility requirements.

7. LESS THAN 16 PLAYERS

When a team has less than 16 players, it may:

- A. Use an alternate in accordance with proper handicap sequence procedures (Team Play Rule 11F), thus returning to 16 players; or
- B. Play with fewer than 16 players by playing a one-man team against the opponent's two-man team. The one-man team may be placed in any position in the line-up, as long as he is in proper handicap sequence, and may play only one opponent individually in addition to the four-ball match.
- C. Teams fielding less than 16 players on more than one occasion or late in the season will be subject to review by the Team Play Committee. This review may result in the team's ineligibility for the following Team Play season.

8. TEAM CAPTAIN DUTIES

- A. **GROUP CAPTAINS:** A group captain has been assigned to each group. The Group Captain will be in charge of communicating to each Team Captain the responsibilities of the host club and the restrictions a club may have.
- B. **TEAM PLAY MODULE:** The Team Captain or the club's Head Professional should prepare a roster of the team players for each match on the Team Play Module located at www.scga.org. The SCGA recommends that this is done as soon as practicable as a courtesy to other Team Captains (i.e., a few days prior to the match). All players will play to 100% of their LI of record for the last 12 months. Captains must ensure that each player is in correct course handicap order (see Team Play Rule 11F).

Each captain should have a copy of the team's most recently issued Index Report available at every match. This will allow opponents the opportunity to verify a player's LI should any question arise. However, if a copy of the index report is not available, a guest inquiry may be obtained through the SCGA handicap system software at the host club.

C. TEE PLACEMENT

- I. The tees to be used for Team Play shall be the set of tees used predominately by the Men's Club in daily play at the host club over the previous twelve-month period, unless mutually agreed otherwise by the Team Captains. Captains must resolve which tees will be used at their respective clubs with the Group Captain. Tee markers should be placed so that the course plays to its rated length. All markers do not have to be placed at the SCGA permanent markers to achieve this length; however, unless course conditions dictate, variation from the permanent markers should not exceed 10 yards.
- II. Mixed competition – If women are playing in Team Play, USGA approved course and slope ratings for men and women will be used respectively. If there are no active ratings for women on the tees most used by men and the tees to be used in competition, then women will play from the next set of tees which have an established women's USGA-approved course and slope rating (see Mixed Competition in the Appendix).

D. GOLF COURSE INFORMATION (36-HOLE FACILITIES)

- I. Clubs with more than 18 holes at their facility may schedule matches on any slope-rated regulation length course at their club. These clubs may use more than one course at their facility during the Team Play season. Such clubs must inform opponents of which course will be used well in advance of the scheduled match to provide ample opportunity for practice rounds.
- II. Captains will be responsible for entering the slope rating for the set of tees they will play at their club into the Team Play Module. If the slope rating changes

during Team Play season, it is the responsibility of the host captain to adjust this in the Module.

E. MATCH RESULTS

Match results must be entered in the Team Play Module following play. A link to this site will be available on the SCGA website at www.scga.org.

Thursday match results must be entered by the following Monday at 3:30 p.m. Saturday match results must be entered by the following Wednesday at 3:30 p.m. Penalty for not entering results by the deadline: Team will be issued 0 points for the match played.

Captains should agree prior to the start of the match how the results will be posted to avoid any potential problems. It is the duty of each Team Captain to ensure that his team's results are being posted.

Any problems with the SCGA Team Play Module should be sent to the SCGA Team Play email address (teamplay@scga.org) or faxed to (818) 980-5093. Please include any results for the current week with this note.

F. POSTING OF INDIVIDUAL SCORES

- I. The game of golf is based on the premise that a golfer will play as well as he can. Under the USGA Handicap System a player is required to record a score for any hole not finished or not played under the Rules of Golf, and to adjust any hole score when it is higher than the maximum number allowed under Equitable Stroke Control.
- II. Each player who participates in Team Play must record a score for the round played. Scores shall be posted in accordance with the procedures outlined in the SCGA Handicap Manual for Four-Ball and Match Play Tournaments. Only playoff scores will be recorded as tournament scores.
 - a. INCOMPLETE ROUNDS – In the event the match has been closed out before 18 holes have been played, the stipulated round is deemed to be complete. For pace of play purposes, the Team Play Committee **requires** that the players involved in this match discontinue play and return to the clubhouse. “Net par” **must** be taken for any hole remaining to be played. A “net par” is the assigned par for a hole, plus any handicap strokes which the player would be entitled to receive on that particular hole (based on current index).
 - b. INCOMPLETE HOLES – If a player starts a hole but does not complete the hole, or is conceded a stroke, he **must** record for handicap purposes the score he most likely would have made. This

score shall not exceed his Equitable Stroke Control limit (based on current index).

- III. The **adjusted gross score** should be posted for each player, based on his current index. It is the responsibility of each Team Captain to ensure that each team member's adjusted gross score is posted on the SCGA Team Play Module at the conclusion of the match.
- IV. Please ensure that team members are not posting their scores individually. Scores will be posted directly from entry into the Team Play Module.

9. PRACTICE ROUNDS

- A. The number of players taken to the "away" course for a practice round is to be limited to 16 players plus two alternates during the regular season and the championship, and eight players plus two alternates during the playoff matches.

NOTE: The number of players taken to a practice round may be modified for regular season and playoff matches, subject to host club approval. Any abuses of the practice round policy are subject to review by the Team Play Committee and may result in the team's ineligibility for the following Team Play season. All abuses of this policy or inappropriate conduct of visiting club members during practice rounds should be reported immediately to the SCGA Team Play Staff.

- B. Members of the visiting team are to be permitted the opportunity to have one practice round prior to all regular season matches and playoff matches. However, if the host course is closed due to inclement weather or other extenuating circumstances and a practice round is not made available to the visiting team, the regular season match should be rescheduled to ensure the availability of a practice round.
- C. Practice will **not** be allowed on the host course on the day of a match prior to the beginning of the round during the regular season as well as during playoffs and the championship match (see Note under USGA Rule 7-1).
Penalty for violation of this Rule: Disqualification of the player. Another player may be substituted in his place in accordance with Team Play Rule 11F.
- D. Arrangements for practice rounds should be made in advance with the host club and scheduled at a date and time agreeable to the host club. The visiting team must provide a roster to the host club of the players who will be participating in the practice round. The host club must ensure that practice rounds are scheduled such that the entire visiting team will be able to reasonably finish in daylight. For the practice round, green fees are to be waived for the entire team. When it is not possible for green fees to be waived by course management, the host team must arrange to pay such fees. If for any reason the host club does not permit a practice round in accordance with this Rule, such circumstances will be reviewed by the Team Play Committee and may result in forfeiture of the said match, and the team's ineligibility for the following Team Play season(s).

- E. Please ensure that practice rounds played in accordance with the Rules of Golf are posted for handicapping purposes.

10. HOME TEAM ARRANGEMENTS

During the regular season and playoff matches, the home team is required to host green fees for the visiting team (16 players plus two alternates during the regular season and eight players plus two alternates during the playoffs). Carts, food and beverages should be made available to the visiting team for purchase.

11. HANDICAPS, PAIRINGS AND ALTERNATES

- A. **HANDICAP COMMITTEE:** The club's Handicap Committee must ensure that all member scores are being posted in compliance with the USGA Handicap System, including peer review. The Handicap Committee should make certain that individuals whose indexes do not properly match their playing potential are dealt with at the club level before the SCGA must get involved. All clubs are reminded that it is within the purview of the club's Handicap Committee to adjust or freeze the index of a player who fails to turn in proper scores or consistently scores better in tournaments than normal play.
- B. **HANDICAPS:** All players must play to a 100% course handicap of their lowest index (LI) of record for the last 12 months (or a reduction thereof). The LI for each player will automatically be displayed when the player is selected in the Team Play Module. A player's LI can also be found: 1) Online via the Handicap Look-Up Section by entering the player's SCGA membership number or player's name (this would be done on an individual basis). 2) On the club's Paperless Current Index report available online to the club's Handicap Chairperson via the paperless reports section. 3) On the club's Paper Current Index report mailed to the golf club each month. 4) On the club's Desk Top Current Index report available via the club's SCGA handicap system software. 5) On the club's SCGA handicap system software via the Guest Inquiry.
- C. **HANDICAP REDUCTIONS:** If a player's handicap is reduced for the Team Play season by the SCGA, it is the responsibility of the Team Captain to ensure the correct handicap is reflected in the Team Play Module. If there is a discrepancy, please notify the SCGA Team Play Staff.
- D. **HANDICAP CORRECTIONS:** If at any time during the Team Play season, the SCGA Handicap Department makes an index correction (i.e. wrong score posted), that player or his Team Captain must notify the SCGA Team Play Staff by phone or email. This will ensure the adjustment is made in the Team Play Module.
- E. **HANDICAP STROKES:** In the four-ball match, the lowest handicap player will play at scratch and each of the other three players in the group will receive the full difference in strokes as they fall on the scorecard.

In the individual match, the highest handicap player of the two players will receive the full difference in strokes between his handicap and that of his opponent where the strokes fall on the scorecard.

NOTE: Handicaps in the four-ball match will still be played off the low player's handicap, even if that player is absent (USGA Decision 30-3a/3). If a partner joins on a later hole he **must** maintain handicap sequence, and he forfeits his individual match. A side may be represented by one partner for all or any part of a match; all partners need not be present. An absent partner may join a match between holes, but not during play of a hole (USGA Rule 30-3a).

In all matches, the allocations of handicap strokes will be as listed on the score card, regardless of start hole.

In accordance with USGA Rule 6-2a, before the start of each match it is the responsibility of each individual player to ensure that his correct course handicap based on 100% of his LI of the last 12 months (or a reduction thereof) is being used for the competition and inform his opponent of the holes at which strokes are given or taken.

Penalty for playing to an incorrect handicap: If a player begins a match having declared a handicap higher than that to which he was entitled and this affects the number of strokes given or received, he is disqualified; otherwise, the player must play off the declared handicap.

F. PAIRINGS AND ALTERNATES

- I. All players for each club must be paired in **course handicap** sequence from low to high with the lowest handicap player listed first for each two-man team. The two lowest handicap players must be paired together and play as the number one team, the next two lowest handicap players remaining must be paired together and play as the number two team, etc.
- II. A player shall not play at a handicap which is lower than the slope-adjusted handicap based on the player's lowest index for the last 12 months. An alternate, therefore, may only be placed such that his handicap based on his lowest index of the last 12 months maintains the proper handicap sequence for his team. Exception: See "Note on Alternates" (Team Play Rule 24D).
- III. If players are not paired in handicap sequence according to the procedures outlined above and a protest is made by the opposing team, 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).

12. ORDER OF GROUPS

The order of groups shall be agreed upon by both team captains prior to the match. If the team captains cannot mutually agree upon the order of groups, then the order will be at the

discretion of the host club. It is the recommendation of the SCGA that groups are sent out in team order (Team 1, then Team 2, then Team 3, etc.) to assist with pace of play.

13. TYPE OF COMPETITION AND SCORING

INDIVIDUAL MATCHES:

Club A's eight teams of two players shall play Club B's eight teams of two players. The format consists of two matches played as follows: The low handicap player on A's number one team plays the low handicap player on B's number one team in an 18-hole match with the winner being awarded two points. In the event of a tie match, one point is awarded to each team. The second low handicap player on A's number one team plays the second low handicap player on B's number one team in an 18-hole match with the winner being awarded two points. In the event of a tie match, one point is awarded to each team.

FOUR-BALL MATCHES:

A's number one, two-man team plays B's number one, two-man team in an 18-hole, four-ball match with the winner being awarded two points. In the event of a tie match, one point is awarded to each team.

Match points: 6 for the group and 48 for the entire match.

Team points: 3 for a win, 1 for a tie, 0 for a loss.

14. USGA RULES OF PLAY

- A. Current USGA Rules of Golf will govern all matches. An understanding of USGA Rules 2 (Match Play) and 30 (Four-Ball Match Play) is essential in comprehending the format of Team Play. The Rules of Golf may **NOT** be waived at any time. The penalty for waiving the Rules of Golf is disqualification for the player or team in violation. Example: Agreeing to waive the Rules includes allowing a Local Rule which permits a player to repair spike marks on the player's line of putt (USGA Decision 1-3/3).
- B. There is no time limit on applying the penalty for agreeing to waive the Rules (USGA Rule 34-1b(i)). Match results will be adjusted if such a violation is brought to the attention of the Team Play Committee.
- C. Local Rules – Local Rules must conform with the USGA Rules of Golf. Any Local Rules which are to be in effect during Team Play must be published and distributed to all players in advance of the start of the match.
- D. Winter Rules – In the event that a course has adopted a Local Rule for “preferred lies” or “winter rules,” it is recommended that this Local Rule be suspended during Team Play competition. If it becomes absolutely necessary to use “preferred lies,” the procedure shall be determined by the host club in advance of the start of the match. It is strongly recommended that the policy listed in Appendix I of the USGA Rules of Golf (“Preferred Lies” and “Winter Rules”) is used.
- E. Distance measuring devices – A player may obtain distance information by using a device that measures distance only (USGA Decision 14-3/0.5). However; if, during a

stipulated round, a player uses a distance-measuring device that is designed to gauge or measure other conditions that might affect his play (e.g., gradient, wind-speed, temperature, etc.), the player is in breach of USGA Rule 14-3, for which the penalty is disqualification of the player (individual and team match) and his partner (team match only), regardless of whether any such additional functions are actually used.

15. BALLS AND CLUBS

- A. Only golf balls listed on the USGA's latest Conforming Golf Ball List may be used (Note to USGA Rule 5-1). Penalty for use of a ball not on the list: Disqualification of the player (individual and team match) and his partner (team match only).
- B. The One-Ball Rule will not be in effect for any phase of Team Play.
- C. A player's clubs shall conform with the provisions of USGA Rule 4-1 and with the specifications and interpretations set forth in Appendix II of the USGA Rules of Golf. Penalty for carrying, but not using, a nonconforming club: At the conclusion of the hole at which the breach is discovered, the state of the match is adjusted by deducting one hole for each hole at which a breach occurred; maximum deduction per round – two holes. Penalty applies to the player (individual and team match) and his partner (team match only).
Penalty for use of a nonconforming club: Disqualification of the player (individual and team match) and his partner (team match only).
- D. A maximum of 14 clubs may be carried during the stipulated round (USGA Rule 4-4). Penalty applies to the player (individual and team match) and his partner (team match only).

16. MATCH PLAY CLAIMS

Players competing in Team Play are reminded of USGA Rule 2-5:

In match play, if a doubt or dispute arises between the players, a player may make a claim. If no duly authorized representative of the Committee is available within a reasonable time, the players must continue the match without delay. The Committee may consider a claim only if the player making the claim notifies his opponent (i) that he is making a claim, (ii) of the facts of the situation and (iii) that he wants a ruling. The claim must be made before any player in the match plays from the next teeing ground or, in the case of the last hole of the match, before all players in the match leave the putting green.

A later claim may not be considered by the Committee unless it is based on facts previously unknown to the player making the claim and he had been given wrong information (USGA Rules 6-2a and 9) by an opponent.

Once the result of the match has been officially announced, a later claim may not be considered by the Committee unless it is satisfied that the opponent knew he was giving wrong information.

Please Note: Once a valid and timely claim is made, players are to continue their match without delay. Do not wait for a decision!

17. ADVICE

- A. When the four-ball match remains ongoing, both players are deemed to be partners and therefore may exchange advice.
- B. Once the four-ball match has been closed out, beginning on the next hole, both players from each club are no longer partners, and therefore may not give advice (see below).
- C. Once the four-ball match and one of the individual matches are closed out, the players who are no longer involved in a remaining individual match have two options, beginning on the next hole:
 - I. Return to the clubhouse, or
 - II. Cease playing and declare oneself a caddie for that player's former partner. This would allow advice to be given once again (see USGA Rule 6-4). Once declaring oneself a caddie, that player shall not make a stroke at a ball until the remaining individual match has also been closed out.

Note: See USGA Rule 8 (Advice; Indicating Line of Play).

18. GOLF CARTS, CADDIES AND COURSE INFORMATION

- A. Golf carts will be permitted subject to the host club's rules and regulations governing the use of these carts.
- B. In the event caddies are made available by the host club, an equal number of caddies must be made available for each team.
- C. Visiting teams may bring caddies subject to host club approval.
- D. Hole Location Sheets: If courses will use tournament flags (or flags of a different color than during normal play/practice rounds) for matches, hole locations should be provided to the visiting team. Additionally, if hole location sheets are provided to the home team, they should be provided to the visiting team as well.
- E. Violations of Team Play Rule 18 are subject to review by the Team Play Committee and may result in forfeiture of the said match, and the team's ineligibility for the following Team Play season(s).

19. SUSPENSIONS DUE TO INCLEMENT WEATHER AND DARKNESS, AND POSTPONEMENTS

- A. All Team Play matches are to be played as scheduled unless the course is officially closed to all play because of inclement weather. However, Team Captains can mutually agree to postpone the match in advance of the start of play or during the course of the match (subject to Team Play Rule 19B(VI)) due to actual or predicted unfavorable weather conditions.

- B. Inclement Weather:** In the event the course is officially closed to all play because of inclement weather during the progress of Team Play, the following procedures will apply:
- I. The decision to officially close the course to all play shall be at the discretion of course management.
 - II. Management will go directly to the Team Captains, or representatives of the Captains, to inform them of the decision that the course is to be closed and players must discontinue play immediately (see USGA Decision 6-8b/7).
 - III. The Team Captains must notify their respective players and remove their teams from the course. All team members shall proceed to the clubhouse and remain until the decision to close the course is final.
 - IV. Team Captains are to verify the results of each match up to the point when play has been suspended and record and attest the scores prior to leaving the course.
 - V. If the course is closed only to the use of golf carts, Team Play matches will continue with the players walking. In the event that caddies are made available, an equal number of caddies must be made available for each team (see Team Play Rule 18).
 - VI. If the course has been officially closed to all play or captains mutually agree to postpone the match, the following procedures will apply:
 - a. If all matches have not completed nine holes, the entire match must be replayed. It is not required that the same players participate in the make-up match.
 - b. If there are incomplete matches and all players have completed nine holes, the match stands as completed at the time play is halted, and Team Captains will verify the results of each match through the number of holes completed and record and attest the results prior to leaving the course.
 - VII. When play is suspended, the following procedures will apply:
 - a. If the players are between the play of two holes, they should not resume play until ordered to do so. If they are in the process of playing a hole, they have the option of marking the position of their ball or completing play of the hole. They may not, after being notified of the suspension, commence play of another hole.
 - b. If play is resumed after suspension but with certain conditions imposed (e.g., no golf carts, preferred lies, etc.) play will continue from the point at which it was suspended and the conditions imposed shall remain in effect for the remainder of the stipulated round).

- c. If suspended play cannot be resumed, or if Team Captains mutually agree not to resume play, the match is considered to be postponed and shall be treated as prescribed herein.
- d. All postponements, for whatever reason, must be rescheduled on the course for which originally scheduled, at the earliest available date mutually agreeable to both Team Captains.

C. Darkness: In the event that play has been suspended due to darkness, refer to Team Play Rule 19B(VI(b)).

D. Postponements:

- I. Team Play postponements must be rescheduled on the first available Thursday or Saturday following the conclusion of regular season play, or at the earliest available date which is mutually agreeable to both teams, on the course where originally scheduled, unless Team Captains choose otherwise.
- II. The SCGA Team Play Staff **MUST** be notified of the make-up date for any postponed match.
- III. All matches must be completed by Monday, February 25, 2008 (Team Play Rule 4).

Any match not completed by that date will be treated as “no match” for both teams in determining the final group standings.

Note: Due to time constraints involved with playoff matches, there may be occasions when teams must reschedule a postponed playoff match on a day other than Thursday or Saturday to allow for the continuation of the playoff schedule. Team Captains will have to mutually agree to reschedule on an alternate date. If such an agreement cannot be met, the Team Play Committee will serve as final arbitrator.

20. FORFEITURES

A forfeiture shall be scored as “no match.” All other matches played by the forfeiting team (prior to or after the forfeited match) shall also be scored as “no match” in order to equalize the advantage of the forfeiture among the other teams within the group. Any circumstances causing forfeiture shall be subject to review by the Team Play Committee. Inability to field a full team of 16 players is not an acceptable reason for forfeiture and this review may result in the team’s ineligibility for the following Team Play season. Additionally, it is unacceptable for a team to forfeit the last match(es) of the season simply because they will not advance to the playoffs.

21. WITHDRAWAL FROM TEAM PLAY

The withdrawal of a team at any time after the pairings have been announced may result in the team’s ineligibility for the following Team Play season. Any previous matches played by a team that withdraws will be treated as “no match” in determining the final group standing. Any circumstances causing withdrawal during the regular season or playoffs shall be subject to

review by the Team Play Committee. This review may result in the team's ineligibility for the following Team Play season.

22. PROTESTS

All protests must be submitted in writing by the Team Captain within one business day from the conclusion of the match. The protest must be emailed to teampay@scga.org or faxed to (818) 980-5093.

23. DETERMINING GROUP WINNERS

- A. Group winners will be determined by the team with the highest team points (Team Play Rule 13).
- B. In the event of a tie between two teams with identical team points, the group winner will be determined as the team with the most match points earned between the two tied teams in their matches against each other during the regular season. If a tie still exists, refer to E below.
- C. In the event of a tie between three teams with identical team points, the group winner will be the team with the most match points earned in its combined matches with the other two teams during the regular season. If a tie still exists between two teams, the third team is eliminated and the tie between the two remaining teams shall be decided by B above, based on match points between those two teams. If three teams remain tied, refer to E below.
- D. In the event of a tie between four teams with identical team points, the group winner will be the team with the most combined match points earned in all regular season matches. If a tie still exists between two or three teams, refer to C if three teams are tied and B if two teams are tied. If all four teams remain tied, refer to E for a tie-breaker (with the team with the most four-ball points being the winner).
- E. In the event a tie still exists in B, C or D, the group winner will be the team with the most four-ball points earned in its combined matches with the remaining tied teams. This tie-breaker will also be used to eliminate teams (if two or more teams remain tied), with four-ball points. If E is used to eliminate one or two teams but two teams remain tied after elimination of one or two teams, then B will be first used to break the tie between those two teams; then E (four-ball points) will be used if they remain tied.
- F. In the event a tie still exists after following procedures set forth in B – E, the second tie-breaker will be the combined match points earned in all regular season matches played by each of the tied teams, with the team with the most points being declared the winner.
- G. If two or more teams remain tied after following those procedures set forth in B – F, the winner of the group will be determined by a coin flip between the then remaining tied teams.

24. PLAYOFF MATCHES

- A. Wild Card Playoff: Due to the increasing popularity of Thursday Team Play, it has become necessary to conduct “wild card matches” to determine which 32 teams will compete in the single-elimination SCGA Team Play playoff matches. The SCGA has randomly selected the following Thursday Group Winners to playoff in three wild card matches prior to the start of the playoffs:

Group 5 vs. Group 7

Group 14 vs. Group 17

Group 32 vs. Group 34

Wild card matches will be played in the same format as playoff matches (Team Play Rule 24C).

Once group winners from these six groups have been determined, they must communicate with each other and schedule the wild card match as soon as possible. The SCGA must be notified of this date and of the results immediately following the conclusion.

The winners of the three wild card matches will advance to the playoff matches, beginning March 6, 2008.

- B. All group winners will be paired by the Team Play Committee for a single elimination playoff to determine the overall Thursday and Saturday team champions. The playoff matches will begin following the completion of the regular season schedule and will be conducted on the courses of the competing teams, according to all regular Team Play Rules.
- C. The Committee will designate one team to be “Club A” and the other team to be “Club B” for each playoff match.

Team Numbers 1, 3, 5 and 7 from each team will play at Club A.

Team Numbers 2, 4, 6 and 8 from each team will play at Club B.

- D. Note on Alternates: During playoff matches only, in the event a substitution is required at a playoff site, an alternate must be placed such that correct course handicap order is maintained. If the course handicaps of the available alternate prevent this from occurring, the following procedure may be adopted: an alternate can assume the position of the player he is substituting for, only if the player the alternate is substituting for has a lower course handicap. For example: Club A has a roster of eight players and two alternates for its playoff match. The course handicaps for the eight players are: 4, 5, 6, 6, 8, 9, 10 and 13. The course handicaps for the two alternates are 4 and 11. If the player with the course handicap of 6 is unable to play, the alternate with the course handicap of 11 can assume that position and must play down to a course handicap of 6. The alternate with a course handicap of 4 cannot assume the position nor any position in this scenario. In any case, an alternate can only play down to a lower course handicap.
- E. Club A shall have the honor at each course.

- F. Only players who have played in at least one team match during the regular season schedule shall be eligible to participate in the playoff matches.
Penalty for playing an ineligible player: 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).
- G. If a postponement or suspension should occur during a playoff match, only that portion of the match being played at the course which has been closed shall be rescheduled in accordance with Team Play Rule 19D.

H. Tie-Breaking Procedures – Playoff Matches

- I. In the event of a tie in a playoff match, there shall be a sudden-death playoff, beginning on the hole where the match started at each of the two courses involved, to determine the winner of the match. Team Captains will be responsible for coordinating the sudden-death playoff between the two courses, according to the following procedures:
- a. The sudden-death playoff will involve only the lowest index teams from each club (i.e., Team 1 from both clubs at Club A, and Team 2 from both clubs at Club B).
 - b. The sudden-death playoff will involve the same format of play as used during the regulation match.
 - c. Scoring will remain the same as the regulation match (see Team Play Rule 13), but each hole will be worth 6 match points total.
 - d. The team accumulating the most match points on Hole #1 in the sudden-death playoff, based on the play at both courses, will be declared the winner of the match. If a tie still exists, the playoff will continue to Hole #2 and any subsequent holes until the tie is broken.
 - e. Handicap strokes for the sudden-death playoff will be given in accordance with Team Play Rule 11E.
- II. When both home and home matches are not played concurrently the following procedure is recommended (i.e. Club A tees off the match at 8:00 a.m. and Club B tees off the match at 11:30 a.m.):
- a. The lowest index teams playing at Club A will continue playing an additional hole or holes following the conclusion of their match. If after the first extra hole the teams point totals are the same (i.e. 3 to 3) they should continue playing extra holes until the point totals are different (i.e. 5 to 1, 6 to 0, etc.) Playing one extra hole is sufficient if, after the hole, the point totals are different. Tie-breaking holes will be played using the same format as used during the regulation match.

- b. If the sudden death playoff is not necessary the extra holes played at Club A are disregarded and have no bearing.
- c. If a sudden death playoff is necessary, the extra hole or holes played at Club A are applied to the tie-breaking procedures. At Club B, the low index team will play an extra playoff hole using the same format as used during the regular match. After the first hole is complete, the scores from the first playoff hole at Club A and Club B will be applied. The team accumulating the most points on playoff Hole #1 is the winner of the match. If it is still tied after the first playoff hole, the teams at Club B will play a second playoff hole. If the points are still tied after a second playoff hole, they will continue playing until there is a winner. If there is a reason that the sudden death playoff cannot continue at Club B (darkness, weather, etc.) or if extra holes are not an option at Club B, Team Captains should mutually agree prior to the matches on a way to break the tie (i.e., solely using the extra holes played at Club A, flipping a coin, etc.).

25. POLICY FOR COURSE USAGE

It is required that any team electing to participate in Team Play shall make available its home course for all scheduled regular season matches, makeup of all postponed or suspended matches, wild card matches and playoff matches. If the course cannot be made available on the dates stipulated by the Team Play Committee, and there are no arrangements by the host team to play the match at an alternate site, the host team shall be deemed to have forfeited that match in accordance with the procedures of Team Play Rule 20 (Forfeitures). The circumstances pertaining to such forfeiture shall be reviewed by the Team Play Committee. This review may result in the team's ineligibility for the following Team Play season. Whenever possible, makeup matches should take place on the day the teams normally played matches during the regular season. If this cannot be accomplished due to conflicts by one or both teams, the Captains must strive to reschedule the match on another day.

26. PACE OF PLAY

Slow play is a recurring problem in Team Play. Unfortunately playing out of turn is not permitted in match play, thus eliminating many opportunities for ready golf. Nevertheless, each player should manage his time efficiently between shots and be ready to play when it is his turn. All groups should keep pace with the group in front of them. If they fall off that pace, players should make every effort to regain position behind the group in front of them. Team Captains and all team members should be aware of USGA Rule 6-7 which states that all players shall play without undue delay. See the Appendix for recommendations to improve pace of play and the SCGA's Pace of Play Policy.

27. USE OF MOBILE PHONES

The use of mobile phones or a similar wireless device in Team Play competition is prohibited. Team Captains are responsible for ensuring compliance of their entire team with this policy. If a player disregards this policy, he is subject to warning by the Team Play Committee. If he subsequently disregards this policy, he is subject to disciplinary action by the Team Play

Committee, which may include ineligibility for the remainder of the Team Play season or an additional season.

Additionally, the use of a mobile phone could constitute a breach of USGA Rule 14-3 in the following ways:

- Using the device to watch or listen to a broadcast of the competition being played (or acquire information about the status of other matches),
- Using the device to ask for or give advice in breach of USGA Rule 8-1 (Advice) or
- Using the device to access information on advice-related matters that were not published prior to the start of his round (i.e., analysis of strokes made during the round).

Penalty for breach of USGA Rule 14-3: Disqualification of the player (individual and team match) and his partner (team match only).

28. SATURDAY TEAM PLAY HOTLINE

The Saturday Team Play Hotline is available for use by Saturday Teams seeking answers to Rules or Team Play questions. The hotline is available every Saturday during the Team Play Season, from 8:00 a.m. – 4:00 p.m. You can reach the hotline at (818) 980-3630 or (800) 554-7242, Extension 326. Leave a voicemail and a member of the SCGA Team Play Staff will return your call as soon as possible.

29. CONCLUSION

If the players follow the guidelines in this manual, it will make the game more enjoyable for everyone. If a player consistently disregards these guidelines during a round or over a period of time to the detriment of others, it is recommended that the player be reported to the SCGA and the Team Play Committee will take appropriate disciplinary action against the offending player. Such action may, for example, include prohibiting play for a limited time on the course or in a certain number of competitions. This is considered to be justifiable in terms of protecting the interest of the majority of golfers who wish to play in accordance with these guidelines.

Handicap Review and Reduction Policy

The SCGA, as the Committee in Charge of the Competition, has the authority to establish the conditions under which the competition is to be played. The following describes the SCGA's Team Play handicap adjustment policy and the automated process that reviews all Team Play scores throughout the season, in addition to scores posted during the 2007 Team Play season. A Team Play net negative differential (to be determined) triggers a possible Team Play handicap reduction. A net differential of -4.0 or greater is used in the following examples. The following formula will apply for all SCGA Team Play rounds.

Definitions

Differential	$\text{Adjusted Gross Score} - \text{Course Rating} \times 113 / \text{Slope}$
Net Differential	$\text{Net Score} - \text{Course Rating} \times 113 / \text{Slope}$

Steps

1. In order for a file to be reviewed, a player's Team Play net differential must be -4.0 or greater. After one such round, the player will be added to the SCGA Team Play Handicap Review Report and no further action will occur at this time. See example below.
 - a. Team Play Round #1 on golf course with 70.7 rating and 124 slope.
Player A's Low Index (L/I) is 12.5 and Course Handicap is 14.
Player A shoots gross 78 and creates a gross differential 6.7.
Player A's net score of 64 creates a **net differential of -6.1**.
Net Differential: $64 - 70.7 = -6.7 \times 113 = -757.1 / 124 = -6.1$
Net Differential is at least -4.0 or greater, so Player A is added to SCGA Team Play Handicap Review Report.

The player, his Team Captain and his club's Handicap Chair will be notified immediately via email that the player has been added to the SCGA Team Play Handicap Review Report.

2. If the same player shoots another Team Play round with the net differential of -4.0 or greater, the player's file will be reviewed by the following example.
 - a. Team Play Round #2 on golf course with 68.0 rating and 119 slope.
Player A's Low Index (L/I) is 12.5 and Course Handicap is 13.
Player A shoots gross 76 and creates a gross differential 7.6.
Player A's net score of 63 creates a **net differential of -4.7**.
Net Differential: $63 - 68.0 = -5 \times 113 = -565 / 119 = -4.7$
Net Differential is at least -4.0 or greater, so the automatic SCGA Team Play adjustment process continues.
 - b. After two Team Play rounds with the net differentials of -4.0 or greater, the automatic process examines the lowest differential in the Player's official file of 20 most recently posted scores and the Player's lowest differential in Stored Tournament File from the last 12 months. The automatic process averages the following factors and multiplies by 96% to find Team Play Average Differential. Note: no rounding occurs in the final calculation. See continued example below.

Player A's Team Play Round #1 gross differential	6.7
Player A's Team Play Round #2 gross differential	7.6

Player A's Lowest differential from official file of 20	10.1
Player A's Lowest differential from stored tournament file	<u>9.6</u>
	$34 / 4 = 8.5 \times 96\% = 8.1$

- c. The automatic process compares the Team Play Average Differential (8.1) to the player's L/I (12.5) to find the lower number of the two. The lower will be used for conversion to a course handicap for the duration of the current SCGA Team Play season, unless the player's L/I falls to a lower number, in which case he will play to that L/I. Player A's 8.1 will be used for conversion to a course handicap in this example.

The player, his Team Captain, his club's Handicap Chair and all opposing Team Captains in the group will be notified immediately via email of the player's course handicap conversion.

3. If a player shoots a third Team Play round (in one Team Play season) with the net differential of -4.0 or greater (based on the player's handicap adjustment), the player will be suspended from all SCGA Team Play and SCGA events for two years.

The player, his Team Captain, his club's Handicap Chair and all opposing Team Captains in the group will be notified immediately via email of the player's suspension.

4. If a player's handicap is adjusted for Team Play this year and the following year the same player shoots one Team Play net differential -4.0 or greater, the player's file will be reviewed immediately. This review will occur after one Team Play offense and the review may find the player's handicap adjusted for all future SCGA Team Play and net events. Note: One offense triggers a consequent Team Play handicap adjustment.