

COAST LEAGUE RULES AND PROCEDURES

TEAM PLAY

SECTION I: DATES

1. The Vice Chairman shall distribute an Information Sheet to the Team Captains at the Captains Meeting which includes the dates of play for the regular season, the specific dates for the semi-final playoff matches and the final matches and the date and location of the Annual Meeting/Luncheon. These dates shall be within the timeframes set forth in these Rules and Procedures. Team Captains must communicate to the Logistics Chairman ASAP if they have a conflict with the dates.
2. Regular season: February 13 – May 12. Practice matches can be played pre-season.
3. Semi-Final Playoff Matches will be held following completion of team play.
4. Finals will be played on May 21st & May 23rd.
5. The Annual Meeting/Luncheon/Awards will be held after the championship matches have been played.

SECTION II: HANDICAPS

1. Regular Season thru Semi-Finals and Finals: Handicaps for all players will be a 6 month average, the indexes will be taken on the 1st of each month from September through February for regular season and December through May for Semi-Finals and Finals.
2. A 26.0 maximum index will be used for Coast League Team Play. Players with a higher index must play down to a 26.0.
3. In order to verify that a player is a member of their club, a USGA "Handicap Index History Report" must be run after February 1 but no later than February 7th which captures indexes on the 1st of each month from September through February and submitted to the Logistics Chair. Team Captains can request this report from their Pro Shop or Handicap Chair. It is *preferable* if this report includes *all* women players in the club in case someone is added to a Team's Roster mid-season. For Post Season play, the top 2 teams in each Division will submit their reports after May 1st but no later than May 7th and reports should include each month from December through May.
4. A Team Roster should be submitted by each Team Captain to the Logistics Chair and all other Team's within their division no later than February 10. There is no maximum number of players allowed on each team. New Members may be added to a Team's Roster mid-season and an updated Roster should be sent to the same parties.
5. Transfers between Coast League Teams mid-season are **NOT** permitted. A woman cannot play for more than one Coast League team in a season (February – June).

SECTION III: FORMAT

1. The 10 League Clubs will be formed into two (2) divisions of five (5) teams each.
2. Matches will be played on a home and home basis
3. Matches will be played as follows:
 - a. The matches will be a Four-Ball Match Play format; two player teams with 7 sides. All sides must be represented by at least one player. **All play will be at each player's 6 month average.** The lowest handicap player on the scorecard will play scratch and the other three players receive the full difference of strokes between their handicaps and that of the lowest player.
 - b. The lowest handicap player MUST play Side 1 and then any player may be her partner. For Side 2, place the NEXT lowest handicap player with any of the remaining players on the "playing roster". Put the remaining lowest handicap player on Side 3 and she may play with any of the players remaining. Continue with the next lowest handicap player on Side 4, she may be partnered with any of the remaining players. And so on, through Side 7.
4. Each team will field seven (7) sides. When a Team Captain is unaware that a player will not be there to play, the side missing the player will go off with one player ("playing short") if there are no alternates to choose from. In no event may a side be forfeited. (see - how to fill open slots in #6)
5. Each team is allowed two (2) alternate sides. It is the Captain's decision whom she shall play as an alternate, including the selection of a non-rostered player. Alternates' scores may not be used in the team matches. However, should an alternate be placed in the team competition, she must be a rostered player and will be placed in the vacated spot in the line-up.
6. After line-ups are exchanged between the two teams and before the competition starts, if a spot in the line-up becomes vacated, it is at the Captain's discretion which of her alternates she would like to fill the vacated spot. The alternate selected MUST have been included in the original line-up that was exchanged with the opponent's Captain. All criterion apply to the alternate selected, she must be a rostered player.

SECTION IV: TEAM CAPTAINS

1. Each Team Captain determines her lineup (using the guidelines provided in FORMAT). Lineups will be exchanged at least 48 hours before the match. The concurrent exchange of lineups is recommended and preferred. The Visiting Captain must provide the Host Captain with each player's GHIN and member club number. After lineups have been exchanged, the only change allowed would be due to a player on the "playing lineup" to withdraw prior to the start of competition. Should this occur, the Captain may select any of her alternates in her lineup to fill the vacated slot. The original lineup does not change except for the insertion of the alternate. If

a Captain cannot field a complete team (and there are no alternates available), the side will play short. It is granted that no Captain would ever play short for any reason other than she does not have enough players for that match.

SECTION V: SCORING/POSTING

1. A total of 36 points, combining 1 gross + 1 net point for each hole, is available for each side.
2. **Scoring:** Each hole is worth 2 points. The side winning the hole gross will be awarded one gross point and the side winning the hole net will be awarded one net point. In the event of a tie on a hole, each side receives one-half point. Each match is worth 36 points. At the end of 18 holes, all hole points **GROSS AND NET will be ADDED TOGETHER**. At each competition there will be a total of 252 points.
3. All matches must be played out to 18 holes.
4. The Team Captain must retain all scorecards from all the matches.
5. The Host Club is responsible for posting all scores within 24 hours. Scores are not to be posted as tournament scores.

SECTION VI: PLAYOFFS/FINALS

1. At the end of the season, all points will be accumulated to determine the 1st and 2nd place teams in each Division. Each Division will consist of 5 teams. The 1st place team (between the two Divisions) with the **overall** highest points will be the #1 Seed. The 1st place team from the other Division will be the #2 Seed. The same will hold true for the second place teams in terms of seeds. For the Semi-Finals, the First Place team in each Division will play the Second Place team in the other Division.
2. The Winner and Runner-up in each Division will have the highest number of total points. In the event that there is a tie, the tie will be broken based on the two team's "head-to-head" matches. The team with the highest number of points in both "head-to-head" matches will be the #1 Seed for that Division. Should there be a tie for the Runner-up winner, the tie would be broken in the same manner.
3. Playoffs (Semi-finals) will be played in the following manner:

SEMI-FINALS will be first place team in one division vs. second place team in the other division. There will be a total of 6 sides that play in the Semi-Final matches.

Semi-Final matches will be one day, 18 hole matches, scored by points. Handicaps will be determined by the slope rating of the course being played.

The higher Seed (#1 and #2 seeds) will have Sides 1, 3 and 5 play at Home (sides 2, 4 and 6 will travel to their opponents' course)

The lower Seed (#3 and #4) will have Sides 2, 4 and 6 play at Home (sides 1, 3 and 5 will travel to their opponents' course).

In the event that the Teams are tied (Gross + Net points) at the end of the match, Side 1 teams will play a Sudden Death playoff starting on Hole #1 (same format, combined points Gross + Net)

- b. **FINALS** will be the winners of each of the semi-final matches. There will be two rounds for the finals, one match played on the home course and another on the competitors' course. The highest Seed in the finals will get to choose whether they want to be Home or Away for the first round of play.

Round #1 of Finals will take place on Tuesday, May 21 (all 7 sides will play)

Round #2 of Final will take place on Thursday, May 23 (all 7 sides will play)

The Team with the most combined points for both rounds will be the Coast League champions. Should there be a tie (points are equal), Side 1 teams will play a Sudden Death Playoff starting on Hole #1 (same format, combined points Gross + Net)

- 4. All players in playoffs must have played in at least one match during the season either as an alternate or on a side. Each playoff team shall be allowed two (2) alternate sides with side one (1) alternate playing at the home location and side two (2) playing at the away location.

SECTION VII: INFORMATION SHEETS

- 1. No later than February 1, Team Captains shall provide their Club Information Sheet to the Logistics Chair and all Teams Captains within their division. A template is available. It should include: Captain names/contact info, all fees, club contact information, slope, tees being played, club cell phone policy, COVID rules, etc.

SECTION VIII: RULES OF PLAY

1. All players are required to take a cart. There should be enough carts available for all teams.
2. Caddies are not allowed.
3. Drop areas are permitted only if they are legal drop areas as defined by USGA Rules.
4. Team matches will be played under USGA Rules of Golf, modified by local rules, with the exception of drop areas.
5. All putts must be holed out, unless conceded. A player, conceded a putt, must pick up and add a stroke to her score. She may choose to mark her ball and putt out after play is finished, time permitting.
6. Hand-held distance devices and/or GPS systems that only measure distance (not slope, wind, etc.) will be allowed during team play. Using cell phones or tablets, etc., as GPS devices is not permitted.
7. The cell phone policy of the Host Club is to be respected. As a courtesy to the other players, cell phone use (calls, texting, emailing) is not recommended. Cell phones may be used in the event of an emergency.
8. All play is to be conducted at the official course rating and slope. The course must be officially rated by the SCGA at 5,000 yards or longer and Par 70 or more per 18 holes from the designated team play markers. The tee markers should be placed as close as possible to the permanent yardage markers noted on the match scorecard. All practice rounds and matches are to be played from the same set of tees as the tees noted on the Information Sheet submitted by the host club, unless a natural disaster or course construction precludes such play. Team captains shall notify visiting captains of variances as soon as possible. The host club greens keeper should mark all ground under repair.
9. Shotgun starts are required during regular season play. It is up to the Host Club to decide how to organize the shotgun start.
10. With regard to COVID or any other pandemic, matches should follow CDC and/or county guidelines as well as any health guideline of the Host Club.

SECTION IX: MATCH CHANGES DUE TO EXTREME CONDITIONS

1. In the event a match must be cancelled due to extreme conditions, the Team Captains should reschedule the match as soon as possible.
2. In case of extreme conditions, provided the course is deemed playable by the club, the match shall be played unless both captains mutually agree to reschedule.
3. If a team fails to reschedule a match or forfeits a match for any reason, that team shall receive zero match points and zero-hole points for that match. The opposing team shall receive match

points and hole points based on the weighted average of match points and hole points, respectively, for all matches the team played during the season.

SECTION X: SLOW PLAY

1. The penalties for slow play are under USGA Rule 5.6 Unreasonable Delay; Prompt Pace of Play. The players may also agree to play out of turn to save time (see Rule 6.4a Exception).
2. Pace of Play Team Representative Requirement:

Prior to teeing off, the home team will provide a time sheet to each group outlining times each side should complete each golf hole. The home team will make a marshal or marshals available to monitor pace of play based on the time sheet. The marshal(s) can be anyone the home team designates who is a member or staff of their club.
3. If necessary and to maintain the pace of play, ready golf can be utilized to get the team back into proper position. There will be no time limit set on matches, however, every scorecard in every match will have this notice, **“When playing Coast League Team Play, if a side is one hole behind, you must pick up, halve the hole (both gross and net) and move into proper position, regardless of reason or blame.”**

SECTION XI: RESOLVING DISPUTES

1. The Rules Committee for a match shall consist of the Team Captains (one from each side) plus a rules person from each side. The rules person shall be a woman who is playing on the team that day. The rules person must be designated by the Team Captain at the time the lineups are exchanged.
2. If a dispute arises, a claim must be made before teeing off on the next hole. To make a claim for a rules question, the player must make a claim “I am making a claim” and do so before teeing off on the next hole. The claim may be decided then. If the other team players disagree with the ruling, the match shall be continued, but the scorecard should not be signed.
3. The claim shall be resolved as follows:
 - A. The predetermined Rules Committee (see above) will rule at the end of the match, not during the match. Courtesy is expected from all players to allow completion of the match prior to the determination.
 - B. If the teams do not agree with this ruling, one of the members of the Rules Committee will call the USGA for a ruling. Their decision shall be final.

ADOPTED BY COAST LEAGUE January 15, 2024

Sherri Smith, CHAIR