

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 10 – April 30. Practice matches can be played pre-season.
3. **Quarter Final matches will be held on May 5. Semi-Final Playoff Matches will be held on May 12.**
4. **Finals will be played on Tuesday, May 19 & Thursday, May 21, 2026.**
5. The Annual Meeting/Luncheon/Awards (End of Season tournament) will be held after the championship matches have been played.

SECTION II: HANDICAPS

1. Regular Season: 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. At the start of playoffs, we will recalculate each player's index average for the teams eligible for playoffs by using the **3-month** index average (average index for February 1, March 1 and April 1).
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 5th 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.

4. For Post Season Playoffs, the top 2 teams in each Division and top 2 wildcard teams will submit their reports **before May 1st**. Reports should include indexes as of Feb 1, Mar 1 and Apr 1 (to calculate the new 3 month average index).
5. New Members may be added to a Team's Roster mid-season but we would strongly advise against it as **all** teams would have to download new Scorecard Generators. Contact the Logistics Chair when a situation like this occurs.
6. 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 – May).

SECTION III: FORMAT

1. The 12 League Clubs will be formed into three (3) divisions of four (4) 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 handicap.** 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 on the team **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.
2. The Visiting Captain must provide the Host Captain with each player's GHIN and member club number.
3. 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 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 until Playoffs are complete.
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

Playoffs will be played in the following manner:

1. The 1st and 2nd place Teams in each Division will qualify for playoffs
2. The remaining two playoff teams will be determined by overall point standings ("wild card" playoff slots). After the top teams from each Division have qualified, the next two highest-scoring teams across all Divisions will also advance based on total points accumulated during the season.
3. The Playoffs will be an 8 Team Single Elimination Bracket. The Teams will be seeded as follows: 1st place teams will be seeded #1 - #3 (based on total regular season points); 2nd place teams will be seeded #4 - #6 (based on total regular season points). The Wild Card teams will be seed #7 and #8 (based on total regular season points). If there is a tie in any category, ties will be broken by coin toss.
4. The playoffs would then be bracketed with the #1 Seed playing the #8 Seed, the #2 Seed playing the #7 Seed, etc. Playoffs would happen over 3 weeks - May 5th for the **Quarter Finals** (see below for playing format), May 12th for the **Semi Finals** (See below for playing format) and May 19th and May 21st for the **Finals** – two matches - all sides home or away. Winners of each match move to the next week in the playoffs until the Champion is determined.

Quarter Final and Semi Final Match Playoff Format

1. Quarter Final and Semi Final matches will be one day, 18-hole matches.
2. The Captains will use the updated 3-month index and will convert that to Handicap on her home course in order to create her line-up using the same method used throughout the Regular Season. **NOTE: Only 6 sides will play in the Quarter and Semi Final matches.**
3. Each Quarter and Semi Final playoff team shall be allowed two (2) alternate sides with side one (1) alternate sides playing at the home location and side two (2) alternate sides playing at the away location.
4. The higher seeded team (team with the greater number of regular season points) in any match will have Sides 1, 3 and 5 play at their Home (sides 2, 4 and 6 will travel to their opponent's course) along with the first alternate sides. The lower seeded team (team with the lessor amount of regular season points) in any match will have Sides 2, 4 and 6 play at Home (sides 1, 3 and 5 will travel to their opponent's course) along with the second alternate sides.
5. In the event the Teams are tied (Gross + Net points) at the end of the Quarter or Semi Final matches, Side 1 teams will play a Sudden Death playoff starting on Hole #1 (same format, combined points Gross + Net).

6. Winners of the Quarter Final matches will move on to the Semi Finals in the bracket. Winners of the match between Seed 1 and Seed 8 will play winners of the match between Seed 4 and Seed 5. Winners of the match between Seed 2 and Seed 7 will play winners of the match between Seed 3 and Seed 6.
7. All players in the playoffs and finals must have played in at least one match during the season as an alternate or on a side.

Playoff Brackets



Finals Playoff Format

1. 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 Team with the highest Regular Season points will have preference whether they want to play home or away for the first round of the Finals.**
 - a. Each team may have 1 side of alternates playing in the Final matches
 - b. Round #1 of Finals will take place on Tuesday, May 19, 2026 (all 7 sides will play)
 - c. Round #2 of Final will take place on Tuesday, May 21, 2026 (all 7 sides will play)
2. 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)
3. All players in playoffs must have played in at least one match during the season either as an alternate or on a side.

SECTION VII: TEAM INFORMATION SHEET

1. No later than February 1, Team Captains shall update the Team Information Sheet on the Coast League Website.

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 as GPS devices IS 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.

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.
4. The Coast League Chairman and Logistics Chairman MUST immediately be contacted prior to ANY match being forfeited. Every effort should be made to avoid such an event.

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. The Coast League Board is strongly encouraging all teams complete their matches within 4 hours and 30 minutes. Captains are responsible for monitoring this and alerting the Coast League Board if there are any issues in complying with this recommendation.
3. Pace of Play Team Representative Requirement:

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 an experienced member or staff of their club.
4. 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 (Except on Par 3s).**

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 team. 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. **Pro Shop representatives are not to be used or consulted with for determining the correct USGA ruling.** Any disputes are to be resolved through and with the two designated rules persons that were identified at the beginning of the match.
4. 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 BOARD 10-30-2025