SCGA Women's Team Play – Quick Reference Guide (2025 Season)

1. Format & Scoring

- Format: Four-ball match play (Gross & Net).
- Scoring:
 - Match win = 2 points | Tie = 1 point each.
 - o Group standings: Win = 2 group points | Tie = 1 | Loss = 0.
- **Forfeits:** Teams must play as scheduled. Repeated forfeits may lead to ineligibility for next season.

2. Schedule

- **Regular Season:** Feb 16 Apr 19, 2025
- Playoffs:
 - o Round of 16 → May 3
 - o Round of 8 \rightarrow May 10
 - \circ Round of 4 → May 17
 - o Championship: May 26 @ Strawberry Farms, Irvine

3. Teams & Eligibility

- **Team Size:** Up to 12 players (no permanent roster required).
- Alternates: Allowed; follow proper handicap sequence.
- Club Eligibility: Must be SCGA-certified for WHS.
- Player Eligibility:
 - o 21+ years old, amateur, on active GHIN roster.
 - o Handicap Index ≤ 30.0 (higher indexes reduced to 30.0).
 - 10 posted rounds required by Dec 31, 2025.
- **Penalty:** Forfeit points if ineligible player used (no time limit on enforcement).

4. Matches & Courses

- Home Team: Must arrange host facility and communicate details early.
- Practice Rounds: One optional round allowed before matches; no same-day practice.
- Carts/Caddies: Subject to host club policy (no caddies at Championship).
- **Course Setup:** Use rated tees with similar length/slope; SCGA recommends appropriate yardage for pace of play.

5. Handicaps & Score Posting

- Net Matches: Play to 90% of Course Handicap.
- Low Player: Plays scratch; others receive strokes based on difference of Playing Handicap (May be different than Course Handicap See Handicap Analysis in portal if needed).

Posting Scores:

- o Captains post all scores in Team Captain Portal as Competition rounds.
- Players should not post individually.
- Incorrect Handicap Penalty: Disqualification if affects strokes given/received.

6. Pairings & Substitutions

- Order: Players listed by current Handicap Index (low to high).
- Updates: Handicaps refresh every Saturday at 2 a.m.

• Substitutions:

- Allowed before matches begin.
- After play starts, substitute must have equal or higher index (plays down if higher).
- Penalty for Improper Order: Forfeit points for matches affected.

7. Weather & Postponements

- Suspensions:
 - \circ ≥9 holes completed \rightarrow Results stand.
 - \circ <9 holes → Replay full match.
- Postponements: Must be mutually agreed upon and completed by Apr 13, 2025.
 Course can postpone a match at its discretion if it deems conditions to be unplayable.
- Unplayed Match: Counts as "no match."

8. Rules of Play

- Governed by the Rules of Golf (2023) and SCGA Hard Card.
- Key Rules: 3.2 (Match Play), 23 (Four-Ball), 24 (Team Competitions).
- No waiving of Rules violation = disqualification.
- Local Rules: Must conform to USGA/SCGA standards.

9. Advice

- Advice Giver: 1 per team (2 allowed in postseason, excluding Championship).
- Can be Captain, player, or non-player.
- Playing Advice Giver may only advise her partner until her match ends.
- Four-ball partners may advise each other at any time.

10. Postseason Playoffs

• Qualification: Group winners in Gross and Net advance (wild card possible). If one team wins both Gross and Net, they will advance in Gross playoffs and 2nd Net team will advance.

Locations:

- Sides 1,3,5 @ Club A
- Sides 2,4,6 @ Club B
- Eligibility: Must have played ≥1 regular season match.
- **Tie-breaker Procedure:** Compare total points (Teams 1–2, then 3–4, etc.) until resolved.

11. Team Captain Responsibilities

- **Pre-Match:** Coordinate with opponents on:
 - o Practice rounds, tee times, carts, dress code, payment, and club policies.
- Scorecards: Ensure correct Course Handicaps listed.
- **Conduct:** Players expected to uphold "Spirit of the Game." Misconduct (e.g., language, abuse, manipulation of scores) may result in suspension.

Disputes:

- o Captains serve as the Committee for on-course rulings.
- Unresolved issues → escalate to SCGA (champs@scga.org).

Portal Duties:

- Submit lineup prior to match.
- o Enter results same day and "Post to GHIN."
- Penalties: 1st late entry = warning; 2nd = 0 points for match.