

**N.J. SENIOR GOLF LEAGUE**  
**2016 CONDITIONS GOVERNING COMPETITION**

1. **FORMAT**

Competition shall be in the form of Team Matches, with each Team playing every other team on a weekly basis, in Home and Away Matches.

USGA Rules of Golf shall govern all play except where modified by Local Rules.

2. **SEASONAL PLAY**

The Spring Competition shall normally run from April through the end of June. The Summer Competition shall normally run from July to the beginning of October. Play-Offs are to be carried out within two weeks after the Summer Competition to determine the Grand Champion. The Grand Champion, Spring and Summer champions and runners-up, will all receive trophies at the season ending luncheon.

3. **TEAM COMPOSITION**

Each team competing in a Match shall consist of ten players. Each player engages in individual competition with a player of the Opposing Team.

The **Home** Team will have honors on the first nine; the **Visiting** Team on the second nine.

4. **FORM OF PLAY**

Matches will be played as Match Play format only (hole by hole) utilizing current Club (league) handicaps. To constitute a completed match a player must play a minimum of thirteen (13) holes with the sole exception of a player whose opponent is absent (see Article 11). The thirteen (13) hole minimum governs all other players including those who are unable to continue for any reason including illness, late players (see Article 11) and suspension due to bad weather (see Article 12).

A Team Match requires a minimum of **six (6)** individual matches to be started in order to qualify as a certifiable Team Match. (See Article 10) Once a TEAM Match is started and a player or players, for any reason, cannot complete the thirteen (13) hole minimum, he has to forfeit his Individual Match and he loses any points and his score is not posted for Handicap Computation. (See Article 12) If the number of players goes below the required minimum of **six (6)** completed individual matches, it will be still be considered a forfeitable Team Match and no scores for any completed matches shall be posted for Handicap Computation.

Since net score is not required, a player is encouraged to pick-up his ball if he is totally out of a hole competition (first notify opponent) or his opponent says "That's good". It will no longer be necessary to putt out in order to be able to post a score for handicap purposes.

When "picking-up" a ball that lies on the putting surface of the hole being played, the number of strokes taken to that point, plus one additional stroke, is to be entered on the scorecard. **A player cannot be forced to pick up a "birdie/eagle" putt. He may pick up, he may attempt the putt, or record a par/birdie if he chooses not to putt.**

When "picking-up" a ball that does not lie on the putting surface of the hole being played, the number of strokes taken to that point, plus two additional strokes, is to be entered on the scorecard. A player cannot force his opponent to "pick up" off the green (and take two additional strokes) if the opponent still has an opportunity to tie or win the hole. A player also cannot force his opponent to "pick up" after the match has been decided.

On any holes played after the match has been decided, no player may enter a score greater than a Par plus any Handicap Strokes he is entitled to receive based on his Course Handicap compared to the courses handicap hole as indicated on the Score Card. If the last 4 holes are handicapped 16, 6, 14 & 2, a player

with a course handicap of 7 can take no more than a par, bogey, par & bogey. A player with a 15 handicap can take no more than a par and then 3 bogeys. A 21 handicap can take no more than 3 bogeys and a double bogey.

The Team Captain, or his representative, for handicap purposes, will use Equitable Stroke Control (ESC) to adjust any individual hole score entered that exceeds the ESC.

## 5. SCORE KEEPING

Each foursome two-man team will be given a Scorecard for the Individual Match play

**At the conclusion of each Individual Match all scores and distribution of points shall be checked and agreed to by the Individual Competitors before the score card is submitted.**

The Home Team Captain shall fill out the Team Match Score Sheet, after adjusting all Gross Scores for handicap purposes, and review by the Visiting Team Captain. Both captains, or their respective representatives, must sign the Team Match Score Sheet. The Home Team Captain shall promptly forward a copy to the League Secretary and Visiting Team Captain.

## 6. SINGLE MATCH SCORING - Must complete at least 13 Holes. (See 4. FORM OF PLAY above)

a. A total of three (3) points will be awarded for the Single Match (Nassau) as follows:

1 Point - Winner at Match Play on the Front Nine

1 Point - Winner at Match Play on the Back Nine

1 Point - Winner at Match Play over 18 holes

Note: Since ten players compete for each team, there is a total of Thirty (30) points to be won in each weekly tournament.

## 7. LEAGUE SCORING

a Scoring for each Team in the League shall be on a Point basis awarded for each Match.

i) Two Points for a win

ii) One Point for a tie

iii) No Points for a loss

b In the event that Team Scoring results in a tie between Teams at the conclusion of the Seasonal Competition, and in determining Placement in the Play-Offs for the Grand Championship, the use of the following Tiebreaker System shall be used to break the tie.

i) Total season team match play points

ii) Wins in head-to-head Matches

iii) Total Match Points in head-to-head Matches

iv) Play-Off between Tie Teams - site to be determined by the League President

## 8. CHAMPIONSHIPS

a The Seasonal Champions shall be based on their Won-Lost Record for their respective Seasonal Competitions.

b At the conclusion of the Summer Competition, the "Final Six" Teams shall play-off to determine the Grand Champion. The "Final Six Teams shall consist of:

i) The Seasonal Champions.

ii) The Seasonal Runner-ups.

iii) The remaining Teams will be based on the best Won-Lost Record for the year. If the Seasonal Champion(s) lands in the "Top Two" or if one Team wins both Seasonal Competitions or are the Seasonal Runner-up, the Team or Teams next in line in the final Won-Lost Record for the Year shall join the "Final Six"

iv) The seeding will be based on the overall Whole Season Record except for the Two Seasonal Champions, who will have first round byes and will be the first and second seeds. Tiebreakers, as noted in 7b, will be used to break any ties.

c Play-Offs to be scheduled the week immediately following the conclusion of the Summer Competition,

shall match Team 3 with Team 6 and Team 4 with Team 5 at a the home course of the higher seed. Winners of this Quarter-Final Match shall then play the Semi-Final Match at the home of the Team 1 and Team 2. Winners will then play in the Grand Championship the following week at a Neutral Course to be selected by the League President. The highest seeded team reaching the Finals will be considered the Home Team and tee off first on the first nine.

- d In the Semi and Quarter-Final matches, the Captain's of the higher seeded Teams (Teams 3 and 4, and then Teams 1 and 2) are the Home Team and responsible for setting up the Individual Pairings. In the Championship Match, the League President will be responsible for the Individual Pairings for the Match, if the League President's team is involved in the finals, the next highest ranking officer not involved in the match will make the pairings. In the Semi and Quarter-final matches, the lower seed must get 15.5 points to advance. The higher seed will advance with 15 points. A 15-15 Final will result in Co-Champions. All players in the Championship match will use riding carts. If inclement weather restricts riding carts to the cart path then players will be allowed to walk.
- e In order to be eligible for the League Playoffs, all respective Players must have an official League Handicap index and must have played at least three League matches during the current competition year.

## 9. AWARDS

- a Team Trophies will be awarded as follows:
  - i) Grand Champion and runner-up
  - ii) Spring Season - season champion
  - iii) Summer Season - season champion
- b Individual Trophies will be awarded to League Golfers, who have played during the current competition year, with the following match play requirements:
  - 1. A minimum of ten matches must be played
    - i) Low Gross - Best Average Differential for all rounds played that year
    - ii) Most Improved Golfer - Percentage Improvement of Handicap Index
    - iii) Most Valuable Player – Highest Point Differential as posted on League web-site.
  - 2. A minimum of eight matches must be played
    - iv) Rookie-of-the-Year – Highest Point Differential as posted on League web-site.
  - 3. At least one match must be played
    - v) Hole-in-One
    - vi) Age Shooter

## 10. ABSENT PLAYERS

All teams are expected to have a full compliment of 10 players ready for play at the scheduled date and starting time of each Match. All players must tee-off within the scheduled time period.

- a. If either Team is short one to four players, it shall forfeit 3 points for each Individual Match not played providing a Late Player is not involved (see 11). If a player is definitely not coming (has **not** called in to captain or golf course to say he will be late), the absent player's opponent does **not** have to play the scheduled 18 holes; if the opponent elects to play, his score will **not** be posted for handicap computation.
- b. If a Team is able to field only 5 players or less, it shall forfeit the entire Match, providing the Opposing Team has 6 or more Players available. No scores shall be posted for Handicap Computation.
- c. If neither Team is able to field a minimum of 6 Players, the Match must be Re-scheduled.  
Note: Every effort should be made to play the match with all available players and rescheduling should only be considered as a last resort. It is important to the Golf Course to play every scheduled match, as long as there are enough players as outlined above.

## 11. LATE PLAYERS

- a. If a Player is late for his match, and if permitted by the Golf Course, and provided there are a minimum of thirteen (13) holes remaining to be played, the Late Player may catch up with his opponent and engage in Match Play at the start of the Next Hole to be played; otherwise, the Late Player shall be considered an Absent Player. If the match meets the conditions to proceed, those holes not played by the Late Player shall be awarded to his Individual Match Play Opponent

- b. For handicap purposes only, the Late Player shall enter, for all holes not played, par plus any handicap strokes to which he was entitled to as indicated on the Individual Match score card.
- c. Captains should make every effort to pair or balance last minute players in order to maximize the number of players playing in a Match.

12. PLAYERS NOT ABLE TO CONTINUE PLAY

- a. If at any time during the Match a Player, and/or his Opponent, is/are unable to continue play for any reason, **he/they will be credited for any holes he may have won up to that point, and his Opponent awarded the holes he did not play.**
- b. Only if a player has engaged in Head-to-Head competition for **a minimum of thirteen** holes as outlined in Articles 4, 10 or 11 above, shall his score be recorded for handicap computation only, recording all holes not played as par plus any handicap strokes to which he was entitled as indicated on the Individual Match score card.

EXAMPLE: Player with a Course Handicap of 15 did not play the last four holes.

Hole	15	16	17	18	
Par	4	4	3	4	
Stroke Rating	5*	17	16	9*	*Handicap Hole
Posted Score	5	4	3	5	

13. MAKING THE MATCHES

- a. A Visiting Team Captain shall provide the Home Team Captain the list of players, each Player's latest Club Handicap Index, the course Handicap and whether the player will walk or ride. Any other special notation (e.g. the need for a player to leave early, approximate scoring capability of new Players etc.) should be indicated. Notification shall preferably be in writing and timed to reach the Opposing Captain by the weekend prior to the Match.
- b. The Visiting Team Captain can request pairings recognizing the need to pair individuals for compatibility, to keep the course handicaps as close as possible to promote fair and enjoyable matches, plus pair riders and walkers together.  
The Home Team Captain will try to honor the Visiting Team's requested pairings whenever possible.  
The Home Team Captain shall notify the Visiting Team Captain of any changes or issues prior to the start of the match.  
The Home Captain and the Visiting Captain should try to play in the first or second groups so that they are available at the end of the Match to record the results and resolve any disputes.
- c. In no case shall a Player receive more than a total of 18 Handicap Strokes from an opponent.
- d. Home Team Captains shall prepare Score Cards for both Teams, complete with Handicap Stroke Allocations for all Matches. He shall also provide a hard copy of the matches to the Visiting Captain.
- e. Prior to the Match the Home Team Captain must inform the Visiting Captain if Riding Carts will not be available. The Match shall be Rescheduled unless both Captains are able and willing to field a Walking Team.

14. INCLEMENT WEATHER

Once both Teams are at the Course, it is up to Captains to decide how long to wait if weather conditions are delaying the Start of the Match. A Captain should not refuse to wait at least one hour if the other Captain so wishes.

- a. If the Course for a scheduled Match is deemed unplayable due to Rain, Hail or other Acts of God, the Match must be Rescheduled and the Opposing Team Captain advised as soon as possible.
- b. If course conditions are marginal so that Riding Carts are not permitted, the Match must be Rescheduled unless both Captains are able and willing to field a Walking Team.
- c. If, after the start of any Scheduled Match, the Course for any reason then becomes unplayable, in the combined judgment of both Captains, play shall be temporarily suspended.
  - i) If conditions improve, play may be resumed at the point it was discontinued.
  - ii) If the conditions have not improved after play has been suspended for one hour, all play shall be

stopped. The Match is declared null and void, and shall be Rescheduled.

- d If a minimum of **six (6)** Individual matches have completed the required minimum of thirteen (13) holes, their scores shall stand. See Article 12 for Handicap Posting.
- e If Lightning is present at or near the Course, Play shall be discontinued at once.
- f 95 Degree Tipping Point - If temperature, at the home course, for the day of play, is forecasted to be 95 degrees or higher at WEATHER.COM Internet site, either Captain may **request** a postponement under the provision for "inclement weather". Captains should make this decision in a timely manner so as not to inconvenience the players.

## 15. RESCHEDULING

- a Rescheduling is the responsibility of the Home Team Captain. This must be done as promptly as possible with the Goal of making up the match as soon as possible. It is important that all matches be played. Discussions between the captains should be initiated within two weeks of the postponement. In the event a makeup date cannot be agreed upon within 30 days of the postponement, or the last week of the Summer Competition, whichever comes first, the League Secretary shall become involved as moderator and, if unsuccessful, notify the League President who shall become involved as mediator; and, if necessary, may set a date and location for the makeup matches
- b If the Home Team Captain is unable to reschedule at his Home Team Course, he should arrange to play the Match at another course acceptable to the Opposing Team Captain.
- c If a makeup match remains unscheduled in the last week of the Summer Competition, the two captains may agree to cancel the match, with each team receiving one Team Win Point and 15 Individual Game Points, only if the League Secretary certifies there is no effect on playoff teams or pairings. . Note: All matches from the Spring Competition must be played – A few days early-on within the Summer Competition period may be used if necessary. There will be **NO POINTS** awarded for any match play not resolved from the Spring Competition.

## 16. HANDICAPS

The USGA Handicap System shall be used for all Competitions. Club Handicap Indexes shall be converted to Course Handicaps for all Play.

- a New Player's Handicap (see Appendix A)
- b A Player shall be allowed a Maximum Club Handicap Index of 26.4.
- c Withdrawn.
- d The latest Club Handicap Index Revisions shall be used in calculating Course Handicap for all Matches by both teams.
- e If new Club Handicap Indexes have been published since the originally scheduled date of a Match, the updated Club Handicap Index should be used for the make-up Match.
- f The Latest Computerized Master Print Out listing all of the Player's last 20 Adjusted Gross Scores and Current Club Index shall be available for inspection at the time of each Match.
- g Adjusted Scores for Handicap computation shall be posted for all Players participating in each Match, except for the following:
  - i) Scores not made in head-to-head competition and/or
  - ii) Scores where less than 13 Holes were played.
- h If a Player plays 13 or more Holes and his score is eligible for posting, he shall record a Score for Handicap purposes by adding to the number of strokes played the total of Par for each of the un-played Holes plus any Handicap Strokes to which he is entitled on these Holes as indicated on the scorecard. See Article 12a for Handicap Posting.
- i If a Player is returning after a medical condition, his Captain may request the League Secretary to begin a new handicap for said Player. If the League Secretary and Team Captain cannot agree on this matter, the issue will be decided by the Executive Committee.

## 17. DISPUTES AND RESOLUTION

- a In the event that a Dispute occurs during the playing of a Match, the Captains should make every effort to resolve the issue at the time of the Match. **All players involved in the specific match dispute must be available to present their side of the dispute to the Captains, otherwise, the dispute resolution**

**will lean in the favor of the individual team members that were present.**

- b If this can not be mutually agreed upon between the Captains, the Aggrieved Captain filing the Claim should contact the Secretary in writing within 3 days with a copy to the President and Opposing Captain, to report the issue and identify the rule(s) that affect the Claim. The Opposing Captain must respond within 3 days to the Secretary and the President. The Secretary will review the information and try to resolve the issue.
- c If the Proposed Resolution is still not acceptable to both Teams, the Secretary shall inform the President and provide a summary of the Dispute. The President will try to resolve the dispute or request the Executive Committee to review and decide on the merits of the Dispute. The Executive Committee's decision is binding.

#### APPENDIX A: NEW PLAYER HANDICAP

1. The Captain's Report Sheet's Equitable Stroke Control (ESC) table is to be used to determine the max strokes that a new player can take on any hole for handicap purposes. See New Player's First Match Only section for special instructions on how to adjust a new player's initial gross score.
2. The match captain will take care of adjusting the new player's gross score, if necessary, when posting the score to the Captain's Report Sheet; the Captain's Report Sheet provides a table for obtaining a special handicap using the adjusted gross score
3. For the second matches, the new player's handicap will be based on the index provided on the New Player Handicap Indexes Sheet found on the web-site.
4. For all subsequent matches played, the Team Captain will use the lower of any index calculated on the New Player Handicap Indexes Sheet, until such time as the new player's handicap index is posted by the League Secretary.
5. **for a new player's FIRST match only**
  - a. if a new player **HAS** an established USGA, or similar, handicap index, that index (converted to the respective course handicap) **MUST** be used for the first match. His Captain should provide a copy of the player's current handicap card, **GHIN number, or other relevant documentation**. This index **will be used for the new player's first match, all matches played will be posted to these scores as if they were from league matches.**

The following information must be indicated on the Captain's Report Sheet after the player's name:  
(NEW PLAYER, 1<sup>st</sup> MATCH, USGA INDEX USED)

- b. if a new player **DOES NOT HAVE** an established USGA, **or similar**, handicap index, the player and his opponent play individual stroke play

#### **Step 1 (Adjusting the new player's initial gross score)**

After completion of stroke play, using the new player's initial (un-adjusted) gross score, look-up the handicap from the table on the lower right-hand portion of the Captain's Report Sheet. Note - this handicap cannot exceed the Max Handicap of the course being played.

This Special Handicap is now used to obtain the Max Strokes On Any Hole from the Equitable Stroke Control Table. Use the Max Strokes On Any Hole to adjust the new player's initial gross score for handicap purposes.

Note - the adjusted score will never be higher than the initial gross score.

**Step 2 (Applying a handicap to the new player's adjusted gross score)**

Using the new player's adjusted gross score from Step 1, look-up the handicap from the table on the lower right-hand portion of the control sheet. Note - this handicap could be the same as in Step 1, but it can also be lower.

**Step 3 (Applying the handicap to the new player's scorecard)**

The match captain now goes back thru the individual match, hole by hole, applying the special handicap from Step 2 in order to determine the match play results

The following information must be indicated on the Captain's Report Sheet after the player's name:  
(NEW PLAYER, 1<sup>st</sup> MATCH)

**6. for a new player's SECOND match**

a. the Adjusted Gross Score from the first match will be applied to the New Player Handicap Indexes Chart, the resulting index will be used in conjunction with the Course Handicap Index Conversion Table to determine the player's second match handicap. This will only be necessary if the player is playing his second match before the next handicap update posting, otherwise, he will be appearing on the Course Handicap Report.

**7. for a new player's THIRD match**

a. the Team Captain will follow the same procedure as the second match except that he will use the lower of the two indexes from the first two matches. Again, this will only be necessary if the new player is playing his third match before the next handicap update posting, otherwise, he will be appearing on the Course Handicap Report.

8. After a player has played his first match, he will have a League handicap index.

9. If a New Player's League Handicap Index is required before the computerized report is available, it can be calculated by the Team Captain by taking the lowest index of all the individual matches played to date and applying that in to the Course Handicap Index Conversion Table. As always, you can contact the League Secretary for assistance.

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