



2024 NCGA Player's League 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 NCGA-administered competitions.

2. CLUB ELIGIBILITY

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

3. DEFINITION OF TEAM

Participating groups will have the option of determining how many professionals and how many amateurs will compete. This designation will be in place throughout the entirety of group play. Upon reaching the postseason, clubs will be required to play with 1 professional and 6 amateurs. A permanent roster is not required for each team. There is no limit as to the number of players who may be used during the season.

- a. Definition of an eligible Professional: A member of the club's staff, including its teaching staff, who is not an amateur.
- b. Definition of an eligible Amateur: An amateur golfer that is listed on the club's active GHIN roster at the time of the club's first competition.

4. PLAYER ELIGIBILITY

- a. All players must be listed on the club's active GHIN roster for the team that he/she wishes to compete for at the time of the club's first competition.
- b. Players may represent multiple clubs during the regular season of NCGA Scratch League, provided each team they represent is in a different group. If both teams reach the playoffs, the player will only be eligible to compete for one team.
- c. All players must be at least 21 years of age as of the date of their first competition.
- d. Amateurs awaiting reinstatement are not eligible to participate.

Penalty for playing an ineligible player: The ineligible player will receive the least points possible on each hole, thus receiving the least points possible toward the team's total.

Note: It is the responsibility of the captains involved to ensure that lineups are in accordance with NCGA Player's League eligibility criteria. When it becomes known that an ineligible player may have participated, it is the responsibility of the opposing teams to request a ruling.

- a. If a player is determined to be ineligible and it is discovered before the result of a competition is final, the ineligible player will receive the least points possible on each hole, thus receiving the least points possible toward the team's total.
- b. If a player is determined to be ineligible and it is discovered after the result of a competition is final, the result of the competition will stand, provided the ineligible player was not played purposefully. If a team knowingly plays an ineligible player, the ineligible player will receive the least points possible on each hole, thus receiving the least points possible toward the team's total. There is no time limit on enforcing this penalty.

Penalty for an absent player: The absent player will receive the least points possible on each hole from which he/she is absent. The same principle applies for a player that is absent for all 18 holes; the player receives the least points possible toward the team's total.

5. FORMAT

Teams are paired into groups of three, four or five depending on the number of entries received. The teams within the group will play one competition at each of the courses within the group. All play is without handicaps. Players are not required to play in current Handicap Index order. The NCGA recommends and encourages that Professionals play together and in the lead group, but teams will be able to order their lineup as they so choose.

Note: For Postseason competitions, Professionals and/or lowest index amateur player will play in the first group.

Groups of Five:

- a. The format of each match for the groups of five is a 25-point game within each pairing group of five players. **The possible combinations for points scored on each hole are:**

FIVE TIED FOR HIGH SCORE	FOUR TIED FOR HIGH SCORE	THREE TIED FOR HIGH SCORE	TWO TIED FOR HIGH SCORE	ONE HIGH SCORE
5-5-5-5-5	6-6-6-6-1	7-7-7-2-2	8-8-3-3-3	9-4-4-4-4
		7-7-7-3-1	8-8-4-4-1	9-5-5-5-1
			8-8-5-2-2	9-5-5-3-3
			8-8-5-3-1	9-5-5-4-2
				9-7-3-3-3
				9-7-5-2-2
				9-7-5-3-1

These points are calculated after each hole and tallied for a point total at the end of the round.

- b. The point winner within each pairing group at the end of the round receives 9 points for the team; 2nd place point total within the pairing group receives 7 points for the team; 3rd place point total within the pairing group receives 5 points for the team; 4th place point total within the pairing group receives 3 points for the team; 5th place point total within the pairing group receives 1 point for the team. Total point ties will be calculated with the same structure as a point total tie for each hole.

Groups of Four:

- a. The format of each match for the groups of four is a 16-point game within each pairing group of four players. **The possible combinations for points scored on each hole are:**

FOUR TIED FOR HIGH SCORE	THREE TIED FOR HIGH SCORE	TWO TIED FOR HIGH SCORE	ONE HIGH SCORE
4-4-4-4	5-5-5-1	6-6-2-2	7-3-3-3
		6-6-3-1	7-4-4-1
			7-5-2-2
			7-5-3-1

These points are calculated after each hole and tallied for a point total at the end of the round.

- b. The point winner within each pairing group at the end of the round receives 7 points for the team; 2nd place point total within the pairing group receives 5 points for the team; 3rd place point total within the pairing group receives 3 points for the team; 4th place point total within the pairing group receives 1 point for the team. Total point ties will be calculated with the same structure as a point total tie for each hole.

Groups of Three:

- a. The format of each match for the groups of three is a 9-point game within each pairing group of three players. **The possible combinations for points scored on each hole are:**

THREE TIED FOR HIGH SCORE	TWO TIED FOR HIGH SCORE	ONE HIGH SCORE
3-3-3	4-4-1	5-2-2
		5-3-1

These points are calculated after each hole and tallied for a point total at the end of the round.

- b. The point winner within each pairing group at the end of the round receives 5 points for the team; 2nd place point total within the pairing group receives 3 points for the team; 3rd place point total within the pairing group receives 1 point for the team. Total point ties will be calculated with the same structure as a point total tie for each hole.

Group Winners:

The points won by each team are accumulated throughout the regular season competitions. The group's overall point winner advances to the NCGA Player's League Championship.

Tiebreakers:

- a. In case of a tie between **two teams** at the end of group play, the teams tied will select two players to play a sudden-death aggregate playoff immediately following the conclusion of play. Play will be in one group of four using the 16-point format. After completion of the first playoff hole, the highest point total of both teammates will determine who moves on. If still tied, all players will continue to an additional sudden-death playoff hole(s).
- b. In case of a tie between **three teams** at the end of group play, the teams tied will select three players to play a sudden-death aggregate playoff immediately following the conclusion of play. Play will be in three groups of three using the 9-point format. After completion of the first playoff hole, the highest point total of all three teammates will determine who moves on. If all teams are still tied after the first playoff hole, all players from those teams will continue to an additional sudden-death playoff hole(s). If two teams are still tied after the first playoff hole (or additional playoff holes), the teams tied will select two players to play the next playoff hole(s) using the 16-point format.
- c. In case of a tie between **four teams** at the end of group play, the teams tied will select two players to play a sudden-death aggregate playoff immediately following the conclusion of play. Play will be in two groups of four using the 16-point format. After completion of the first playoff hole, the highest point total of both teammates will determine who moves on. If all teams are

still tied after the first playoff hole, all players from those teams will continue to an additional sudden-death playoff hole(s). If three teams are still tied after the first playoff hole (or additional playoff holes), the teams tied will select three players to play the next playoff hole(s) in three groups using the 9-point format. If two teams are still tied after the first playoff hole (or additional playoff holes), the teams tied will select two players to play the next playoff hole(s) using the 16-point format.

6. TEES AND YARDAGES

- a. Matches are played from the tees decided by each home club. The NCGA recommends that a yardage of approximately 6,500 – 7,000 yards be used for NCGA Player's League competitions.
- b. When both men and women compete, female participants will play from the set of women's tees with the most similar Course Rating as the set of tees from which the men are playing.

7. SCHEDULE OF MATCHES AND GROUPINGS

- a. Teams formed through private or semi-private clubs: NCGA staff will group all clubs into groups of four or assist clubs into forming their own groups. The NCGA's goal is to have groups of four rotate each year so all clubs have the opportunity to play with other clubs within a certain geographic range. **Match dates must be completed by November 12th (NO EXCEPTIONS).**
- b. Teams formed through public clubs: NCGA staff will group all clubs into groups or assist clubs into forming their own groups. The NCGA's goal is to have groups of four rotate each year so all clubs have the opportunity to play with other clubs within a certain geographic range. **Match dates must be completed by November 12th (NO EXCEPTIONS).**

8. COURSE USAGE POLICY AND HOME TEAM ARRANGEMENTS

- a. Teams formed through private or semi-private clubs: Each club will host one competition for their group. This includes hosting gratis green fees or a guest fee (determined by the host club) and one practice round at either a guest fee or gratis (determined by the host club). Participants will pay for any golf cart usage for the match or practice round.
- b. Teams formed through public clubs: All participants will pay a course usage fee at each competition determined by the host club. Participants will pay for any golf cart usage for the match.
- c. Competitions may be held on any day of the week. All arrangements (including the potential of practice rounds) are to be made by the host club and communicated with the other teams in the group in advance of the season. It is the responsibility of the host club to determine whether a competition should be canceled due to weather or other circumstances.

9. TEAM CAPTAIN DUTIES

- a. Each team captain will be responsible for reporting results to the NCGA and will be the point of contact for NCGA staff to their team.
- b. Each team captain must ensure all players on the team's eligibility. Penalty for playing an ineligible player: The individual(s) shall forfeit individual points won during the match(es) by the player(s) to the opponent(s).
- c. The host professional will have the "final say" on whether the course is playable due to weather.

Each captain will be provided with a scoring system to assist with the group matches. Further information will be sent after entries close.

10. PLAYOFFS

- a. Each group winner will participate in the NCGA Scratch League Championship, which will be held on **Monday, November 20th at TBD.**
- b. The top two teams from the NCGA and SCGA Player's League Championships will advance to The Player's League Championship on **Monday, November 27th at Poppy Hills Golf Course.**

11. USGA RULES OF PLAY

- a. The Rules of Golf will govern play; stroke play rules apply. Local Rules must conform with the Rules of Golf and must be published and distributed to all captains/players in advance of the round.
- b. Stroke play rules apply with the following exceptions:
 - (1) When agreed upon in each group, players may concede putts as outlined within the parameters of Rule 3.2b.
 - (2) Absent players may join groups between the play of holes, taking the highest score possible for all holes that were not completed, as outlined within the parameters of Rule 23.4.

12. DISPUTES

Groups are encouraged to resolve disputes and disagreements by consensus. If a dispute arises during a match, the team captains and/or professionals of the group are the Committee within the meaning of the Rules of Golf.

13. NO SHOW/FORFEITURE

A team that fails to participate in a match at any time after the pairings have been announced is unacceptable. By submitting an entry, the team is expected to compete in every scheduled match. A team that no shows/forfeits a match is subject to suspension from future participation in Scratch League. Any circumstances causing a team to no show/forfeit a match shall be reviewed by the NCGA Tournament Committee.

Note 1: Inability to field a full team of seven players is not an acceptable reason for No Show/Forfeiture.

Note 2: The NCGA Tournament Committee will not make provisions for a team asking for special consideration due to other club or individual player commitments.

Please direct any questions regarding The Player's League to the NCGA Sanctioned Events Department:

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