

28th Carolinas Interclub Team Match Play Competition

10th Carolinas Senior Interclub Team Match Play Competition

3rd Carolinas Super Senior Interclub Team Match Play Competition

Revised February 2025

To: Clubs Competing in the Carolinas Interclub Team Match Play:

Welcome to the Carolinas Interclub Team Match Play competition!

Contents include:

- Club/Player Eligibility Checklist
- Responsibilities/Tasks of Captains
- Handicapping & Scoring
- Links to relevant USGA Rules of Golf and Handicapping

This information will:

1. Define Interclub match play rules, format, and captains' responsibilities for the CAROLINAS, SENIOR and SUPER SENIOR Interclub divisions
2. Provide a "Captain's Checklist" to assist in the preparation before, during and after each match
3. Cover most of the situations that may be encountered during play (i.e. inclement weather)
4. Provide a document of common knowledge for the Interclub Committee to base their decisions on

These Interclub rules are tailored to accommodate Pods of three to six teams and are specific to the CGA Interclub program. The *Rules of Golf* will remain the governing rules and are not compromised in any manner in these Rules of Play.

This manual should be reviewed and discussed by the captains with their players at a team meeting. Links to USGA Match Play Rules of Golf are provided. We encourage all captains to have a printed copy available at each match. A copy of this manual is available on the Interclub website, and is discussed in detail during regional captain's meetings.

For more information, please visit the [CGA Interclub Website](#)

On behalf of the Carolinas Golf Association, we are looking forward to another great Interclub season and the opportunity of working with each of you!

Sincerely,

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**2025 Carolinas Interclub
Team Match Play Rules
- Captain's Manual -**



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Carolinas Golf Association Interclub Team Match Play

- Captain's Checklist -

BEFORE SEASON BEGINS

- Pre-form your local POD (or request the CGA to place in an available POD)
- Submit team entry form online with entry fee (credit card or can mail a check)
- Attend Regional Captains Zoom Meeting (***MANDATORY FOR NEW CAPTAINS***) to review:
 - CGA Interclub Rules of Play
 - USGA Match Play Rules
 - GOLF GENIUS™ (GG) procedures
- Meet with your Pod Captains to:
 - Set dates for Regular Season matches
 - Coordinate cart fees, practice rounds and any social plans (optional) following a match
- Secure your CGA assigned (via email) GOLF GENIUS™ (GG) access link to:
 - Upload Team Roster (Ensure each player meets eligibility requirements – See *Interclub Rule 2*)
 - Set Regular Season Match Dates
- Hold team meeting to review: Format, Match Play and Interclub rules, schedule, etc.

BEFORE EVERY MATCH

1 Week Prior to a Match, both Captains should:

- Confirm tee times with host staff, team players and opposing captain. If re-scheduled, edit the date in GG
- Prepare match roster in GG & pair players in correct (LHI) handicap order (*refer to Interclub Rule 11.1A*)
- Review matchups online and print pairings sheet to use the day of the match
- **Verify opposing team's eligibility and Low Handicap Index™ (Low H.I.) and any ESR Reductions**
 - **Contact the opposing captain and/or the CGA with questions/inquiries**

1 or 2 Days Prior to the Match, the Host Captain should:

- Coordinate all activities with the host pro:
 - Discuss any local rules, document and communicate to all players
 - Ensure tees for the competition have been set correctly
 - Discuss social activities (if any) following play
 - Provide staff with pairings for scoreboard and cart signs (optional)
- Generate 2 sets of GG scorecards for each foursome (View 'Exceptional Score List' for potential stroke reductions)

DAY OF MATCH

- Confirm; lineups, each player's Playing Handicap, and Scorecards for any last-minute changes.
NOTE: CLAIMS regarding HANDICAPS and PLAYER ELIGIBILITY MUST BE MADE PRIOR to the PLAYER TEEING OFF. ONCE a MATCH has STARTED, HANDICAP and/or ELIGIBILITY CLAIMS are INVALID UNLESS a PLAYER knowingly begins the MATCH with INCORRECT INFORMATION (USGA Rule 3.2c).
- Discuss course set-up (ask questions: are there any temporary changes, unmarked areas, etc.)
- Communicate local rules to ALL players (i.e., play the ball down or preferred lies, tees, GUR, Drop Zones, etc.)
- **REMINDE PLAYERS TO KEEP HOLE BY HOLE GROSS SCORES, SIGN & RETURN SCORECARDS FOR POSTING.**

AFTER EACH MATCH

- Both captains collect scorecards - verify that EACH PLAYER has a GROSS SCORE FOR EACH HOLE.
- Host captain submits match results in Golf Genius and posts players' scores to GHIN as Competition scores.
- Retain scorecards FOR THE REMAINDER OF THE SEASON to support questions that might arise.

CGA Carolinas Interclub Team Match Play

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CGA Carolinas Interclub Team Match Play

RULES OF PLAY

1. CLUB ELIGIBILITY/REQUIREMENTS:

ALL CLUBS:

- A. Must be members and in good standing with the Carolinas Golf Association (CGA) and be a Type 1 Club as of the 2023 Season (Refer to [USGA Club Explanations](#))
- B. **NEW for 2025** - Must be authorized to issue a Handicap Index® and have a formal Handicap Committee established. It is recommended that the Handicap Committee be comprised of at least three and be an odd number of volunteers. The Handicap Committee should be chaired by a member of the golf club. A club employee is encouraged to serve on the Handicap Committee or participate in an advisory role, but should not serve as chair.
- C. Must have a regulation length golf course with a valid Course Rating™ and Slope Rating™ (see [Interclub Rule 7.D](#) for yardage parameters)
- D. Have the option to offer practice rounds (See [Interclub Rule 9A-B](#))
- E. COURSE USAGE POLICY: It is required that any team electing to participate in the Interclub shall make available its home course for all scheduled Regular Season matches, make-up of all postponed or suspended matches, and potential Playoff matches. If the course cannot be made available on the scheduled dates and there are no arrangements by the host team to play the match at an alternate site, the host team shall be deemed to have forfeited the match in accordance with the procedures of [Interclub Rule 15](#). The circumstances pertaining to such forfeitures shall be reviewed by the CGA and may result in disqualification from future Interclub competition. Whenever possible, make-up matches should take place on the day the teams normally played their matches during the Regular Season. If this cannot be accomplished due to conflicts by one or both teams, the captains must strive to reschedule the match on another day.

2. PLAYER ELIGIBILITY:

1. ALL PLAYERS:

- A. Must be male members and in good standing with the CGA and their member club
- B. Must be an amateur golfer (with the exception of **NON-AMATEURS** below)
- C. Must be actively listed on the Club's GHIN Handicap Roster they are competing for
- D. Must have an established Low Handicap Index (LHI). **NOTE:** It takes 20 posted scores to establish a Low H.I.
 - i. **there is no minimum or maximum Low H.I.** for any division
- E. Must have a minimum of **10 posted scores** within the past 12 months of match date (**no predated scores more than one (1) week old may be posted to become eligible!**)
- F. Must be (age by match date):
 - i. **18+ Years Old** (**CAROLINAS** Division)
 - ii. **55+ Years Old** (**SENIOR** Division)
 - iii. **65+ Years Old** (**SUPER SENIOR** Division)
- G. May compete on one team only during the current year **per division** (a player may compete in more than one division but **MUST** be age eligible)
- H. Multi-Club Members may play for multiple clubs/teams, **but NOT within the same division** (i.e. Player may play for Club A in Carolinas division, and Club B in Senior division. But **CANNOT** play for Club B's Carolinas Division team, if Club B has an active team AND the player is already on Club A's 18+ team).

2. NON-AMATEURS:

Club staff/employees/ members with non-amateur status are eligible to compete in Interclub competition, but **MUST** meet the above player eligibility requirements. This includes (but not limited to); Head or Assistant Golf Professionals, and Members who have maintained a professional status

NOTE: Limited to one (1) non-amateur per match.

I. **PENALTY FOR PLAYING AN INELIGIBLE PLAYER/MULTIPLE NON-AMATEURS**

- i. If a player is determined to be ineligible to compete, and it is discovered before the result of a match is final, the team in violation will forfeit any match points won by the side(s) to the opponent(s).
- ii. If a player is determined to be ineligible to compete, and it is discovered after the result of a match is final, the result of the match will stand, assuming the ineligible player was not played intentionally. If the ineligible player was knowingly played, the team in violation will forfeit any match points won from their total to the opponent(s). There is no time limit on enforcing this penalty.
- iii. If more than one non-amateur competes in a match, the second non-amateur to tee off will be deemed ineligible and both he and his partner will forfeit any match points won from their total to the opponent(s).

3. PODS / SEASON / PLAYOFFS:

- A. PODs consist of 3, 4, 5 or 6 teams that reside in close proximity
- B. Teams should pre-form their own POD (can request contact information and assistance from CGA)
- C. Teams not in a pre-formed POD will be assigned to a Pod (if regionally available) by the Interclub Committee
- D. **NEW for 2025** – **POD MAKEUPS ARE NOT OFFICIAL UNTIL THE CONCLUSION OF THE CAPTAIN'S MEETINGS!**

1. REGULAR SEASON:

- A. The 2025 Regular Season begins **March 1** and ends **no later than July 20**. **NO EXCEPTIONS!**
- B. **CAROLINAS** division matches are primarily played on weekends but may be played on weekdays
- C. **SENIOR** & **SUPER SENIOR** division matches are primarily played on weekdays but may be played on weekends
 - a. **NOTE:** Clubs with more than one team in a division, or have a team in multiple divisions may host matches on the same day, but eligible players are limited to competing in **one (1) match per day**
- D. Captains (with Club assistance) determine match dates/times and cart fees
- E. Each team competes in three home and three away matches for a total of six (6) Regular Season matches (regardless of Pod size).

2. PLAYOFFS:

- A. Playoff matches begin **July 28** and are single elimination
- B. The top 64 teams in each division will qualify for their respective division's playoffs (see Interclub Rule 18.2 for determining eligible playoff teams).
- C. Matchups will be based on region assignment, record/pod standing, and accumulated match points. Any variations will be determined by the Interclub Committee.
- D. Semi-Finals and Championship matches ("**Final Four**") for each division are hosted simultaneously by the CGA at a predetermined site/dates.

4. STARTING TIMES:

- A. Pre-determined and mutually agreed upon by BOTH team captains
- B. Starting times should be selected that will ensure completion of play prior to darkness
- C. Play may start from the 1st or 10th tees but **MUST** be communicated to the opposing team

5. ESTABLISHING TEAM & MATCH ROSTERS:

- A. **TEAM ROSTERS:** Each Team Roster must have a minimum of twelve (12) players that meet the eligibility requirements in Interclub Rule 2. There is no maximum number of players listed on the Team Roster. **Any and all eligible players that may compete in a match should be added to the Golf Genius Team Roster at the start of the season.**

- B. **MATCH ROSTERS** for the **CAROLINAS**, **SENIOR** and **SUPER SENIOR** divisions will consist of eight (8) eligible competing players from each team at each Regular Season and playoff match.
- C. **Players MUST compete in at least one (1) Regular Season Match in order to be eligible to compete in the playoffs.**
- D. CLUBS may sponsor more than one team in a division under the following guidelines:
 - i. Can ensure each team meets the minimum number of players each TEAM roster (Twelve – 12)
 - ii. Submit separate entry forms and fees for each team.
 - iii. There is availability to complete a POD.
 - iv. Each team competes in a different POD. (unless approved by the Interclub Committee)
 - v. Both teams contain balanced handicap ranges.

NOTE: A player may NOT be listed on two TEAM rosters within the same division. Players shall remain on their initial TEAM roster for the entire season **once they have competed in a match**. Refer to Interclub Rule 2.1 for ineligible player penalty.

6. **MINIMUM NUMBER OF COMPETING PLAYERS FOR AN OFFICIAL MATCH:**

When a team has less than the full complement (8 players) for a match, it may:

- A. Insert an alternate player (*if eligible, listed on the GG roster and readily available*). Proper handicap sequence procedures must be followed (see Interclub Rule 11)
- B. Play with fewer than 8 players by playing one-man team (or teams) against the opponent's two-man team or teams. One-man team(s) must be listed in proper handicap sequence, Empty roster spots may be used in ANY match (i.e. the 3rd lowest H.I. player will play his match as a 2 v 1). Each team match must contain a **minimum of four (4) competing players** from each team for match results to be official.

NOTE: A player listed on the MATCH ROSTER prior to the start of a four-ball match may join the match at any time, but only at the beginning of the next hole. (Rules of Golf Rule 23.4)

7. **TEAM CAPTAINS' DUTIES (Pre-Match):**

- A. **ATTEND PRE-SEASON MEETING – (MANDATORY for New Captains / Teams)**
 - i. The **CGA** will schedule pre-season regional meetings for all team captains. These meetings will: cover sections of this manual; Golf Genius tasks and finalize the formation of pods within each division. **Each new team is required to have a representative at one of these meetings.** It is highly recommended the captains within each pod have a pre-season meeting to discuss cart fees and other club policies such as: dress codes, bag drop policy, on-course coolers, use of cash or credit cards, tipping, etc.
 - ii. Each team captain shall verify the club's point of contact(s), their telephone numbers and emails, and inform the Interclub Committee with changes accordingly. Contact information (*captain/co-captain names, emails, and phone numbers*) is available on the CGA Interclub website to facilitate arrangements and scheduling throughout the season. Contact the Interclub Committee for the access password.
- B. **DETERMINING MATCH DATES**
 - i. When scheduling match dates, it is strongly encouraged ALL captains tentatively schedule a raincheck date for their three (3) home matches, and potential playoff matches, in the event inclement weather calls for a reschedule (see Interclub Rule 15 for Inclement Weather Procedures).
 - ii. **NEW for 2025** – Match dates are not to be agreed upon until after the conclusion of the captain's meetings.
- C. **SETTING MATCH ROSTERS:**
 - i. Captains will prepare Match Rosters prior to the start of each match to allow the opposing captain time to review the matchups and prepare scorecards. Match Rosters should be entered in Golf Genius, **AT A MINIMUM, 24-Hours** prior to the start of each match. FAILURE TO HAVE A MATCH ROSTER ENTERED 24 HOURS PRIOR TO THE MATCH WILL RESULT IN A **LOSS OF HOLE PENALTY FOR THE FIRST MATCH TO TEE OFF** (If a playoff match,

penalty will be issued to the first tee time at the home course of the team NOT in breach of Interclub Rule 7.C.i). The Interclub Committee will make necessary point adjustments in Golf Genius. **Last minute lineup changes ARE permitted under exceptional circumstances** (NOTE – If the Match Roster is unable to be entered on-time (i.e. personal obligation that prevents this from being done), the team captain may submit their roster via email to the Interclub Committee for assistance).

- ii. Captains are responsible for reviewing, verifying and accepting the opponent's lineup and handicaps (both Low H.I. and Playing Handicap) for any given match. Match lineups (including lineup order, eligibility, ESR Reductions, Playing Handicaps, etc.) will be considered approved unless inquiry/protests are made **prior to the start of the match**.
- iii. Each captain should review the Handicap Analysis page within Golf Genius to ensure the accuracy of Low Handicap Indexes and Playing Handicaps, and for any required stroke reductions per Interclub Rule 10.C
NOTE: HANDICAP STROKES and OPPOSING PLAYER ELIGIBILITY MAY NOT BE QUESTIONED ONCE A MATCH HAS STARTED, UNLESS INCORRECT INFORMATION WAS KNOWINGLY GIVEN PRIOR TO THE START OF EACH MATCH. CAPTAINS SHOULD DOUBLECHECK THE SCORECARDS AND LINEUPS PRIOR TO THE START OF EACH MATCH.

D. SELECT TEE PLACEMENT:

- i. Tee assignment and each hole's par and length must equal the information in Golf Genius. Teams must play to a rated set of tees in the USGA Course Rating Database. Use the following course yardage guidelines to determine which tees will be used for all matches.
- ii. **NOTE: Total course yardage and tee assignment must be consistent for each home match throughout the Regular Season and Playoffs. Individual holes may not be altered for a match (i.e., changing a par 5 to a par 3) unless absolutely necessary to play a match and must be communicated to the opposing team captain and Interclub Committee prior to the start of a match.**
- iii. Tees used **must be** an association (CGA or USGA) rated set of tees in the USGA Course Rating Database.
 - i. **CAROLIANS** Division Tees: must adhere to the following yardage guidelines related to par;
 - Par 68 – minimum 5600--maximum 6100
 - Par 69 – minimum 5700--maximum 6150
 - Par 70 - minimum 6000--maximum 6500
 - Par 71 - minimum 6000--maximum 6700
 - Par 72 - minimum 6000--maximum 6900
 - ii. **SENIOR** Division Tees: must adhere to the following yardage guidelines related to par;
 - Par 68 – minimum 4800--maximum 5400
 - Par 69 – minimum 5000--maximum 5800
 - Par 70 - minimum 5100--maximum 6000
 - Par 71 - minimum 5200--maximum 6200
 - Par 72 - minimum 5400--maximum 6400
 - iii. **SUPER SENIOR** Division Tees: must adhere to the following yardage guidelines related to par;
 - Par 68 – minimum 4400--maximum 5200
 - Par 69 – minimum 4500--maximum 5300
 - Par 70 - minimum 4600--maximum 5400
 - Par 71 - minimum 4800--maximum 5600
 - Par 72 - minimum 5000--maximum 5800
- iv. Clubs with a rated tee set that falls within +/- 100 yards outside of the established parameters may use those tees for their home matches. **All** pod members must agree to play at a yardage that may fall slightly outside of the parameters.
- v. Clubs with more than 18 holes at their facility may schedule matches on any officially rated regulation length course at their club, and meets the required yardage guidelines per Interclub Rule 7.D.iii. Clubs may use more than one course at their facility during the season but must select tees that are within the required guidelines,

and are from a consistent distance. Such clubs must inform opponents as to which course will be used well in advance of the scheduled match to enable ample opportunity for practice rounds.

- vi. Captains will be responsible for knowing the Course Rating and Slope for the set of tees played at their club. Captains will exchange this information with opposing captains and verify the same one week prior to any match. If the rating changes during the season, it is the responsibility of the host captain to notify the visiting teams and the Interclub Committee. Captains will determine the playing handicaps of their players based on the rating and slope of the tees played in each match.
- vii. [Click Here to Calculate Playing Handicaps](#)
- viii. Host Captains will utilize Golf Genius to print scorecards with proper handicap strokes per Interclub Rule 10.B

8. TEAM CAPTAINS' DUTIES (Post-Match):

A. RECORD MATCH RESULTS:

- i. It is the responsibility of THE HOST CAPTAIN to verify the results immediately following the conclusion of a Regular Season match (BOTH Captains in Playoffs). Players should return their paper scorecards with an individual gross score for EACH hole. IF a player picked up on any holes, the most likely score will be used beginning with an X (i.e. X7). Once the results have been verified, they will be considered official unless a valid protest has been made by a team captain or player (*see Interclub Rule 17*). The host captain is responsible for retaining the scorecards for the **REMAINDER of the Interclub season**.
- ii. Paper scorecards are the official scores to be entered into Golf Genius. The on-site Host Captain should collect all scorecards, verify player signatures, and confirm that the scores in Golf Genius match the scorecards. Once the captain has verified each player's hole-by-hole scores, those are the official scores to be posted to GHIN as COMPETITION scores.
 - i. EACH PLAYER is required to verify their hole-by-hole scores, and one player from each side must sign their scorecard and their opponent's scorecard prior to returning them to the team captain (two signatures on each scorecard). Captains must take the time to ensure the scores in Golf Genius match what is on the official scorecard.
- iii. If a paper scorecard is not returned, or is returned with less than four signatures, the scores posted to GHIN will stand as official and will not be subject to change unless it is determined an administrative error was made.
- iv. The match results are deemed official when all players and captains agree on the final results at the designated scoring area (i.e. scoreboard, behind 18th green, grill room, back patio, etc.), unless an intentional violation occurred and was discovered afterwards.

B. ENSURE POSTING OF INDIVIDUAL GROSS SCORES:

- i. Each player who participates in an Interclub match must have a score recorded for the match played. Scores must be posted 'hole by hole' for each player by the host captain and **MUST BE ENTERED AS GROSS SCORES**. Net Double Bogey will be applied automatically.
- ii. A player who starts, but does not complete a hole or has conceded a hole, must record a most likely score for posting purposes (i.e. Entered on scorecard and in Golf Genius as 'X7'). **Putts not holed inside 5ft or less, add 1 stroke only!**
- iii. For blank hole scores on the scorecard, the host captain must leave the specific hole(s) blank in Golf Genius. Captains need to remind players that all 18 holes are in play and should strive to record a score on every hole.
- iv. **NOTE 1:** ALL Regular Season scores and Playoff scores will be posted through Golf Genius as "Competition" scores to each player's GHIN profile.
- v. **NOTE 2:** It is the responsibility of the HOST Captain, (WINNING Captain in playoffs), to post players' scores to GHIN THE SAME DAY OF THE MATCH (by 11:59 pm) as COMPETITION SCORES.

- i. If the host captain does NOT post Regular Season match scores to GHIN by the above deadline, the first offense will be a **WARNING**. Any other instances after that will result in a **10-point reduction** from the team's season-long match points.
- ii. If the winning captain in the playoffs does NOT post scores to GHIN by the above deadline, a loss of hole penalty will be issued on the first hole of the first match at the next opponent's course.
- vi. **NOTE 3:** LIVE SCORING AVAILABLE and RECOMMENDED! **ENSURE** players verify what is in the Golf Genius App compliments what is on the SCORECARDS at the completion of play and before scores are posted to GHIN!
- vii. Although it remains the responsibility of the player to ensure a score is posted after each match, the HOST Captain is responsible for submitting Interclub match scores in Golf Genius. These scores must be consistent with the players gross scores on the paper scorecards collected following each match.
- viii. The CGA will monitor the posting of scores. The procedures recommended for Committee Actions in the USGA Rules of Handicapping Rule 7 will be followed.

9. PRACTICE ROUNDS & HOME TEAM ARRANGEMENTS:

Practice rounds are not required to be offered and are at the discretion of the club's management. However, it is strongly encouraged AWAY teams are offered a practice round opportunity at a reasonable rate, and at a time that will ensure completion of play.

- A. Practice rounds for visiting teams should be pre-arranged by both captains and the host club. The host club should ensure that practice rounds are scheduled such that the visiting team will be able to reasonably finish in daylight. It is encouraged that green fees be waived and only cart fees applied for the visiting team, but is not required. During the playoffs, and regardless of the type of club (Private vs Semi-Private vs Public), team members should have equal access and equal cost for a practice round.
- B. **NEW for 2025** - During the Regular Season and Playoffs, practice on the host course before the match (by a player on either team) **on the day of a match is not allowed**. A player will be deemed ineligible to compete for the applicable match if they practice on the course before the start of the match.

NOTE: Any abuse of the practice round policy is subject to review by the CGA and could result in match point reduction penalties or ineligibility to compete.

HOME TEAM ARRANGEMENTS/GOLF CART POLICY & CADDIES

During the Regular Season and Playoffs, it is strongly encouraged clubs waive green fees and charge a cart fee-type rate, and make available carts, along with food and beverage for purchase by the visiting team.

- C. If the host club's policy for the day of the match is cart path only, players must adhere to the policy set, unless otherwise approved by the host club. The host captain is required to notify the away captain of the policy as early as possible, to allow for any potential usage of alternates due to players not being able to play.
- D. Club's that have a team entered in more than one division may host their home matches on the same day. EXCEPTION – an eligible player may only play in ONE (1) match on one day (Example – Player A cannot play in the Senior and Super Senior matches hosted on January 1, 2025. Player A must play in either the Senior match OR the Super Senior match)
- E. Golf cart use is expected and subject to the host club's rules and regulations governing the use of these carts.
- F. Caddies are **NOT** permitted in any CGA Interclub match – (*Model Local Rule H-1.1*)

10. HANDICAPS & HANDICAP ADJUSTMENTS:

A. HANDICAP INDEXES / PLAYING HANDICAPS:

All players in the Interclub will play to 85% of the difference in the Unrounded Course Handicaps from the player with the lowest Playing Handicap in each foursome, based on their **Low H.I.**

- i. Weekly Index Revisions: The CGA will update all players Low H.I. on each Monday of the season.
- ii. **Matches played on a Monday will need to follow the previous Monday's index (it is recommended that matches NOT be played on Mondays if possible).**

- iii. Matches played Tuesday – Sunday will use Monday’s Index of the same week
- iv. The Low H.I., Slope Rating and Course Rating of the selected tees will determine a player’s Playing Handicap for the course on which the match is being played. Team captains should have a copy of this information available at every match. Re-scheduled matches should follow this same procedure and not the Low H.I. of record when the original match was scheduled. The host captain should provide a conversion chart (from Handicap Index to Course Handicap) for the tees being played.
- v. **LOW H.I.:** There is no minimum or maximum Low H.I. to compete in the Interclub. **18 is the maximum number of strokes allowed for Playing Handicap after being adjusted off the lower player in the group (this can be adjusted in the Handicap Analysis tab in Golf Genius).**

B. **DETERMINING HANDICAP STROKES – PLAYING OFF THE LOW BALL:**

- i. Within each four-ball match, the lowest Playing Handicap player will play at scratch and each remaining player will receive the difference in strokes – See Above. 18 is the maximum allowed for Playing Handicap (this can be adjusted under the Handicap Analysis tab in Golf Genius).
- ii. NOTE: Before the start of each match, it is the responsibility of each individual player to ensure that his correct Playing Handicap is being used for the competition and inform his opponent of the holes at which strokes are to be given or taken. (Rules of Golf 3.2c).

C. **HANDICAP ADJUSTMENTS - Rule of Golf Committee Procedure 5a/Rules of Handicapping 7.2b:**

The CGA can adjust or withdraw a player’s Playing Handicap during the season for any reason per the Rules of Handicapping. Both the player involved and his club will be notified of the adjusted Playing Handicap and its application in future CGA events.

- i. **Low Differential Exceptional Score Phase:** Players who play better than the Low Net Differential table below will need to have their Playing Handicap adjusted prior to each match. This can be done in the Handicap Analysis section of Golf Genius. This list is public for all teams to see on the Interclub Website.
 - a. -5 to -6.9 is **2** shots off their playing handicap after it is adjusted to net off of zero,
 - b. -7 to -8.9 is **3** shots off their playing handicap after it is adjusted to net off of zero,
 - c. -9 to -10.9 is **4** shots off their playing handicap after it is adjusted to net off of zero. Any differential beyond -10.9 may result in possible suspension for the remainder of the season and beyond.
 - d. If the player being adjusted is the low ball in the group, add the appropriate strokes to each of the other three players in the group
 - e. Multiple offenses will be added together
 - f. Reductions earned apply to play across ALL divisions
- ii. All Handicap Reductions will apply for one year from the exceptional score date
 - a. Reductions earned in Interclub play will apply **ONLY** to future Interclub matches the player intends to compete in.
- iii. Exceptional Score Formula: $(113/\text{slope}) \times (\text{adjusted gross score} - \text{course rating} - \text{PCC adjustments}) - (\text{LHI})$
 Note: Apply 0 for PCC adjustments if not listed on players scoring record
- iv. The captain of a player on the Exceptional Score List has the responsibility to notify their opposing captain of who is on the list and how many strokes need to be deducted from the upcoming match, however all captains are responsible for checking the List. **FAILURE TO APPLY THE ADJUSTMENT WILL RESULT IN A 20 POINT REDUCTION TO THE SEASON-LONG MATCH POINTS BY THE INTERCLUB COMMITTEE**

After reviewing players scoring records, if the CGA determines the player has not followed the Rules of Handicapping, the CGA may adjust any previous match scores from that player to a DQ. The full team match results will be updated.

11. PAIRING PROCEDURES:

11.1 Regular Season matches (one course involved):

- A. Captains will list their match rosters in GG based on the Low H.I. of each player in order from low to high. The two players with the lowest indexes must be paired together and play as the number one team followed by the next two lowest and so on. The course's Rating and Slope will be used automatically to determine player's Playing Handicap.
 - i. Each hole played is worth 1 point. Each Match won (a majority of points) is worth an additional 2 points. Therefore, 80 points are in play for the overall Team vs. Team match.
 - ii. (40½ points) wins the Team match and receives 2 Record Points in their Pod Standings. All points mentioned above will be split in case of a tie
- B. Once both lineups are listed, the host captain will prepare 2 sets of scorecards for the four matches to be played at their course (Interclub Rule 10.C.). Confirm tee times and remind players and opposing captain accordingly
- C. If a team should play a match with less than eight players, the lineup must be in Low H.I. order, but the captain may choose which match(s) will be played by a single player.

11.2 Playoff matches where two courses are involved:

- A. Captains will list their match rosters in order from low to high Low H.I.
- B. From the first four (4) lowest Low H.I. players, select any two (2) players to play at home while the remaining two (2) will play away. Repeat the process for the next set of four players
 - i. Penalty for improper lineup – If it is discovered a team's playoff lineup does not follow Rule 11.2.B, any points won by the side(s) in violation will forfeit any earned points to the opponent(s) (ex. All 3 of the 4 Low H.I. players at one course)
- C. Captains will inform their players as to who will play at home and who will play at the opponent's course and list both home and away rosters accordingly in Golf Genius
- D. Each host captain will prepare scorecards for the two matches to be played at their course (Interclub Rule 10.B.) Confirm tee times and remind players and opposing captain accordingly.
- E. Discuss local rules with staff and be prepared to communicate to all players on day of match.
- F. Remind players to record each player's gross score on each hole and return their scorecard to the host captain.
- G. At the end of both matches, the captains will contact each other to determine the score. In case of a tie (40 to 40) the lowest handicap teams at each course will play "sudden death" one hole at a time until a winner is determined. This will require the captains to contact each other (by phone or text) after each playoff hole. "Sudden death" playoffs should start at the 1st hole if available. (See Interclub Rule 19.H.)
- H. *Be aware that identical indexes may produce different handicaps due to the slope ratings of each Course involved.*

NOTE 1: In the event an alternate is needed at a Regular Season or Playoff match, he must be placed such that the correct order is maintained. **If time does not permit a lineup adjustment, the alternate must play at the lower Low H.I. (his own or that of the player he is replacing) in order to compete in the match.**

NOTE 2: A player listed on the match roster prior to the start of a match may join the match at any time, but only at the beginning of the next hole. A player used as an alternate MUST be on the team roster in Golf Genius at least 24 hours before the match.

NOTE 3: Once a match begins, no alternate shall be used as a replacement for another player that started the match but had to withdraw (for any reason) before the round was completed.

NOTE 4: If a player should play with an improper handicap (i.e. higher than his course handicap based on his Low H.I.), and a claim is made by the opposing team **prior to the start of the match**, that player's scores will be deemed invalid and the match adjusted accordingly. All such protests must be registered in accordance to Interclub Rule 17.

12. ORDER OF PLAY:

- It is recommended that the lowest handicap teams tee off in numerical order (No. 1 teams first, No. 2 teams second, etc.) at each regular season match. The order should give consideration to the faster four-ball teams during a regular season match.
- It is highly recommended that the lowest handicap teams tee off last in all Playoff matches in case of a sudden death playoff. Any deviation must be at the consent of both captains.
- The visiting teams shall have the “honors” on the first tee during the Regular Season and Playoff matches.

13. FORMAT & SCORING:

- A. REGULAR SEASON and PLAYOFFS: Eight (8) players for each team will compete in one of four “four-ball” matches. The host club’s #1 two-man team plays the visiting club’s #1 two-man team in an 18-hole match worth 18 points followed by the #2 teams and so on. Each four-ball match is playing for 1 point per hole. The match that wins a majority of points (9 ½) will win 2 additional points. Therefore, in each Team match 80 points are in play. The team that wins a majority of points (40½) is determined the winner of the Team match. Points are split in all situational ties.
- B. The won/loss/tie record for each team will determine the Pod standings during the Regular Season. Each Team win is worth 2 points in the Pod standings. A tie in a Regular Season match (40 to 40) is worth 1 point each. The number of team match points available in a Playoff match is the same as a regular season match (80). However, if a tie exists at the end of any playoff match (40 to 40) the #1 (lowest handicap) teams for both clubs at both playoff sites will begin “sudden death” play until a winner is determined. (See Interclub Rule 20.1)
- C. The “Final Four” teams from each division will meet at a CGA pre-determined course and date for both the Semi Finals and Championship matches

14. ADVICE:

In four-ball, *partners* may give each other advice (Rules of Golf 10.2) during a round, but may NOT give other team members advice. In addition, each team may designate one (1) Advice Giver for the team match. If the advice giver is a player on the team, he is NOT ALLOWED to act in that role while playing a *round* in the competition (Rules of Golf 24.4b). **Advice givers must be identified and made known to the opposing team prior to the start of a match.** Teams may change advice givers only under exceptional circumstances (i.e. Advice giver becomes ill).

In the playoffs (excluding the Final Four), teams may designate two (2) advice givers in order to have one (1) advice giver at each course involved. **Teams MAY NOT have more than one advice giver at a course.**

15. INCLEMENT WEATHER PROCEDURES & RESCHEDULING MATCHES:

- A. All Interclub matches are to be played as scheduled unless the course is officially closed to **all** play because of inclement weather. However, team captains can mutually agree to postpone the match in advance to the start of play or during the course of the match (subject to Interclub Rule 15.C.vi) due to actual or predicted unfavorable weather conditions (i.e. forecasted hurricane impact).
- B. Captains must wait at least **one-hour** before canceling a match due to rain.
- C. In the event the course is officially closed to all play because of inclement weather during the progress of play, the following procedures will apply:
 - i. The decision to officially close the course to all play shall be at the discretion of the course management.
 - ii. Management will go directly to the team captains, or representatives of the captains, to inform them of the decision that the course is to be closed and play suspended. The players must discontinue play **immediately**.
 - iii. The team captains are in turn to notify their respective players of the “suspended play” and remove their teams from the course. All team members shall proceed to the clubhouse according to Rules of Golf 5.7 and remain there until the decision to resume play or close the course is final.

- iv. Team captains shall verify the results of each match up to the point when play was suspended, and record and attest the scores prior to leaving the facility. (See [Interclub Rule 15.C.vi.b.](#))
- v. If the course is closed only to the use of golf carts, all Interclub matches **must** continue with the players walking the remaining holes.
- vi. If, after play has started, the course is officially closed and play cannot be resumed, the following procedures apply:
 - a. If **all** matches **have not** completed nine (9) holes, and the course has been officially closed to all play or captains mutually agree to postpone the match due to inclement weather or darkness, the entire match must be replayed. It is not required that the same players participate in the make-up match. Exception: Playoff matches (see [Interclub Rule 19.H.](#))
 - b. If **all** matches **have** completed *at least* nine (9) holes, the match results will stand as of the last completed hole at the time play was suspended. Match points will be split for any un-played holes, and any un-played holes will remain BLANK in Golf Genius for GHIN posting purposes. This means each individual match may play a different amount of holes (Match #1 could finish 15 holes and Match #4 could finish 11 holes). The Interclub Committee will adjust the match point totals based on what the team captains agree upon.

D. MAKE-UP MATCHES:

- i. Postponed matches must be rescheduled at the earliest available date which is mutually agreeable to both team captains. The CGA must be notified and the date edited in GG.
- ii. All matches (Regular Season and Playoffs) must be completed within the dates specified in [Interclub Rule 3](#). If such an agreement cannot be reached, the CGA will serve as final arbitrator. Any match not completed by the end of the Regular Season will be deemed a 40-40 tie to ensure Playoffs begin on time

NOTE: MATCHES SUSPENDED DUE TO **DARKNESS**: If play has been suspended due to darkness refer to [Interclub Rule 15.C.vi.](#)

16. WITHDRAWAL / FORFEITURE / UNCOMPLETED MATCHES:

The withdrawal of a team at any time after the pairings have been announced may result in ineligibility for the Interclub until the second year following the year of withdrawal. Any previous matches played by a team that withdraws will be considered as "no match" in determining the final Pod standings.

Inability to field a full team is not an acceptable reason for forfeiture. Any circumstances causing forfeiture shall be subject to review by the Interclub Committee. This review may result in the team's ineligibility for the following Interclub season. Additionally, it is unacceptable for a team to forfeit or withdraw from the last match(s) of the season simply because they will not advance to the playoffs. Any circumstance causing forfeiture shall be subject to review by the Interclub Committee, including how the Pod standings are affected.

Any forfeiture of a Regular Season match will result in a 45-point addition to the season-long match points for the team that did NOT forfeit, and zero (0) points will be awarded to the forfeiting team.

NEW for 2025 – Multiple forfeitures (more than 1) will result in playoff ineligibility and ineligibility for the following Interclub season.

NEW for 2025 – Any player who was listed in the pairings of a forfeited match will be eligible for the playoffs, even if the match is not played.

Any **Regular Season** match that is not completed after **July 20** will result in a 40-40 tie, in order for the Interclub Committee to setup the playoff brackets, and for the playoffs to start on schedule on July 28.

17. PROTESTS:

Once the overall results of a team match have been agreed by both Captains:

- A. The results will be considered "official" unless a valid protest has been made within the proper timeframe

- B. Any protests must be made by the team Captain and registered with the opponent's Captain. Subsequent protests shall not be considered unless it is based on facts previously unknown. All protests must be submitted by email to the [CGA Interclub Manager \(hogan.may@carolinascgolf.org\)](mailto:hogan.may@carolinascgolf.org).
- C. Scorecards should be held by the team captains for the remainder of season to aid in resolution of any protest.

18. DETERMINING POD STANDINGS AND PLAYOFF ELIGIBILITY:

18.1 – Pod Standings

- A. POD standings are determined by “Pod Points” which are based on the club’s win / loss record
- B. Record points are awarded as follows: two (2) points for a win, one (1) point for a tie, and zero (0) points for a loss
- C. In the event of a tie:
 - i. between two (2) teams – “Head to Head” match record, if still tied POD position is determined by accumulated match points in their “Head to Head” matches
 - ii. between three (3) teams - POD position is determined by accumulated match points between the tied teams in their “Head to Head” matches
 - iii. between all POD teams - accumulated match points won in all matches played by each of the tied teams will determine the POD standings
- D. If a tie still exists, the CGA reserves the right to schedule play-in matches as part of the playoff process.

18.2 - Determining Playoff Teams

- E. All pod winners will automatically qualify. 2nd place teams in 5 & 6 team pods will also automatically qualify. Any remaining spots will be determined based on the following criteria:
 - i. Regular Season record
 - ii. Regular Season accumulated match points
 - iii. Regular Season away record
 - iv. Regular Season away match points
 - v. If a tie still exists, the CGA reserves the right to schedule a play-in match(es) as part of the playoff process.

19. PLAYOFFS:

- A. The top 64 teams in each division will qualify for their respective division’s Playoffs. Refer to [*Interclub Rule 18.2*](#) for how playoff teams are determined. Playoff matches may begin **July 28** and will be conducted on the courses of the competing teams, and played in accordance with all Interclub rules.
- B. With the exception of the Final Four (semi-finals and Championship match), all Playoff matches will involve the split format (both opponents course involved simultaneously). Captains will prepare both home and away rosters in GG in order **of Low H.I. See [*Interclub Rule 11.2*](#) for playoff pairing procedures.** Once the rosters have been prepared, Captains will review their home course matchups in order to create scorecards with handicap strokes based on the competition course. Both Captains are responsible for submitting the correct results in GG for the matches held at their club immediately following the match. **NOTE: both teams can agree to hold a playoff match at a neutral site.**
- C. Qualifying playoff teams will be permitted **one (1) date extension** for the entirety of the playoffs. If a team cannot host their matches by the target date for each round, it is recommended to host all matches at the course of the team who is able to host by the target date, OR at a neutral site. If both teams cannot agree on a date prior to the round’s target date (i.e. August 15 for Round 2), the Interclub Committee will determine a winner in this order: Regular Season record, then accumulated match points if identical records, then Regular Season AWAY record, then Regular Season AWAY match points.
- D. **Players must compete in one (1) Regular Season Match to be eligible to compete in the playoffs.**

- E. **Each player will play to the Course Handicap applicable at his site of play (ESR reductions still apply).**
- F. It is **highly recommended** that lower handicap teams tee off last during the Playoffs. This permits the lowest handicap teams to proceed directly to the first tee in the event a sudden-death playoff is necessary. **NOTE: USE OF ALTERNATES:** In the event an alternate is needed at a regular season or Playoff match, he must be placed such that the correct competition course handicap order is maintained. **If time does not permit the preparation of a revised order, and an alternate is used, the alternate must play at the lower Low H.I. (his own or that of the player he is replacing) in order to compete in both matches.** Once a match begins, no alternate shall be used as a replacement for another player that started the match but had to withdraw (for any reason) before the round was completed.
- G. The away club shall have the honor on the first tee at each course.
- H. If a postponement of a scheduled playoff match should occur, the match should be rescheduled in accordance with Interclub Rule 15.C. If a suspension (without the possibility of continuance) should occur after a Playoff match has begun, Interclub Rule 15.C.vi will be in effect. In the event of an officially uncompleted playoff match (Interclub Rule 15.C.vi.a) with no possibility of a continuance or re-schedule, or an officially completed match (Interclub Rule 15.C.vi.b) with no possibility of a continuance, re-schedule or sudden death playoff, the tie breaker will be based on regular season records (see Interclub Rule 17). If both teams have the same record, accumulated regular season match points will be the second tie breaker method.
 - a. **NEW for 2025** – During the playoffs, if inclement weather affects play at **only one of the two courses** involved, it is strongly encouraged all players complete as many holes as possible (at least nine (9) completed) in order to deem the match official and split any points available from the un-played holes. If nine holes are **unable** to be completed, the result of the completed matches will stand as played and incomplete matches are to be continued or replayed on a later date. If a new date (within a reasonable timeframe to finish the next round's match on-time) cannot be agreed upon, then the match results will stand based from the time the match was suspended.

I. TIE-BREAKING PROCEDURES (Playoff Matches):

In the event of a tie in a Playoff match, there shall be a sudden-death playoff, beginning on the 1st hole at each of the two courses involved, to determine the winner of the match. Team captains will be responsible for coordinating the sudden-death playoff between the two courses, according to the following procedures:

- i. The sudden-death playoff will involve only the No.1 teams playing at each club.
NOTE: In the event an eligible player for sudden-death is unavailable, the Captain of that team may select the next lowest handicap player (excluding alternates) as a replacement. The replacement player must play at the lower Low H.I. (i.e., his own or that of the player he is replacing).
- ii. The sudden-death format will involve four-ball match play.
- iii. The team accumulating the most points after the first playoff hole, based on results at both courses, will be declared the winner of the match. If a tie still exists, the playoff will continue to a 2nd hole and any subsequent holes until the tie is broken. *(Both captains should monitor the playoff progress at the conclusion of each hole via cell phone until a winner is determined.)*
- iv. Handicap strokes for the sudden-death playoff will be given in accordance with Interclub Rule 10.B.

J. INTERCLUB FINALS (Final Four):

The Final Four (Semi-finals and Championship matches) for each division (**CAROLINAS**, **SENIOR** and **SUPER SENIOR**) will be hosted simultaneously at the same site and dates. Each team will consist of eight (8) competing players and are permitted two (2) non-competing alternates. In the event of a tie, a sudden-death playoff will involve the No.1 lowest handicap (four-ball) teams from each club. The CGA Official in Charge will determine the playoff hole rotation.

20. PACE OF PLAY

Players competing in Interclub must be aware of their pace and how it affects those in their group, and the groups behind them (competing or not). Under *Rules of Golf 6.4a*, players are encouraged to play out of turn by agreement to save time.

Team captains and all team members should be aware of Rules of Golf 5.6 Unreasonable Delay; Prompt Pace of Play which states that “a player must not unreasonably delay play, either when playing a hole or between two holes.”

NOTE: Team captains should reiterate the negative impact of slow play on the match itself, but also on the host club members playing behind the team matches. The success of the Interclub depends on the host club membership accepting the pace of play and supporting future matches at their club.

21. CELLULAR PHONES, MUSIC & ELECTRONIC DEVICES

The use of cell phone devices is an accepted normal now in golf.

Players may listen to music if allowed by the course and agreed upon amongst the group (no headphones).

Music should be played at a level only the group can hear. Players are encouraged to use live scoring. If cell phone usage becomes an etiquette issue, the player may be asked to stop using their cell phone.

Distance measuring devices are permitted; however, any slope setting(s) must be turned off. Mobile apps (i.e. GHIN, 18 Birdies, etc.) are permitted but must not display any yardage adjustments based on elevation change. Green reading materials are also permitted in Interclub play.

22. ETIQUITE

Players must follow the Interclub guidelines and rules in this manual. If a player consistently disregards the guidelines during a round or over a period of time to the detriment of others, the CGA will consider appropriate disciplinary action. Such action may, for example, include prohibiting play for a limited time on the course or in a certain number of competitions. In the case of a serious breach of etiquette, the CGA may disqualify a player under Rule 1 of the Rules of Golf.

Team Captains should advise their players that they are guest of the club and the CGA Code of Conduct Rules apply. The expected attire for any team representative (player, captain, spectator, etc.) at any Interclub match is golf attire. Please no denim.

23. LINKS TO RELEVANT USGA RULES

Current USGA Rules of Golf will govern all matches. The host professional staff will help the Interclub Committee administer the Rules of Golf. Understanding **Rule 3.2 – Match Play and Rule 23 – Four-Ball** are essential to fairly compete and appreciate the format of Interclub competition. The Rules of Golf shall NOT be waived at any time. Captains should encourage players to familiarize themselves with the below relevant Rules of Golf.

- A. [RULE 1.2 – STANDARDS OF PLAYER CONDUCT](#)
- B. [RULE 1.3 – PLAYING BY THE RULES](#)
- C. [RULE 3.2 - MATCH PLAY](#)
- D. [RULE 4.3 – USE OF EQUIPMENT](#)
- E. [RULE 5.6 – UNREASONABLE DELAY; PROMPT PACE OF PLAY](#)
- F. [RULE 6.4 – ORDER OF PLAY WHEN PLAYING HOLE](#)
- G. [RULE 20 – RESOLVING RULES ISSUES DURING ROUND; RULINGS BY REFEREE AND COMMITTEE](#)
- H. [RULE 23 – FOUR BALL](#)
- I. [MODEL LOCAL RULE E-3 – PREFERRED LIES](#)
 - a. Model Local Rule E-3 should only be in affect if temporary abnormal conditions arise at the course involved (i.e. abnormally wet conditions/cart path only; multiple Ground Under Repair areas in multiple fairways)

- J. [MODEL LOCAL RULE E-5 – ALTERNATIVE TO STROKE AND DISTANCE FOR LOST BALL OR BALL OUT OF BOUNDS](#)
- K. Only golf clubs and balls on the [USGA's latest list](#) may be used. Penalty for use of a brand not on the list is disqualification.
- L. [USGA RULES OF HANDICAPPING](#)
- M. [CGA INTERCLUB LOCAL RULES & TERMS OF THE COMPETITION \(HARD CARD\)](#)
- N. Teams/clubs may establish Local Rules, but they must be consistent with the policies established in Section 8, Model Local Rules as defined by the USGA, and clearly communicated to the opponents. [CLICK HERE TO VIEW RULES OF GOLF AND MODEL LOCAL RULES](#), scroll down to COMMITTEE PROCEDURES. Click on #8 MODEL LOCAL RULES.

NOTE: [A player having more than 14 clubs in Interclub](#) - In the case were a player has more than 14 clubs in their bag at the end of the match, the captain will make a 0.5-point adjustment for each hole. Max 1 full point adjustment (equals a 2-point swing).