

SGLNV CHARTER

Matches

Each match will consist of twelve amateur players, six from each club arranged in three two-man teams. Each Captain arranges his three two-man teams in 1-2-3 order based on their expected level of play and prior to play coordinates his lineup with the opposing Captain.

Only golf members of league clubs may play in league matches. Players belonging to more than one league club may only play for one club each season, the club for which he first plays in that season's matches.

The league recommends Captains select their participating players from the club's "Virginia Handicap Program," 0-10 for seeding purposes only. This does not preclude Captains using players beyond 10 handicaps. The format of play is four-ball match play without handicap. The match is scored using the "Nassau" format: one point for the front nine, one for the back nine, and one for the total.

The Home Team Captain reports the match results to the Chairman immediately following play. The Chairman tallies each match throughout the season to determine the standings, playoff teams, and the overall winner who receives "The Cup", the league's trophy, which remains with the current season champion until another one is crowned.

Age

On the date of the match, within each club's six-man team, no more than three players may be 50-54 years of age and a minimum of three players must be 55 years of age or over to compete in league competitions.

Playoffs

The four top teams in the American and National Conferences make the playoffs.

The team with the best overall won/loss record in their conference wins the 1st playoff spot, e.g., 14-0-0 beats 13-1-0, etc. However, if there are any tie matches involved, the team with the most points moves forward. A win = 1 point, a loss = 0 points, and a tie = 0.5 points. Thus, a team with a record of 12-1-1 = 12.5 points as does a team with a 11-0-3 record.

If two teams have an equal number of points, the team with the best head-to-head record moves forward.

If the two teams head-to-head records are the same; i.e., 1-1, the team with the most head-to-head points moves forward.

If the two teams head-to-head points are equal; i.e., 9-9, the team with the most total points won against their common conference opponents, excluding any inter-conference play, moves forward.

If still tied, the Chairman will toss a coin in the presence of one or both captains to determine the winner.

This process continues until all four playoff spots in each conference are determined.

Playoff Matches

Quarter-finals

The American Conference #1 seed plays at home vs the National #4 seed and the National #1 seed plays at home vs the American #4 seed. The American Conference #2 seed plays at home vs the National #3 seed and the National #2 seed plays at home vs the American #3 seed.

Semi-finals

The winner of the American #1 vs National #4 quarter-finals match plays the winner of the National #2 vs American #3 quarter-finals match at the home of the highest seeded team. The winner of the National #1 vs American #4 quarter-finals match plays the winner of the American #2 vs National #3 quarter-finals match at the home of the highest seeded team.

Finals

The two semi-final match winners play the finals match at a neutral SGLNV course arranged for by the Chairman.

Playoff Match Ties

If, in any of the playoff matches there is a tie; i.e., 4.5 - 4.5, the competing team Captains will select two players from among their six playing in that match to compete in a sudden-death playoff, preferably on the first hole or the first hole thereafter that is available. The first hole won in sudden-death determines the playoff winner.

Time

The league recommends all matches be played each Wednesday of the scheduled year at 10:30 AM. However, the league is well aware that at most clubs this may conflict with "Ladies Day" or unexpected events. Considering those conflicts, some clubs begin

their matches starting on the 10th tee. Some have altered the 10:30 AM starting time, which is acceptable if the Away Team Captain is notified sufficiently in advance so his players may adjust their arrival times. Rescheduled tee times should not be longer than one hour.

Course Length

The league recommends play be from the member tees or those selected by the Home Team Captain that are between 6200-6500 yards. If course length is a problem, contact the Chairman.

For the 2024 season: Up to two players age 70 years and older as of the day of a match may opt to play from a forward tee option (defined as the next available men's tees which are closer to the green on each hole). Players using the forward tee option may be in any of the three groups. The team captain for each team should make the other team captain for the match aware of any players in the lineup that are eligible to use the forward tee option. This policy is on a trial basis for the 2024 season, including the playoffs.

Motorized Vehicles (Golf Carts)

All players participating in league play are required to use motorized golf carts for all matches.

Fees

The league requires a one-time joining fee of \$50.00 made payable to the SGLNV for each club joining the league. Thereafter, the league's annual fee is \$25.00 made payable to the SGLNV prior to the start of play of each season. These fees cover administrative costs, website hosting, trophy engraving, etc. No other fees will be made payable unless approved by the Captains and the Chairman.

Food and Beverage

The league encourages the host team to provide appropriate food and beverage to the visiting team in a spirit of good fellowship and camaraderie.

Scheduling

The schedule, published by the league for each season, is written for play every Wednesday at 10:30 AM. The league is aware that certain conditions, e.g., inclement

weather, course closure, other outside events, may require cancellation of that scheduled event. Rescheduled match dates, once set, are reported to the Chairman by the Home Team Captain.

Rain-Out Policy

The league is concerned for the safety of its players when thunder and lightning is present during scheduled play dates. To clarify the procedures necessary to minimize re-play situations the league, at our November 2011 meeting , agreed to the following Rain Out Policy:

Prior to any match being played for a single day's competition, with rain in the forecast, the home course site sets the priority. If the home course is playable for that day's event, the match must be played. If the home course is not playable for that day's competition it must be rescheduled. Failure to comply will result in a forfeit for the visiting team.

If during play the matches are warned of thunder and lightning in the area, all players must go to the club house for safety purposes. If play is not resumed in 1 hour of the suspension and all matches have not completed 14 holes of play, than that day's competition must be rescheduled.

If all three matches have completed at least 14 holes of play, the two Captains will declare the matches over and any remaining holes to be played, i.e.,15-18, will be declared even. The match results of the 14 or more holes completed will determine the results of that day's match.

Rules of Golf

The latest edition of the Rules of Golf as approved by R&A Rules Limited and the US Golf Association govern all SGLNV play.

The following USGA Local Rule is approved for SGLNV play:

Alternative to Stroke and Distance for a Ball That is Lost or Out of Bounds:

When a player's ball cannot be found or is known or virtually certain to be out of bounds, the player may proceed as follows rather than proceeding under stroke and distance.

For two penalty strokes, the player may take relief by dropping the original ball or a substituted ball in this relief area (see Rule 14.3):

a. The Ball Reference Point: The point where the original ball is estimated to come to rest on the course, or last crossed the edge of the course boundary to go out of bounds.

b. The Fairway Reference Point: The point of fairway of the hole being played that is nearest to the ball reference point, but is not nearer the hole than the ball reference point.

For purposes of this Local Rule, "fairway" means any area of grass in the general area that is cut to fairway height or less. Thus, the relief area is anywhere between a line drawn from the hole through the ball reference point or within two club-lengths to the outside of that line and a line from the hole through the fairway reference point or within two club-lengths to the outside of that line. It also must be in the general area and must not be nearer the hole than the ball reference point.

The player may not use this option when the ball is known or virtually certain to have come to rest in a penalty area, or the player has played another ball provisionally under penalty of stroke and distance (see Rule 18.3).