

29th Carolinas Interclub Team Match Play Competition
11th Carolinas Senior Interclub Team Match Play Competition
4th Carolinas Super Senior Interclub Team Match Play Competition
1st Carolinas Women's Interclub Team Match Play Competition
1st Gross Interclub Team Match Play Competition

Revised March 2026

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

Welcome to the Carolinas Golf Association's "Carolinas Interclub Team Match Play competition!"

Contents include:

- Club/Player Eligibility Checklist
- Responsibilities/Duties of Team Captains & Club Staff
- 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**, **SUPER SENIOR**, **WOMEN'S** & **GROSS** 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 before/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 and club staff at a team meeting. We encourage all captains to have a printed copy available at each match. A copy of this manual, including additional Interclub information, is available on the [Interclub website](https://www.carolinascga.org/interclub) and is discussed in detail during each regional captain's meetings.

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,

Kevin Haracz, CGA Senior Director of Member Services

Jim Douglass, CGA Director of Handicapping

Hogan May, CGA Assistant Director of Championship & Tournaments

Tom Thorpe, CGA Interclub Administrator

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2026 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 seek assistance from Interclub Committee for contact information)
- Submit team entry form(s) online with entry fee (credit card or can mail a check to the CGA)
- Attend Regional Captains Zoom Meeting (***MANDATORY FOR NEW CAPTAINSTEAMS***) to review:
 - o CGA Interclub Captain's Manual
 - o USGA Match Play Rules
 - o GOLF GENIUS TM (GG) procedures
- Meet with your Pod Captains to:
 - o Set dates for Regular Season matches
 - o Coordinate match fees, practice rounds and any social plans (optional) following a match
- Secure your CGA assigned (via email) GOLF GENIUS TM (GG) access link to:
 - o Upload all eligible players to the Team Roster within GG
 - o Set dates for the three (3) HOME matches
- Hold team meeting to review: Format, Match Play and Interclub rules, schedule, etc.

BEFORE EVERY MATCH

1 Week Prior to a Match, BOTH Captains must take the time to:

- 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 handicap order (*refer to Interclub Rule 11.1A*)
- Review both lineups for compliance and print pairings sheet to use the day of the match in GE
- **Verify opposing team's eligibility and Low Handicap Index™ (Low H.I.) and any ESR Reductions**
 - o **Contact the opposing captain and/or the Interclub Committee 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 (i.e. Preferred Lies), document and communicate to all players; Ensure tees for the competition have been set correctly; Discuss social activities (if any) following play; and provide club staff with pairings for scoreboard and cart signs (optional)
- Generate 2 sets of scorecards in GG for each foursome (View 'Exceptional Score List' for potential stroke reductions)

DAY OF MATCH

- Confirm lineups and each player's Playing Handicap on the paper 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 & Interclub Rule 2.2I)
- 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.)
- **REMIND PLAYERS TO KEEP HOLE BY HOLE GROSS SCORES, SIGN & RETURN SCORECARDS FOR POSTING**

AFTER EACH MATCH

- Both captains collect scorecards and verify that EACH PLAYER has a GROSS SCORE FOR EACH HOLE
- Host captain verifies the hole-by-hole scores in GG compliments what is on the scorecard and complete the match
- Retain scorecards for THE REMAINDER OF THE SEASON to support inquiries 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 for the entirety of the season. (Refer to [USGA Club Explanations](#)). Type 2 Clubs must have an agreement with a Type 1 Club to host their Home matches (both Regular Season & potential playoff matches).
- B. 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](#))
- 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 will 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 suspension 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 for another day. Clubs closed for course maintenance/renovations are permitted to compete in CGA Interclub but must coordinate finding a neutral site to host their three (3) Home matches and potential playoff matches. It is NOT required that the neutral site be a participating club in CGA Interclub but must be a CGA Member Club.

2. PLAYER ELIGIBILITY:

1. CAROLINAS, SENIOR, SUPER SENIOR and WOMEN'S DIVISIONS - ALL PLAYERS:

- A. CAROLINAS, SENIOR and SUPER SENIOR Divisions: Must be male members and in good standing with the CGA and their member club
- B. WOMEN'S Division: Must be female members and in good standing with the CGA and their member club
- C. Must be an amateur golfer (except for NON-AMATEURS below)
- D. Must be actively listed on the Club's GHIN Handicap Roster they are competing for
- E. Must have an established Low Handicap Index (LHI). **NOTE**: It takes 20 posted scores to establish an LHI in GHIN
 - i. there is no minimum or maximum LHI for any division
- F. 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!)
- G. Must be (age eligible by the applicable match date):
 - i. 18+ Years Old (CAROLINAS Division)
 - ii. 55+ Years Old (SENIOR Division)
 - iii. 65+ Years Old (SUPER SENIOR Division)
 - iv. 18+ Years Old (WOMEN'S Division)
- H. May compete on one team only during the current season per division (an eligible player may compete in more than one division but MUST be age eligible)
- I. 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 has already played in a match on Club A's Carolinas Division team)

2. GROSS DIVISION – ALL PLAYERS:

- A. Must be **18+ Years Old** by the applicable match date
- B. Must be male members and in good standing with the CGA and their member club
- C. Must be an amateur golfer (except for **NON-AMATEURS** below)
- D. Must be actively listed on the Club's GHIN Handicap Roster they are competing for
- E. Must have an established Low Handicap Index (LHI). **NOTE:** It takes 20 posted scores to establish an LHI in GHIN
 - i. **there is no minimum or maximum Low Handicap Index**
- F. Must have a minimum of **10 posted scores** within the past 12 months of the applicable match date (**no predated scores more than one (1) week old may be posted to become eligible!**)
- G. May compete on one (1) team only during the current season **per division** (an eligible player may compete in both Gross and Net Divisions but must meet all requirements listed in Interclub Rule 2.1 above.
- 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 has already played in a match on Club A's Carolinas Division team)

3. 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) Golf Professionals and Members who have maintained professional status.

NOTE: Teams are limited to **one (1)** non-amateur per match. **This applies to ALL divisions.**

J. 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 intentionally/knowingly played, the team in violation will forfeit any match points won from the side(s) to the opponent(s). There is no time limit for 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 the ineligible non-amateur and their 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. **NEW for 2026** – Teams must be in a Pod of at least 3 teams to be eligible to register for CGA Interclub play. Individual teams may not register until they have at least two other teams to register with. The CGA Interclub Committee does NOT assign teams to existing Pods. Contact information assistance will be provided if requested.

1. REGULAR SEASON:

- A. The 2026 Regular Season begins **March 1** and ends **no later than July 26. NO EXTENSIONS PERMITTED!**
- B. **CAROLINAS** and **GROSS** Division matches are primarily played on weekends but may be played on weekdays
- C. **SENIOR**, **SUPER SENIOR** and **WOMEN'S** 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, are encouraged to host multiple matches on the same day (this includes all three divisions), 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 (3) home and three (3) away matches for a total of six (6) Regular Season matches (regardless of Pod size).

2. PLAYOFFS:

- A. 2026 Playoff matches for the **CAROLINAS**, **SENIOR** and **SUPER SENIOR** Divisions begin **August 3** and are single elimination:
 - i. 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).
 - ii. Matchups will be based on regional assignments, record/pod standing, and accumulated match points. Any variations will be determined by the Interclub Committee.
 - iii. Semi-Finals and Championship matches ("**Final Four**") for each division are hosted simultaneously by the CGA at a predetermined site/dates.
- B. A playoff system for the 2026 **GROSS** Division is **To Be Announced** after the close of entries. The Interclub Committee will notify all teams of what the official playoff structure will be when determined. The intent is to have a playoff component in future seasons as participation levels are solidified.
- C. The **WOMEN'S** Division will **NOT** feature playoff matches for at least the 2026 season. Pod winners will receive a prize from the CGA Interclub Committee. The intent is to have a playoff component in future seasons as participation levels are solidified.

4. **STARTING TIMES:**

- A. Pre-determined and mutually agreed upon by BOTH team captains
- B. Starting times **must** 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 for **CAROLINAS**, **SENIOR** & **SUPER SENIOR** Division teams, and a minimum of six (6) players for **WOMEN'S** & **GROSS** Division teams. All players on the Team Roster must meet the eligibility requirements in Interclub Rule 2. There is no maximum number of players that can be listed on the Team Roster. **All eligible players that may compete in a match should be added to the Golf Genius team roster at the start of the season.**
 - i. **NEW for 2026** – Players **MUST** be listed on the Team Roster in Golf Genius at a minimum of 24-hours before the first tee time of the applicable match to be eligible to compete in the match. If the player competes, they will be deemed ineligible and Interclub Rule 2.J.i will be in effect.
- B. **MATCH ROSTERS** for the **CAROLINAS**, **SENIOR** & **SUPER SENIOR** Divisions will consist of eight (8) eligible competing players from each team at each Regular Season and Playoff match. **MATCH ROSTERS** for the **WOMEN'S** & **GROSS** Divisions will consist of four (4) eligible competing players from each team at each Regular Season match (and potential Playoff match).
- C. **Players MUST compete in at least one (1) Regular Season Match in the applicable division to be eligible to compete in that division's playoffs**
- D. CLUBS may sponsor more than one team in a division under the following guidelines:
 - i. Can ensure each TEAM ROSTER meets the requirement listed in Interclub Rule 5.A
 - ii. Submit separate entry forms and fees for each team
 - iii. Each team competes in a different POD (unless approved by the Interclub Committee)
 - iv. 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.I for ineligible player penalty.

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

When a team cannot field a complete MATCH ROSTER, it may:

- A. Insert an alternate player prior to the match (*if eligible, listed on the GG roster and readily available*). Proper handicap sequence procedures must be followed (see Interclub Rule 11).
- B. Play with less than a full team by playing one-player team (or teams) against the opponent's two-player team or teams. One-player 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 their match as a 2 v 1). Each team match in the **CAROLINAS, SENIOR & SUPER SENIOR** Divisions must contain a **minimum of four (4) competing players** from each team for match results to be official. Each team match in the **WOMEN'S & GROSS** Divisions must contain a **minimum of two (2) 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 start 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 virtual meetings for all team captains and club staff. These meetings will cover: sections of this manual; Golf Genius tasks and finalize the formation of pods within each division. **Each new club/captain 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 match/practice round 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 of changes accordingly. Contact information (*captain/co-captain names, emails, and phone numbers*) is available on the [CGA Interclub website](#) to help facilitate arrangements and scheduling throughout the season.

B. DETERMINING MATCH DATES

- i. Teams are responsible for coordinating and scheduling ALL match dates (with assistance from club staff). All match dates/starting times must be scheduled to ensure play will be completed prior to darkness.
- ii. When scheduling match dates, it is STRONGLY encouraged all teams 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)

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 MUST be entered in Golf Genius **AT A MINIMUM 24-Hours** prior to the first tee time of the applicable match. See [Interclub Rule 5.A.i.](#)
- ii. **NEW for 2026** - FAILURE TO HAVE A REGULAR SEASON OR PLAYOFF MATCH ROSTER ENTERED 24 HOURS PRIOR TO THE MATCH WILL RESULT IN A **4 POINT REDUCTION FROM THE TEAM'S MATCH POINT TOTAL IN THE APPLICABLE MATCH AND WILL BE AWARDED TO THE OPPOSING TEAM.** The Interclub Committee will make the necessary point adjustments in Golf Genius after the matches conclude. **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, or team representative, may submit their roster via email to the Interclub Committee for assistance but MUST do so at least 24 hours prior to the applicable match.)
- iii. Captains are responsible for reviewing, verifying and accepting their team's AND their opponent's lineup and handicaps for any given match (i.e. Lineup in handicap order; Playing Handicaps; Player eligibility). Match lineups (including player eligibility, ESR Reductions, Playing Handicaps, Handicap Hole Assignments on the Scorecards, etc.) will be considered approved unless a valid claim is made **prior to the start of the match.**
 - i. **NEW for 2026** – If a team's match roster is found to be played out of handicap order (except in the cases of very last-minute lineup changes), the team in violation will lose 8 points from the applicable match, and the points will be awarded to the opposing team. The Interclub Committee will make the necessary changes in Golf Genius after the conclusion of the match. This pertains whether this is discovered during or after the match.
- iv. It is the responsibility of each team captain to review the Handicap Analysis page within Golf Genius to ensure the accuracy of each player's Low Handicap Index and Playing Handicap (aka the number of strokes), 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 MUST 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 5,600 - maximum 6,100
 - Par 69 – minimum 5,700 - maximum 6,150
 - Par 70 - minimum 6,000 - maximum 6,500
 - Par 71 - minimum 6,000 - maximum 6,700
 - Par 72 - minimum 6,000 - maximum 6,900
 - ii. **SENIOR** Division Tees: must adhere to the following yardage guidelines related to par:
 - Par 68 – minimum 4,800 - maximum 5,400
 - Par 69 – minimum 5,000 - maximum 5,800
 - Par 70 - minimum 5,100 - maximum 6,000
 - Par 71 - minimum 5,200 - maximum 6,200
 - Par 72 - minimum 5,400 - maximum 6,400
 - iii. **SUPER SENIOR** Division Tees: must adhere to the following yardage guidelines related to par:
 - Par 68 – minimum 4,400 - maximum 5,200
 - Par 69 – minimum 4,500 - maximum 5,300
 - Par 70 - minimum 4,600 - maximum 5,400
 - Par 71 - minimum 4,800 - maximum 5,600
 - Par 72 - minimum 5,000 - maximum 5,800
 - iv. **WOMEN'S** Division Tees: Teams must select a tee set that is between 4,700 – 5,300 yards, regardless of the course's Par
 - v. **GROSS** Division Tees: Teams must select a tee set that is as close as possible to 6,400 yards, whether that is longer or shorter. Teams **MUST** use the same tees throughout the entirety of the season, once a Home match has been played.
- iv. Teams/Clubs in the **CAROLINAS**, **SENIOR** & **SUPER SENIOR** Divisions 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 meet 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 Ratings change 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 Ratings of the tees played in each match.
- vii. If it is desired to calculate the Playing Handicap of each player, please utilize the GHIN app or go to GHIN.com

- 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 in Golf Genius immediately following the conclusion of a Regular Season match (BOTH Captains in Playoffs). Players must return their paper scorecards with an individual gross score for EACH hole. IF a player picked up on any hole(s), the most likely score method 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 must collect all scorecards, verify player signatures, and confirm that the scores in Golf Genius compliment 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 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 two 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. If a player does not start play of a hole (i.e. due to illness/injury), the host captain must leave the specific hole(s) blank in Golf Genius.
- iv. ALL Regular Season scores and Playoff scores will be automatically posted through Golf Genius to GHIN as Competition scores to each player's GHIN profile, at 11:00pm after each match.
- v. Hole by hole scores must be entered into Golf Genius prior to 11:00pm to be automatically posted.
 - i. **NEW for 2026** – If it is discovered that hole by hole scores were not posted prior to 11:00pm, and scores were not posted to GHIN, the HOME TEAM will be deducted **10 points** from their season-long match point total.
- vi. **NOTE 1:** 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 automatically posted to GHIN! GGID Codes can be found on the scorecards a
- 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, in the spirit of the Interclub program, 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. Clubs determine the fees for practice rounds 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. During the Regular Season and Playoffs, practice or play 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 under Interclub Rule 2.2.1.i for the applicable match if they make more than one practice stroke on the course before the start of the match. This includes but is not limited to playing in a club-sanctioned event (i.e. leagues); playing in a casual round of golf; making more than one practice stroke/putt on the course (does not include chipping at the 1st tee or utilizing practice facilities).

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, clubs determine the fees for matches and should communicate this with the other Pod teams. Clubs should 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. Clubs 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 March 1, 2026. 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 CAROLINAS, SENIOR, SUPER SENIOR & WOMEN'S Divisions 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. All players in the GROSS Division will play at scratch.

- i. Weekly Index Revisions: The CGA automatically updates the LHI for all players in Golf Genius each Monday at 2:10am of the season. It is strongly recommended that mid-season additions to the team roster are added on Sundays to be pulled into the weekly update.
- 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 LHI and the Course and Slope Rating of the selected tees will determine a player's Playing Handicap for the applicable match. 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.
- v. **LOW H.I.:** There is no minimum or maximum Low H.I. to compete in the Interclub. For the CAROLINAS, SENIOR & SUPER SENIOR Divisions, 18 is the maximum number of strokes allowed for the Playing Handicap after being adjusted off the lower player in the group (this can be adjusted in the Handicap

Analysis tab in Golf Genius). For the **WOMEN'S** Division there is no maximum number of strokes allowed for the Playing Handicap.

B. **DETERMINING HANDICAP STROKES – PLAYING OFF THE LOW BALL (CAROLINAS, SENIOR, SUPER SENIOR & WOMEN'S DIVISIONS):**

- i. Within each four-ball match, the lowest Low H.I. 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 in Men's Net Divisions (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 both team captains and each individual player to verify that each player's LHI and Playing Handicap is correct for the competition and inform their opponent of the holes at which strokes are to be given or taken. (*Rules of Golf 3.2c*). Once the match has begun, any claims regarding Playing Handicaps will not be accepted unless a player knowingly declared an incorrect Playing Handicap.

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 Interclub matches and CGA events.

- i. **Low Differential Exceptional Score Phase:** Players who play better than the Low Net Differential table below are required 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 in GHIN.
- 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 POINT TOTAL BY THE INTERCLUB COMMITTEE.
 - a. **NEW for 2026** – For the playoffs, the unadjusted player will be deemed ineligible, and the scores will not count for the team. Any points won will be awarded to the opposing team.

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. In **ALL Divisions**, 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 to determine each player's Playing Handicap.
- i. **CAROLINAS, SENIOR & SUPER SENIOR** Divisions:
 - 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.
 - ii. **WOMEN'S & GROSS** Divisions:
 - i. Each hole played is worth 1 point. Each Match won (a majority of points) is worth an additional 2 points. Therefore, 40 points are in play for the overall Team vs. Team match.
 - ii. 20½ 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 each 2 vs 2 match 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 a full Match Roster per *Interclub Rule 5.B*, 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. In the **CAROLINAS, SENIOR & SUPER SENIOR** Divisions, captains will list their match rosters in order from low to high Low H.I. 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, whether during or after the match, that 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).
- B. Captains will inform their players as to who will play at Home and who will play Away and list both Home and Away rosters accordingly in Golf Genius.
- C. Each host captain will prepare two (2) sets of 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.
- D. Discuss local rules with staff and be prepared to communicate to all players on day of match.
- E. Remind players to record each player's gross score on each hole and return their scorecard to the host captain.
- F. 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.*)
- G. *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 with Interclub Rule 17.

12. ORDER OF PLAY:

- In the **CAROLINAS**, **SENIOR**, **SUPER SENIOR** & **WOMEN'S** Divisions, 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 consider 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 at all Regular Season and Playoff matches.

13. FORMAT & SCORING:

- A. In the **CAROLINAS**, **SENIOR** & **SUPER SENIOR** Divisions 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 20 points followed by the #2 teams and so on. Each hole is worth one (1) point. The match that wins the majority of the 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. In the **WOMEN'S** & **GROSS** Divisions REGULAR SEASON and PLAYOFFS: Four (4) players for each team will compete in one of two "Four-Ball" matches. The host club's #1 two-player team plays the visiting club's #1 two-player team in an 18-hole match worth 20 points followed by the #2 team. Each hole is worth one (1) point. The match that wins the majority of the points (9 ½) will win 2 additional points. Therefore, in each Team match 40 points are in play. The team that wins the majority of the points (20½) is determined the winner of the Team vs Team match. Points are split in all situational ties.
- C. 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 is worth 1 point each. The number of team match points available in a Playoff match is the same as a Regular Season match. However, if a tie exists at the end of any playoff match in the **CAROLINAS**, **SENIOR** & **SUPER SENIOR** Divisions (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.I).
- D. The "Final Four" teams from the **CAROLINAS**, **SENIOR** & **SUPER SENIOR** Divisions will meet at a CGA pre-determined course and date for both the Semi Finals and Championship matches.

14. ADVICE:

- A. In Four-Ball, *partners* may give each other advice (Rules of Golf 10.2) during the round but may NOT give other team members advice both during the round and after the round. In addition, each team may designate one (1) Advice Giver at each Regular Season match (Model Local Rule H-2). If the advice giver is a player on the team, they are 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 the match**. Teams may change advice givers only under exceptional circumstances (i.e. Advice giver becomes ill).
- B. In the Playoffs (excluding the Final Four), teams may designate two (2) advice givers 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 match (subject to Interclub Rule 15.C.vi) due to actual or predicted unfavorable weather conditions (i.e. forecasted hurricane impact).

- B. **NEW for 2026** – If play has begun, captains must wait at least **one hour** before canceling a match due to rain, unless the course becomes unplayable during this timeframe.
- 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 becomes officially closed to all play, or the captains mutually agree to postpone the match due to inclement weather/unplayable conditions/darkness, and play cannot be resumed, the following procedures apply:
 - a. If **all** matches **have not** completed *at least* nine (9) holes, the entire match must be replayed on a later date. 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 in each Four-Ball match. 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 number of holes (Match #1 could finish 15 holes and Match #4 could finish 11 holes). The Interclub Committee will adjust the match point totals in GG 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 Regular Season has begun, or if a team forfeits a match, may result in the team's/club's ineligibility for the following Interclub season. 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 MATCH ROSTER is not an acceptable reason to forfeit a match. Any circumstances causing forfeiture shall be subject to review by the CGA 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.

NEW for 2026 - Any forfeiture of a Regular Season match will result in a forty-five (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 2026 – If any of the four, four-ball matches are forfeited due to inability to field a full 8 players, 13 points will be awarded to the team that did NOT forfeit, and 0 points will be awarded to the forfeiting team.

NEW for 2026 – Multiple forfeitures during the Regular Season (i.e. more than 1 club vs club match or more than 2 individual four-ball matches) will result in ineligibility to compete for the following Interclub season.

NEW for 2026 – Any player who was listed in the pairings of a forfeited Regular Season match will be eligible for the Playoffs, even if the match is not played and the player did not compete in another Regular Season match.

NEW for 2026 – If a team forfeits at least one (1) Regular Season match, the team will be deemed ineligible to compete in the applicable season's playoffs.

Any Regular Season match that is not completed after **July 26** will result in a 40-40 tie in order for the CGA Interclub Committee to set up the playoff brackets, and for the playoffs to start on schedule.

17. **PROTESTS:**

Once the overall results of a team match have been agreed upon 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 they are based on facts previously unknown. All protests must be submitted by email to the **CGA Interclub Committee** (<mailto:interclub@carolinagolf.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 each team's 'Pod Points' which comes from the win/loss/tie record.
- B. Pod 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 for the final Pod standings:
 - i. between two (2) teams – "Head-to-Head" match record if two matches were played. If only one match was played, the accumulated match point from each team's three HOME matches will be the tie breaker. If still tied, Pod position is determined by season-long accumulated match points.
 - 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. **NEW for 2026** - In an event where three (3) or more teams are tied and did not play an equal number of head-to-head matches, the season-long match point totals will be the tie breaker. If a tie still exists, each tied team's HOME matches point totals will be the tie breaker, and then the AWAY point totals if a tie still exists.
- E. 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

- F. All Pod winners will automatically qualify. 2nd place teams in 5 & 6 team pods will also automatically qualify. In the event a 7-team Pod exists, the 4th place team will automatically qualify. Any remaining spots (aka 'At-large 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 (CAROLINAS, SENIOR & SUPER SENIOR Divisions):

- 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 on **August 3** and will be conducted on the courses of the competing teams and played in accordance with all Interclub rules.
- B. Except for the Final Four (Semi-Finals and Championship matches), all Playoff matches will involve the split format (both opponents courses involved simultaneously). Captains will prepare both home and away rosters in GG in accordance with Interclub Rule 11.2 for playoff pairings procedures. Once the rosters have been prepared, Captains will review their home course matchups 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 in the applicable division 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. 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 the **CAROLINAS**, **SENIOR** and **SUPER SENIOR** divisions will be hosted simultaneously at the same site and dates. Each team will consist of eight (8) competing players and are permitted up to four (4) 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

See *Rule 4 in the USGA Rules of Golf* for Equipment Rules

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.

New for 2026 - Penalty for 1st breach of Rule 4 of the *Rules of Golf* is the General Penalty (player's score cannot count for the side for that hole under *Rules of Golf 23.9a*. Penalty for 2nd breach of Rule 4 of *The Rules of Golf* is Disqualification of the player AND their partner under *Rules of Golf 23.9b* and *Rules of Golf 4.3*.

22. ETIQUETTE

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 guests 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. No denim is permitted.

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. [RULE 24 – TEAM COMPETITIONS](#)
- J. [MODEL LOCAL RULE E-3 – PREFERRED LIES](#)
 - a. Model Local Rule E-3 should only be in effect 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). The use of this Local Rule outside the fairway in the general area is not recommended as it may result in a player receiving free relief from areas where a ball might otherwise be unplaying (such as in areas of bushes or trees).
- K. [MODEL LOCAL RULE E-5 – ALTERNATIVE TO STROKE AND DISTANCE FOR LOST BALL OR BALL OUT OF BOUNDS](#)
- L. 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.
- M. [MODEL LOCAL RULE H-2 – APPOINTMENT OF ADVICE GIVER IN TEAM COMPETITION](#)
- N. [USGA RULES OF HANDICAPPING](#)
- O. [CGA INTERCLUB LOCAL RULES & TERMS OF THE COMPETITION \(HARD CARD\)](#)
- P. 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 where 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).