

Organization - Bylaws

Members:

The following Clubs are members of the Interclub League:

Cape Fear National, Compass Pointe, CC of Landfall, Magnolia Greens, Pine Valley, Porters Neck, River Landing and St James Plantation. Each Club will appoint an Interclub representative. The Interclub Chairperson will be the representative from the Chair Club (defined below).

Schedule:

- The season will last from March through October
- The goal is to have one match per month
- The Interclub Chairperson (with support from any other willing club chair) will prepare the Master Schedule
- The Interclub Chairperson will change each year. It will rotate by alphabetical order. (2024 Pine Valley, 2025 Porters Neck, 2026 River Landing, 2027 St. James, etc.)
- End of Year meeting – discuss the following year calendar and designate months for each club. Review formats and improvements.

Teams and Player Eligibility

- Each of the eight member Clubs will field teams consisting of eight (8) players for a total of 64 players participating in the Match.
- Players will play using 100% of their USGA course handicap. A maximum GHIN index of 30.0 will be in place. Any player with an index of more than 30.0, will be reduced to 30.0. The Host Club's Interclub representative should remind their Pro Shop of this restriction.
- The players must be a current member of the club and a member of the LGA. (An exception must be presented and agreed upon by the board.)
- Host club captain should send out a reminder to facilitate the collecting of rosters approximately two weeks prior to hosting.
- Each club representative (captain) will be responsible for submitting players' names and official GHIN number ONLY to the Host Club Pro Shop and Club Rep, in index order from low to high, 5 days prior to the Match date. Captains can include alternate names if they have them. The Host Club Pro Shop will use player indexes from 3 days prior to the match for tee sheet pairings.
- Host Club is responsible for setting shotgun time (9am is preferred), printing scorecards, cart signs, and scoreboards.

Match Play Format

- Match pairings will consist of four (4) two-player teams from each Club playing four (4) two-player teams from their opposing Club.
- Each Club's team will play a different Club's team at each Match throughout the season.
- Teams will be paired by handicap from low to high. (#1 and #2 players from club one will play #1 and #2 players from the opponent club).
- Playing Handicaps will be stroked off the low handicap in the foursome.
- Matches are best ball net, between the two-player teams in each foursome, with one (1) point awarded for each hole (1/2 point for ties) for a total of eighteen (18) points per match.
- Points are accumulated for each team for the season.

- Inclement weather points will be based on the completion of either 9 or 18 holes by all teams.
- The team who accumulated the most points throughout the year after all matches are completed will be awarded the Interclub trophy. The previous year's winning Club is responsible for bringing the trophy to the final match of the season.

Prizes and Fees

- Each match will end with a "raffle". Each team puts a logo ball in a hat, and a winner is drawn for pro shop credit. The whole team wins, \$40 per player. (\$320 total). The winning team is NOT eligible the following month. (Note: The logo ball bag used for raffles will maintain the list of which team wins each month, ensuring the same team doesn't win two times in a row.)
- The fee for visiting players is \$65 per member and is collected by the host professional prior to the match and paid to the host club.
- Fee includes greens fees, carts, range balls, gift certificate prizes and lunch. Does not include tips.
- Expected breakdown is: Cart/Green Fee \$30, Lunch \$30 Prizes \$5

Lunch

- Following play, each Club will provide lunch (fees included as above) to each player. This lunch should be buffet style for quicker access (i.e., salad bar, Wrap sandwiches, etc.).

Club Representative (Captain) Responsibilities

- Each participating club should have at least one captain, but preferably two. These are listed in the current contact sheet.
- The captain's responsibilities include:
 1. Attending Interclub meetings and representing your club
 2. Working with your pro to secure dates for hosting an event.
 3. Communicating rosters for each event (manage changes with host captain)
 4. Ensuring your team understands rules, formats, pace of play, etc.

Chair Club Definition, Rotation, and Duties

- The Chair Club's responsibilities include:
 1. Creating the Master Schedule (or gaining support to ensure its completion)
 2. Communicating of any changes/updates to the schedule or rules
 3. Call meetings to discuss any other situation that arises.
 4. Facilitating the update of the bylaws.

Host Club Responsibilities

- The host professional will ensure the player index used for tee pairings is from 3 days prior to the day of the match.
- The host professional is responsible for setting up carts with cart signs, distributing scorecards with applicable stroke dots, distributing the Interclub rules sheet and tabulating results.
- The host professional will determine and communicate which tees the players will be playing. Each club will appoint an interclub representative(s) who is responsible for selecting players for her team, verifying eligibility, and working with the club pro as needed.

- The host club Pro will send the tee sheet to the host club Captain(s) two (2) days prior to the match date. The Host Captain(s) will then review the tee sheet for accuracy and send it out to all the other captains. If another captain notices an error, that captain needs to notify the Host Captain immediately for correction. Captains will then send the final/corrected tee sheet out to their own players.
- Each club captain or designated assignee will ensure there is a check for payment on the day of the event.
- The host professional is responsible for explaining the rules regarding picking up a ball not being played and for managing the pace of play. The Pro should announce the pace of play for each course in his opening remarks. Each player should record their starting time once play begins on their assigned hole. The ball is to be played down unless the host club notes otherwise due to course conditions.
- Tie breakers: In the event of a tie at the end of 18 holes of play, the winner will be determined by a match of cards. Tie breaking holes will be the back nine, then the last 6, then the last 3 and then the 18th hole. USGA rules will be used for all events.
- Posting scores in match play: If you pick your ball up because your partner has made a lower score than you or conceded a putt, you can still put down a score. The most likely score is a reasonable assessment made by you based on the score you are most likely to make from that spot more than half the time. The following guidelines should be used to determine a most likely score:
 - If the ball lies on the putting green no more than 5 feet from the hole, add one stroke.
 - If the ball lies between 5 feet and 20 yards from the hole, add 2 or 3 additional strokes depending on the position of the ball, difficulty of the green and your ability.
 - If the ball lies more than 20 yards from the hole, add 3 or 4 additional strokes depending on the position of the ball, difficulty of the green and your ability.
- If for any reason the match is cancelled, the host club captain is to contact all club captains within 24 hours or as soon as possible. All club captains are then responsible for contacting their players.

Miscellaneous Interclub Rules

- Some clubs will post scores on your behalf. If not, each player participating in Interclub is responsible for posting their own score.
- Dual Memberships: If an interclub participant is part of more than one Interclub golf club they must choose before the beginning of the season (Jan 1st) which club they will play on for the season. Playing for more than one club in a season is not allowed.
- Late Arrivals: If Interclub participants are running late due to a situation **beyond their control**, such as a traffic accident, the Host Professional Staff will work to place at least one player from their team with each of their groups.
- Score cards **MUST** be turned in at the end of play, before unloading clubs, etc.
- If there is a delay or cancellation of play, the Host Captain will text all other club captains as soon as possible.

COASTAL CAROLINA LADIES INTERCLUB LEAGUE (CCLI)

Club Cart Amenities and Course Details

| Club | Cooler | Towels | Bottled Water | GPS | Aerification | Overseed |
|---------------------|---------------|---------------|----------------------|------------|---------------------|------------------|
| Cape Fear National | X | X | X | X | June & August | 2nd week October |
| Compass Pointe | X | | | | 2nd week July | |
| CC of Landfall | X | X | X | | Early August | |
| Magnolia Greens | X | | X | | Late June | |
| Pine Valley | X | | | X | 2nd week July | |
| Porters Neck | X | X | X | | 2nd week July | |
| River Landing | | X | | X | 3rd week June | |
| St James Plantation | X | X | X | X | May & August | |

Additional Match Play Guidelines

You will play 18 holes with a teammate. The main objective is to score as many points as possible per match as a twosome. Points are accumulated throughout the season. Unless a specific local rule is announced, always play the ball as it lies.

Ball Identification and Announcements

Mark your golf ball with a Sharpie so you can always identify it, regardless of its position. Use a unique marking such as a heart, your initials, a circle, or any symbol to clearly distinguish your ball. At the start of the match, announce which ball you are playing. If you change balls during the match, be sure to announce the change to your group.

Tee Honors and Ready Golf

Honors on the tee apply. On the first hole, the first player listed on the scorecard will tee off first. On subsequent holes, the winner of the previous hole tees off first. However, if the group agrees, you may play "ready golf," meaning whoever is ready should play their ball first (for example, on the tee).

Communication and Sportsmanship

Be clear in your communication. If you are "out of the hole" due to too many strokes, announce it so your group is aware. If you say "That's good" regarding an opponent's putt, make sure it is clear they do not need to continue putting on that hole.

Score Awareness on the Green

When you reach the green, know your score and announce it. Also, be aware of how many strokes you and your partner receive on that hole; this is very important.

Pace of Play Suggestions

- Keep up with the group in front of you.
- Plan your shot before you get to your ball
- Aim to play in 20 seconds
- Don't wait in the cart while your cart mate hits and then drive to your ball. Get out and walk to your ball with a few clubs. Be ready to play when it is your turn and let your cart mate pick you up.
- Mark and clean your ball when you arrive at the green. Be ready when it's your turn.
- Wait until the next tee to record your score and put your clubs away.

Strategy

- Do not play out of order on the green, except with your teammate. For example, if your team is farthest from the hole, one player can putt first to show the line to her teammate. The team farthest from the hole has the honor to putt.
- Always know your score and be confident. Avoid uncertainty about the score.
- Check your opponents' scorecards and only sign them if all scores match.
- Take your time with putts. Mark your ball and do not rush.
- Review the general Rules of Golf and use the USGA Rules App on your phone for reference.
- Do not practice on the green during play.
- The player whose ball is farthest from the hole plays first, regardless of whether the ball is on or off the green.
- Most importantly, play your own game and have fun!

Scoring

- Winning a hole earns your team 1 point. If the hole is tied, each team receives ½ point.
- After completing each hole, review the scores for that hole with your opponents. Make sure everyone agrees on the score before moving to the next hole. If there is any uncertainty, you may suggest, "You might want to count your strokes again."
- For very short putts, you may allow a "gimme." If you believe someone may miss the putt, require them to putt it out.
- Work closely with your teammate. Support each other, and read putts together.

Most Likely Score - Posting

When posting scores in match play, if you pick up your ball because your partner has a better score or your putt is conceded, you may still record a score. The "**most likely score**" for handicap purposes.

- **Definition:** Calculate the number of strokes taken, plus penalty strokes, plus the number of strokes you would **most likely** require to finish the hole.
- **Most Likely to finish:**
 - If the ball lies on the putting green and is no more than 5 feet from the hole – *Add 1 stroke.*
 - If the ball lies between 5 feet and 20 yards from the hole – *Add 2 or 3 strokes*, depending on the position of the ball, the difficulty of the green and the ability of the player.
 - If the ball lies more than 20 yards from the hole – *Add 3 or 4 additional strokes*, depending on the position of the ball, the difficulty of the green and the ability of the player.
- **Limit:** The score cannot exceed your max hole score (net double bogey).
- **Notation:** Mark the score on the card with an "X" preceding the number (e.g. X-5) to indicate a non-holed-out score.