



**FSGA Men's Interclub
Rules of Play
Official Competition Manual**

Table of Contents

1. Spirit of the Game
2. Player Eligibility
3. Team and Match Lineup
4. Groups, Regions and Registration
5. Match Format and Scoring
6. Pairings, Handicap Sequence and Substitutions
7. Handicaps and Lowest Index
8. Regular Season Standings and Tiebreakers
9. Playoffs and Regional Championship
10. State Championship
11. Course and Tee Selection
12. Scheduling and Host-Club Responsibilities
13. Results and Score Posting
14. Weather, Darkness and Postponements
15. Advice and Ruling Requests
16. Protests and Appeals
17. Carts, Caddies, Spectators and Pace of Play
18. Forfeiture and Withdrawal
19. Rules of Golf, Local Rules and Equipment
20. Captain Responsibilities
21. Handicap Manipulation, Conduct and Discipline
22. Committee Authority and Order of Rules
23. Final Authority

FSGA Men's Interclub

Simplified Rules of Play

Purpose: These rules are written for captains and players. They preserve the competition's operating rules while removing repetition and placing related requirements together.

1. Spirit of the Game

Interclub golf depends on honesty, courtesy, sportsmanship, and respect. Players, captains, spectators, and club representatives must follow the Rules of Golf, protect the integrity of the competition, and respect teammates, opponents, host facilities, and Committee decisions.

2. Player Eligibility

- The competition is open to male golfers aged 18 or older.
- Players must be amateurs, except that one eligible male golf professional may compete for a team in a match. Every player must have an active Florida GHIN Handicap Index.
- An eligible professional may be a club professional, assistant professional, or professional club member.
- Only one professional may participate for a team on the day of a match. If more than one plays, the second professional to tee off is ineligible.
- The maximum Handicap Index is 18.4, based on the player's lowest Handicap Index during the previous 12 months when rosters are locked.
- A player must have at least 10 posted rounds before the January 1 revision. The Committee may approve an exception for injury or another legitimate reason.
- Non-professional male club employees may participate if they meet all eligibility requirements. An employee occupies a member roster position.
- Players must remain on the club's active GHIN roster for the entire season.
- A player may represent only one club and one team during the season.
- Each club may enter one team. The Committee may approve additional teams.

Roster Deadline

All Golf Genius rosters must be completed by 11:59 p.m. on **December 31**. A player not listed by that deadline is ineligible unless the Committee approves a written request based on extraordinary circumstances.

Ineligible Players

- The ineligible player's four-ball side forfeits every Match Point it won in each match in which the player participated.
- A player who represents two teams is disqualified from both teams for that season.
- The Committee may also impose loss of Group Points, postseason ineligibility, or another appropriate sanction for repeated or serious violations.

3. Team and Match Lineup

- A team may maintain an unlimited roster of eligible players.
- A player may compete in any number of matches.
- Eight players normally represent each team in a match.
- Players must compete in at least one completed regular-season match to be eligible for the playoffs. Being listed in a canceled match does not count.
- State Championship players must have competed in at least two matches during the regular season or playoffs.

Team with Fewer Than Eight Players

- A team may add an eligible substitute and rearrange its lineup into proper Handicap Index sequence.
- A single player may compete against an opposing two-player side and may play the four-ball match alone.
- The single player must be placed in proper Handicap Index sequence, the empty spot can be anywhere in the matches.
- The captains may agree to concede or split affected Match Points.

4. Groups, Regions, and Registration

- The FSGA establishes Groups and Regions after entries close, primarily by geographic location.
- Four clubs may request to form a Group if all four agree, register before the deadline, and notify the FSGA in writing before entries close.
- Other teams are placed primarily by location and order of entry. Entry is not guaranteed when a Region is full.
- A four-team Group plays six matches: each opponent once at home and once away.
- A three-team Group plays four matches and has two open weeks.
- Refund Policy -

Prior to Entries Closing - Refund Available - Entry fee paid, less \$20 per entry administration fee

After Closing Date and More than Two Days Before Event - 50% of entry fee will be refunded (Except for Championship Fees and Exempt Fees - see below)

Within Two Days of Start Date - No requests will be honored within two days of the scheduled start date of the Championship (non-qualifying events) or the local qualifying date.

5. Match Format and Scoring

Each team match consists of four playing groups. Each group contains two players from each team and plays an 18-hole, four-ball Nassau match.

- Front Nine: 2 Match Points.
- Back Nine: 2 Match Points.
- Overall 18 Holes: 2 Match Points.
- Each playing group awards 6 Match Points.
- The full team match awards 24 Match Points.
- A tied match is split 1–1.

Group Points

- Win the team match: 3 Group Points.
- Tie the team match: 1.5 Group Points for each team.
- Lose the team match: 0 Group Points.
- Group Points determine the standings. A 24–0 win and a 13–11 win each earn 3 Group Points.
- Match Points are used for specified tiebreakers and playoff results.

6. Pairings, Handicap Sequence, and Substitutions

- Players must be paired from low to highest handicap index. The two lowest players form the 1st pair for their team, the next two form pair 2, and so on.
- The lower-index groups should tee off first. Captains may change the order of groups to accommodate delays, but may not change the required pairing sequence.
- Before pairings are exchanged, eligible players may be replaced freely.

- After pairings are exchanged, a player may be replaced only because of illness, injury, or another legitimate emergency.
- The opposing captain must be notified immediately.
- A substitute must be eligible and the lineup must remain in proper sequence. If the pairings cannot be rearranged, the substitute must play at a handicap that preserves the sequence.
- No substitution is permitted after play begins. The low index player can't take the place of a higher index.
- A sequence violation causes the offending side to forfeit all four-ball Match Points it won during that match.

7. Handicaps and Lowest Index

- The applicable Low Index is used to calculate each player's Course Handicap. Playing Handicaps are then determined using the 90% four-ball allowance described below.
- The Low Index is locked on January 1 for the regular season.
- For a player with fewer than 20 scores, the Lowest Revision is used.
- The Low Index is updated and locked separately for the playoffs.
- Captains should have the official handicap information available at every match.

Playing Handicap

- Use unrounded Course Handicaps.
- The player with the lowest unrounded Course Handicap in the group plays at scratch.
- Each other player receives 90% of the unrounded difference from the lowest player.
- Handicap strokes follow the allocation printed on the scorecard, regardless of the starting tee.
- Each player is responsible for confirming the correct handicap and the holes where strokes are given or received.

Competition Handicap Adjustment

The Committee may reduce a player's Competition Handicap when the player records an exceptional net performance. A performance 7.0 strokes or more better than the applicable handicap standard may result in a one-stroke reduction; 10.0 strokes or more may result in a two-stroke reduction. The captain will be notified of any adjustment.

8. Regular-Season Standings and Tiebreakers

The team with the most Group Points wins the Group. If two or more teams are tied, apply these tiebreakers in order:

- Direct wins among the tied teams.(In a tie of 3 or more teams, total wins vs. all tied teams)
- Direct Match Points among the tied teams.(In a tie of 3 or more teams, total match points vs. all tied teams)
- Total Match Points in all regular-season matches.
- Match Points in the final three matches, then the final two matches, then the final match.
- Coin flip.

Wildcard Tiebreakers

- Total Match Points in all matches.
- Match Points in the final two away matches.
- Match Points in the final away match.
- Coin flip.

For seeding, home-course advantage, and cross-group tiebreakers, the Group Points and Match Points of teams in three-team Groups are multiplied by 150%.

9. Playoffs and Regional Championship

- Six teams advance from each Region.
- If a Region has fewer than six Groups, the remaining positions are filled by wildcards based first on Group Points.
- Wildcards are seeded below all Group winners.
- Seeding is determined by Group Points, then Match Points, then coin flip.
- The top two seeds receive first-round byes.
- There is no reseeding.

First Round

- No. 3 plays No. 6; No. 4 plays No. 5.
- The match is played at both clubs during the same week, ideally at the same time.

- Each team sends four players to each site. A player may not play at both sites.
- Pairings are created separately at each site using WHS Lowest Handicap Index order.
- The two sites combine for 24 Match Points.
- At 12–12, the team with more regular-season Group Points advances.
- The winner of No. 3 vs. No. 6 plays No. 2. The winner of No. 4 vs. No. 5 plays No. 1.

Rounds Two and Three

- Each round consists of one match at each club over two weeks.
- The higher seed hosts the second match.
- The two matches combine for 48 Match Points.
- At 24–24, the team with more regular-season Group Points advances.

Playoff Tiebreaker After Group Points

- Total regular-season Match Points.
- Match Points in the final two regular-season away matches.
- Match Points in the final regular-season away match.
- Coin flip.

10. State Championship

- Each Regional Champion advances.
- The Championship is 36 holes of Net Stableford stroke play.
- A team may bring any number of eligible players and selects eight for each round.
- Each day's team score is the sum of its six highest Net Stableford scores.
- A player disqualified under a Rule of Golf in Round One remains eligible for Round Two unless the penalty includes disqualification from the competition.
- The team with the highest combined Stableford total wins.
- A tie is decided by a sudden-death playoff involving the two lowest-index players from each tied team that played the second round. The combined Net Stableford score of each team's two players determines the winner.

11. Course and Tee Selection

- The minimum course yardage is 5,500 yards.
- The recommended yardage is 6,000–6,400 yards.
- Playing more than 6,400 yards requires both captains' agreement before the match.
- All players in one playing group must use the same tees. Different groups may use different tees.
- The home captain selects the eligible course and tees for each group.
- Scores must be posted using the correct Course Rating and Slope Rating for the tees played.
- A multi-course facility may use any Slope-rated, regulation-length course and must notify its opponent in advance.
- The host captain must verify that the correct Course Rating and Slope Rating appear in Golf Genius.

Adaptive Golfers

- For a player using a wheeled mobility device with a WR4GD Pass or EDGA Access Pass, Model Local Rules M-1 and M-2 are in effect.
- The player may use a forward tee approved by the Committee if the handicap is calculated correctly for that tee.

12. Scheduling and Host-Club Responsibilities

- Matches are normally played Thursday with enough daylight to finish.
- Captains may agree to another day, switch home and away dates, or make another reasonable schedule adjustment.
- Matches must be completed during the scheduled week unless properly postponed.
- If the captains cannot agree, the match is played as originally scheduled.
- The home team must provide its course for regular-season, makeup, and playoff matches or arrange an approved alternate site.
- Fees are set by the host club; a fee of no more than \$40 is suggested.
- Practice rounds, carts, range balls, food and beverages are optional unless the clubs agree otherwise.
- No player may practice on the match course before play on match day during the regular season, playoffs, or State Championship.

- The host captain must send tee times, fees, course, tees, dress code, Local Rules, practice-round information and other arrangements promptly.
- A neutral site may be used if neither club can host and both captains agree.

13. Results and Score Posting

- The result becomes final when the players and captains agree to it at the scoring table or scoreboard, subject to a timely Rules of Golf ruling request or Committee authority under these Terms.
- Captains must verify the results before leaving the host club.
- The host captain enters results in Golf Genius as soon as possible and no later than noon the following day. The visiting captain may enter them by agreement.
- Individual scores are posted to GHIN as Competition Scores. State Championship scores are posted by the Committee as Competition Away Scores.
- Leave an unplayed hole blank so the handicap system can calculate Expected Score.
- If a player starts but does not complete a hole, record the score most likely to have been made, limited by Net Double Bogey.

14. Weather, Darkness, and Postponements

- Matches should be played as scheduled. Course management decides whether the course is closed.
- Captains may mutually agree to postpone before or during play because of actual or forecast conditions.
- If carts are prohibited but the course remains open, play continues on foot unless both captains agree to postpone.
- Captains must record and agree on the status of every match before leaving.

Scoring a Suspended Match

- If every playing group has not completed nine holes, the entire team match is replayed with any eligible players.
- If every group completes 9–13 holes, the Front Nine and Overall components are scored through the holes completed. Back Nine points are not awarded.
- If every group completes at least 14 holes, Front Nine, Back Nine, and Overall components are scored through the holes completed.

- For a match shortened by suspension, the side leading through the completed holes wins; a tie is split.
- If different groups stop on different holes, each four-ball match is scored through the holes completed by that group, provided the team-wide nine- or fourteen-hole threshold is satisfied.

Rescheduling

- A replay must be scheduled at the earliest mutually agreeable date and normally on the original course.
- The FSGA must be notified of the makeup date.
- All regular-season matches must be completed by the final Saturday of the regular season unless the Committee approves an extension.
- A match not completed by the deadline is a no-match and both teams receive zero Group Points.

Late Non-Weather Cancellation

- A cancellation within 24 hours without the opponent's agreement is a forfeiture.
- Each team receives one season-long free pass for a postponement within 48 hours. The team that was canceled on must give the other team two dates that would work for a rematch; this match must be completed by the end of the regular season.
- A later unagreed postponement within 48 hours may disqualify the team for the season.

15. Advice and Ruling Requests

- Four-ball partners may advise each other.
- Players may finish the round after their match ends but are not required to do so.
- A match-play ruling request must be made within the time required by Rule 20.1b.
- After a timely request, continue play without delay while the matter is referred for a ruling.

16. Protests and Appeals

- Only a Team Captain may file an administrative protest.
- The protest must be submitted in writing to the FSGA Interclub Committee within 24 hours after the match.
- It must identify the rule or policy involved, relevant facts, and supporting evidence.

- Administrative protests include eligibility, scheduling or Interclub policy. They do not extend the deadline for an on-course Rules of Golf ruling request.
- The Committee may obtain information from the teams, players, club officials or witnesses.
- The Committee's written decision is final.

17. Carts, Caddies, Spectators, and Pace of Play

- Golf carts are governed by host-club rules.
- If caddies are offered, an equal number must be available to each team. Players are responsible for customary caddie fees.
- Spectators are permitted only with advance approval from the host club and both captains.
- Spectators may not give advice, assist a player, influence play or interfere with a group.
- The host club or either captain may remove a spectator whose conduct interferes with the competition.
- Players must play without undue delay and keep pace with the group ahead.
- The lead group should average approximately 15 minutes per hole.
- After two warnings, an out-of-position group must move back into position. Unfinished Match Points are split, most-likely scores are recorded for holes started, and holes not started are left blank.

18. Forfeiture and Withdrawal

- Matches completed before a team withdraws remain official.
- Remaining matches are recorded as 18–6 victories and 3 Group Points for the opponents.
- A team that forfeits the season must donate \$250 to the FSGA Future of Golf Foundation before entering the following season.
- Withdrawal after pairings are announced may make the team ineligible until the second season following the withdrawal.

19. Rules of Golf, Local Rules, and Equipment

- The current Rules of Golf govern all matches, particularly Rules 3.2 and 23.
- Players may not agree to waive a Rule. The penalty is disqualification of the player or side involved, as provided by the Rules of Golf.
- The FSGA Hard Card is in effect.
- Properly issued host-course Local Rules also apply and must be communicated before play. A host Local Rule takes precedence over a conflicting general Hard Card provision when the Committee has authorized its use.
- Model Local Rule E-5 is available as an additional two-stroke option for a lost ball or ball out of bounds when a provisional ball was not played.
- Preferred lies are strongly discouraged. If necessary, the host club must announce a procedure based on Model Local Rule E-3 before play.
- Only conforming clubs and balls may be used. A player may carry no more than 14 clubs.
- The One-Ball Rule is not in effect.

20. Captain Responsibilities

- Serve as the club's official representative and primary FSGA contact.
- Verify player eligibility, roster accuracy, Lowest Index information and proper lineup sequence.
- Coordinate schedules, course arrangements, Local Rules and pairings.
- Exchange and verify lineups and match results.
- Ensure Golf Genius results and GHIN scores are posted on time.
- Inform players and spectators of the rules.
- File protests and respond to Committee inquiries.
- A golf professional may serve as captain, but the club must also designate a non-professional member as co-captain.

21. Handicap Manipulation, Conduct, and Discipline

- The Committee may review and reduce a Competition Handicap when performance is significantly better than the player's Handicap Index.
- A second sustained concern may result in exclusion from FSGA events for up to two years.
- The Committee may investigate handicap manipulation, unsportsmanlike conduct, verbal abuse, Rules violations or conduct detrimental to the competition.

- The player or team will receive notice of the allegation and a reasonable opportunity to respond.
- Penalties may include a warning, Match Point or match forfeiture, loss of Group Points, handicap adjustment, postseason ineligibility or suspension.

22. Committee Authority and Order of Rules

The FSGA Interclub Committee administers the competition and has final authority to interpret these rules, decide eligibility, resolve protests, correct administrative errors, modify schedules and address matters not specifically covered.

Order of Authority

When provisions conflict, apply them in this order:

- The Rules of Golf.
- These Men's Interclub Rules and Terms of the Competition.
- The FSGA Hard Card.
- Committee-approved host-course Local Rules.
- Host-club policies that do not conflict with the items above.

A Committee correction may not override the finality requirements of the Rules of Golf unless the Rules of Golf or these Terms expressly permit the correction.

23. Final Authority

The FSGA Interclub Committee's decision is final on eligibility, administration, protests, discipline and any matter not resolved by the Rules of Golf. Participation in the competition constitutes acceptance of these Rules of Play.