

DIABLO VALLEY ATHLETIC LEAGUE

CLAYTON VALLEY - COLLEGE PARK - CONCORD HIGH - MT. DIABLO - NORTHGATE - YGNACIO VALLEY - BEREAN CHRISTIAN

REVISED May, 2011

BOYS AND GIRLS GOLF GUIDELINES

1. SEASON

- 1.1 Boys: Practice may begin on the first Monday in February.
Girls: Practice may begin on the Monday following Thursday fourteen weeks prior to thanksgiving.
- 1.2 Total number of contacts: 20
 - 1.2.1 The league tournament and NCS post season play does not count in the above number.
- 1.3 Total number of scrimmages: 2

2. CONTEST INFORMATION

- 2.1 Starting time for dual matches will be 3:00 – 4:00.
- 2.2 League matches will be held on Tuesday and Thursday, unless local courses dictate otherwise.
- 2.3 Each boy's team shall consist of five to six (5-6) players; Girls team shall consist of four to six (4-6) players.
- 2.4 No match will begin unless each team's coach, or qualified designee, is present.
- 2.5 Each match shall consist of nine (9) holes, see rule 3.11 if match is halted.
- 2.6 Team players shall not use caddies or any type of power carts. Manual pull or push carts are allowed. Power Cart exceptions can be made for each match and tournament to speed up play for going back for shots after lost balls or long or uphill walks between greens and the next tee. Adults must always drive carts. Players should never be allowed to drive a power cart during league play.

3. RULES

- 3.1 USGA rules of golf will govern all play.
- 3.2 Summer rules apply unless course conditions dictate otherwise, as determined by home coach.
- 3.3 Number of scores to sum for the team score.
 - 3.3.1 Boys: Stroke play will be used, with the five lowest scores of the six (6) competitions counting in total stroke play. Teams must have five scores to win a match or place in the tournament. If a team does not have five scores for any reason, they will have an incomplete score and lose the match. Individual players will still accumulate League Points if their team has an incomplete score.
 - 3.3.2 Girls: Stroke play will be used with the five lowest scores of the six (6) competitions counting in total stroke play. However, if one of the team starts with 4 players, count the lowest 4 for both teams; if both teams start with 5 or 6 players, count the lowest 5 for each team. If a team does not have four scores for any reason, they will have an incomplete score and lose the match. Individual players will still accumulate League Points if their team has an incomplete score.
 - 3.3.3 At the girl's league tournament, teams will play up to six players and count the lowest five.

- 3.4 Tie Breakers for boys and girls golf:
 - 3.4.1 In the event of a tie, the sixth best score will be used (5 player team score) or for girls can be 5th best score(4 player team score).
 - 3.4.2 In the event that a tie still exists, score cards will be matched: all players' first hole scores will be totaled and compared.
 - 3.4.3 If still tied, second hole scores will be totaled and compared, etc, until the tie is broken.
- 3.5 On the day of a league match or tournament, a player shall not practice on the competition course before the contest.
- 3.6 Failure to comply with above play regulations shall result in forfeiture of matches, league standings or tournament.
- 3.7 Dress Code: No blue jeans are allowed. Golfers must wear a shirt with a collar or a mock turtle neck shirt with shirttails tucked in, and a hat worn forward. Boys and girls may wear appropriate golf shorts.
- 3.8 Home coach will determine which tees will be played.
- 3.9 Players may not solicit or offer assistance to their team mates or fellow competitors.
- 3.10 In all round robin golf matches, each individual player shall have one official score card with his name and score. The score card shall be exchanged prior to the first tee so that individuals are not keeping their own scores. The cards are not official until signed and attested.
- 3.11 If a match is halted in the event of darkness or weather, a minimum of seven holes completed is required for all groups to compile a team score.
- 3.12 No electronic devices may be used on the course during a match.
- 3.13 Spectators must remain 30 yards from the players. Spectators, marshals and coaches are allowed to help spot balls and look for lost balls. No electronic devices or communication with the players is allowed.

4. DETERMINATION OF LEAGUE CHAMPIONS

- 4.1 GIRLS: The league champion will be determined by 60% dual matches and 40% league tournament. Dual Matches: 5pts. Each win. League Tournament 1st = 40pts, 2nd = 34 pts, 3rd = 28 pts, 4th = 22 pts, 5th = 16 pts, 6th = 10 pts. 7th = 4 pts.
- 4.2 BOYS: Same as girls.
- 4.3 Tie Breakers for league champion/NCS representation
 - 4.3.1 1. Head to head matches
 - 4.3.2 2. Highest finisher in the league tournament.

5 NCS REPRESENTATION

- 5.1 The league champion will be the automatic representative to the NCS. The 2nd place team qualifies for the South Qualifier.
- 5.2 The top 3 individuals from non-qualifying teams at the league tournament will represent the league at the NCS South Qualifier.
- 5.3 Teams with a winning record may apply for an at large berth.

6. MVP & ALL LEAGUE SELECTION

- 6.1 Boys MVP and All-League selections are made by League Point totals. Players accumulate league points at matches and tournaments.
- 6.1.1. At each league match, League Points are given to the top 10 golfers regardless of whether the player's score counted in the match (i.e., one team can have six players scoring points while the other team has only 4 players scoring points.) The player with the lowest score gets 10 pts, the second best score gets 9 pts, the third best score gets 8 pts, etc. In the case of ties, the points for the total points for the tied positions are summed and split between the players. For example, if 3 players tie for the lowest score, they will each get 8 pts $(10+9+8)/3=8$. If two players tie for the 10th lowest score, they would get 0.5 pts each $(1+0)/2=0.5$. After each match, the coaches will confirm with each other the League Points earned by each player at the match.
- 6.1.2 At the League Tournament, the player with the lowest score will get League Points equal to the number of players in the tournament. The second place player will get 1 less point, the third place player will get 2 less pts, working down to the last player who will get one point if he/she has an official score. For example, if there are 34 players in the tournament, the lowest score would 34 pts and second place would get 33 pts, etc.
- 6.1.3. Total League Points are the tournament League Points plus the Match League points excluding the two lowest Match totals for each player (i.e., only the 8 best matches for each player count towards their total.)
- 6.1.4. The number of players selected to the First and Second All-League teams will be equal to the number of teams competing in the league. The top player with the highest League Points will be the league MVP. If there is a tie for MVP, there will be Co-MVPs. If there is a tie for the last spot on the First or Second teams, all tied shall be included on the respective teams.
- 6.2 All-League Honorable Mention selections are made one by each team's coach.

6 END OF THE YEAR COACHES MEETING

- 7.1 The league meeting will take place after the league tournament.