



### **New to Texas League Play**

Texas League Play can seem like a big undertaking to those clubs that have never participated before. Utilizing a well-organized Club Staff Professional, Team Captain, or MGA can make League Play run easily.

Below you can find a brief overview:

- Match Teams are made up of eight (8) players, one of which can be a full-time club professional employed by the club.
- Matches utilize the player's TXLP index throughout the regular season and playoffs. This will be established using the players' Low Handicap Index from the previous calendar year.
- For each club team there will be four (4), two-man teams, established by handicap index (low to high).
- Each match day will consist of four (4) matches total.

### **League Play Registration**

Teams must be registered and paid in full by the published entry deadline to compete in Texas League Play.

- Entry Fee/Form: Clubs wishing to compete in League Play must register and pay in full through Golf Genius.
- Conference: Clubs will be responsible for finding three (3) like clubs to compete in the same conference against each other. If a club needs help establishing a conference, please contact the TGA directly.

Once a conference has been formed, clubs should start working together to establish a schedule for the regular season. Clubs will play each team in their conference twice (home/away). A club will be responsible for hosting three (3) home matches throughout the season. It is recommended each conference establishes the same fees, parameters, and expectations for matches. While not required, it is recommended matches are played on the same day of the week and have the same starting time.

### **League Play Regular Season**

The regular season will start in early March and end in early May. All matches must be completed by the last day of the regular season. Exact start and end dates for the regular season can be found online at [www.txga.org](http://www.txga.org).

- Each match day will consist of four (4) matches total.
- One (1) scratch match and three (3) handicapped matches. If a team has a club staff professional, that professional must play in the scratch match (Match 1). Handicap matches will

use handicap strokes based off the lowest handicap in the group. *For example, Player A is a 2 hcp, Player B is a 4 hcp, Player C is a 6 hcp, and Player D is an 8 hcp. The match would play off Player A's hcp, and he would be a 0 hcp for the match. Player B would receive 2 strokes, Player C would receive 4 strokes, and Player D would receive 6 strokes.*

- Match 1 & 2 should be played from approximately 6,800 yards and Matches 3 & 4 should be played from approximately 6,500 yards. All yardages are subject to course availability. Yardages can be adjusted based on various weather conditions. All changes must be communicated to the opposing team's captain.
- All matches are scored using a NASSAU format (front 9/back 9/overall 18). Each match is worth three (3) points total. One (1) for the front 9, one (1) for the back 9, and one (1) for the overall 18. A tie for a side or overall will result in half of the available points.

### **League Play Playoffs**

Texas League Play Playoffs will be a single elimination bracket style playoff event.

- Conference winners will be decided by overall regular season conference record. Points accumulated throughout the season will be used to determine bracket seeding for the playoffs and add additional teams to the playoffs if needed. Please review the Texas League Play Policies & Procedures for more information online at [www.txga.org](http://www.txga.org).
- There is no consolation bracket for the Texas League Play Playoffs. Eliminated teams may have additional playing opportunities based on availability.

*For additional information, please contact [TGA Senior Tournament Director – Justin Guthrie](#)*



## How to Host Texas League Play Matches

Like all parts of Texas League Play, communication between the host club and the visiting club is vital to make sure all club professional and players have an enjoyable experience. This outline and checklist will allow you to follow some basic guidelines to make sure you are prepared to host a Texas League Play Match.

### Leading up to Match Day

One of the first things to do when hosting a Texas League Play Match is making sure that everyone is on the same page. Contact the opposing club's captain or Golf Professional. Between not being able to field a team to a scheduling error, mistakes happen, and a match sometimes doesn't take place the week it's supposed to.

Keep everyone in the loop if there will be any extras involved in the match. Such as cart fees, must take a caddie or if there will be any F&B available.

### Day of the Match

The Golf Genius Team Matches system is incredibly helpful if you allow it to be. Set the tees for your match and you'll have the Course Handicap calculated for you. Furthermore, it'll do the same for the opposing players' information so you can prepare the scorecards accordingly.

### Post-Match Day

Gathering the scorecards from the match is one of the most challenging aspects of the Match Day. Despite the format being Match Play, players are asked to record their most likely score for a hole should they not complete it. The Golf Genius Team Matches Portal will not allow you to submit overall results unless every player has a score.

While scores are requested to be posted no later than 24 hours after the match, posting them right after is most beneficial because if disputes arise, the moment is still fresh in everyone's mind. The TGA will post all player's individual scores to their GHIN number after matches are complete. For this to work it is imperative that all scores are posted correctly and hole-by-hole.



## Host Club Match Checklist

### Leading up to Match Day

\_\_\_\_\_ Communicate with the opposing Club's Captain or Golf Professional.

\_\_\_\_\_ Will there be a cart fee? \_\_\_\_\_ Price? \_\_\_\_\_ Will there be any F&B?

\_\_\_\_\_ Upload your team's roster into the League Play Module.

### What to do day of the Match

\_\_\_\_\_ Set the tees for the match on the Module. Scratch matches (Match 1 & 2) about 6,800 Yards  
handicap matches (Match 3 & 4) about 6,500 Yards.

\_\_\_\_\_ Pull opposing team information (Players and Handicaps).

\_\_\_\_\_ Print and prepare all document for the Matches.

\_\_\_\_\_ Cart Signs      \_\_\_\_\_ Scorecards with Strokes      \_\_\_\_\_ Tee Sheet

### Post-Match

\_\_\_\_\_ Gather every scorecard from the matches. Make sure every player has an 18-hole score.

\_\_\_\_\_ Post the scores to the Golf Genius Team Matches system.

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