

MARYLAND PRIVATE GOLF CLUB CONFERENCE
(Organized 2001)

BYLAWS

PREAMBLE

The Maryland Private Golf Club Conference (MPGCC) is a nonprofit interclub association dedicated to the spirit of competitive golf in the Four-Ball Match Play format. As such, Conference Members shall strive to promote and preserve the integrity of the game by adhering strictly to the USGA Rules of Golf and the USGA Handicap System.

I. ORGANIZATION

- A. The Conference shall be divided into divisions as deemed appropriate by the Executive Committee. See Appendix I for the current year's line-ups.
- B. The Conference shall have an Executive Committee made up of the Chairman, President, and two Vice Presidents. The Board consists of the Executive Committee and a minimum of three and maximum of seven representatives, who shall determine which Clubs participate in the Conference, schedule, make amendments to the Bylaws, and handle any other procedural matters pertaining to the Conference.
- C. The Executive Committee shall offer a slate of candidates for Conference officers to be voted on by the Team Captains at the annual meeting in January or February on a date designated by the immediate past directors. Alternative candidates may be nominated and seconded from the floor as candidates for any of the officer positions.
- D. At the annual meeting the immediate past President or his representative shall announce the schedule for that golf year and the respective Team Captains shall select mutually agreeable dates on which to hold their competitions.
- E. The newly elected directors shall preside over a discussion of any old and new business at the annual meeting including the ratification by the Team Captains of any decisions made by the Executive Committee, including any amendments to these Bylaws.

II. ELIGIBILITY TO COMPETE IN CONFERENCE MATCHES

- A. Competing Clubs must use the USGA Handicap System and be a Private/Members Only Club that has no daily fee play.
- B. An individual competitor must:
 - 1. Have an official USGA Handicap Index at the Club he represents of no less than **4.0** based on the current month's Handicap Index. No exceptions **except in playoffs, see Appendix I.**
 - 2. **Players lowest handicap index in the past 12 months must be at 3.0 or above to be eligible (This can be determined using the GHIN app)**
 - 3. Be an active paying golf member of his Club in good standing. ***Must be an active full-time member (Social and/or executive members do not qualify)***
 - 4. Have reached his 21st birthday prior to the match being played.

III. THE COMPETITION

- A. Each Club will field 6 two-man teams, with 3 teams playing away and 3 teams playing at home in Four-Ball Match Play. **Please note that the lowest combined handicap index team must play in the 9.0 match, the next lowest combined in the 11.0, and the highest combined index in the 14.0 match.** The visiting team captain will provide the home team captain with his pairing sheet at least 30 minutes prior to the match. Order for teeing off will be left up to the Home Team Captain. Each Club will try to play one or two matches a month from April through the first weekend in August.

1. The lowest handicap used for a regular season match shall be limited to:

- i. First match home and away, the lowest player will be no lower than 4.0 handicap index
- ii. Second match home and away, the lowest player will be no lower than 4.5 handicap index
- iii. Third match home and away, the lowest player will be no lower than 5.0 handicap index

- B. Play will be from the designated tee as determined by the **Host Club** provided that those tees are a minimum of 6,300 yards. Clubs whose longest set of tees is less than 6,300 yards must play from their longest tees. All courses with multiple sets of tees that are longer than 6,300 yards, will play from the tees that are regularly played by their “B” players if they do not exceed 6,800 yards. **ALL Matches will be played from the same tees.**

- C. All matches are played at “scratch”. Points will be awarded based on one point for the winner of each nine holes and one point for the winner of the 18 holes, for a total of three points per match. One-half point will be awarded to each team for a tie in any of the three segments of competition. The Club with the most total points wins the match. A Regular season match that ends in a 9-9 tie will remain a tie, and for standings purposes will be counted as a half-win and a half-loss. Playoff matches will advance to Sudden Death as per the Playoff Appendix of these Bylaws.

- D. A Club’s standing within its Division will be based on its won-lost record. In the event of a tie, Head to Head results will determine the seeding. If two teams end the season 2-2-2 and they tied each other, the seed will be determined by total points. If 3 or more teams end the season in a tie, the tie breaker will Head to Head first and if all 3 or beat one another we will use the total points earned in the matches between those 3 teams. If those numbers end in a tie, we will go the total points earned during the Regular Season. See these examples:

Club A, B and C end the year 3 and 3. Club A beats B and C, club A is the higher seed.

Club B beats Club C they are the next highest seed

Club A, B and C beat each other – A loses to B by 8 to 10, A beats C by 11.5 to 6.5 and C beats B by 10 to 8. A earned 8+11.5 for 19.5 points; B earned 10+8 for 18 pts and C earned 6.5+10 for 16.5 points. A would be the top seed, then B, then C. If all teams tied 18, 18, 18 we would go to the Regular Season points earned in all matches. The team with the highest point total earned during the regular season would be the higher seed.

- E. Range Finders: Range finders are allowed in all matches except when a club’s Golf Committee has determined that they are not allowed. Range finders are encouraged for the purpose of speed of play. If range finders are allowed, teams with Range Finders must give their opponents the yardage if the yardage is requested.

IV. MATCH DAYS AND TEE TIMES

- A. Every effort should be made to schedule all matches on Saturdays so that a rain postponement may be scheduled for the following day, Sunday. Matches, however, may be originally scheduled on Sundays if necessary. Matches may be scheduled on a Friday if both clubs agree to play
- B. Matches should be scheduled for 10:00 a.m. – 12:00 p.m., or at such other time as mutually agreed upon by the respective Captains.
- C. All Captains must be alert on the day of play for any potential delays due to frost, rain or other reasons, in the scheduled tee times and immediately notify the visiting Club of any such delays, along with the approximate new tee times.
- D. All matches will be played, regardless of weather, if the course remains open for play. If general play on the course is suspended by the Club official responsible for such decisions due to weather conditions, play will be continued from the point where play was stopped, if play is resumed on the same day. If play cannot be resumed on the same day and less than nine holes have been completed, the entire match at that Club must be rescheduled.
- E. The fact that one Club has stopped play due to weather conditions is no bar to the other half of the team finishing play on the other course.
- F. If a match at one Club is rained out prior to the start of play and reschedules the match for another date, the other half of the team must do likewise.
- G. If it is known before the match that one Club's course will be closed due to weather conditions and the suggestion is made that all play take place on the other course, both Captains must agree to play the match on the one course.
- H. If nine or more holes have been completed and play is suspended for the rest of the day, the remaining holes will be halved, and points will be counted as if 18 holes had already been played.
- I. If a match has already begun and play is suspended due to weather conditions, before a match can be postponed, both teams must wait one hour for the responsible official to make the decision that the course is playable.
- J. **ALL REGULAR SEASON MATCHES MUST BE PLAYED NO LATER THAN THE FIRST SUNDAY IN AUGUST.** REGULAR SEASON: TEAMS THAT HAVE NOT COMPLETED THEIR MATCHES BY THIS DATE SHALL SPLIT THE POINTS 9 - 9. NO EXCEPTIONS.
- K. See Appendix I for Playoff Procedure

V. FORFEITS

Any club which fields less than two 2-man teams at both the home and away course shall forfeit the third match. The team that shows up for the match will receive three points for the forfeited match. A team may be made up of one player, if the other teams satisfy the minimum index totals as listed in II.B.4.

VI. RESCHEDULED MATCHES

Rescheduled matches must be approved by the Captains of both clubs and notification furnished to the League with the rescheduled match date.

VII. CAPTAINS, HANDICAP VERIFICATION, AND TEAM LINE-UPS

- A. The Team Captain shall designate one member of his Club playing at the course on which he is not playing as the "Visiting" or "Home" Captain, as the case may be. If the Team Captain is not playing at either course, he shall designate both a "Visiting" and a "Home" Captain.

- B. The Home Captain and the Visiting Captain shall provide each other with the names and Handicap Indexes for their entire twelve-man roster broken down into “Home” and “Visiting” teams. Captains must obtain a listing of their team members’ USGA Handicap Indexes on the 1st and 15th of each month. Captains may select either of the two most recent handicap index listings (1st or 15th, one or the other, NO MIXING) **as of the date of each match** for use in determining their 2-man teams. This method will provide a minimum of 15 and maximum of 31 days to select teams for each match. For example, captains would choose either the June 1st or June 15th handicap index listing for a match played on June 30th, but if the match was scheduled for the next day (July 1st) they would be required to use either the June 15th or July 1st handicap index listing. A copy of the selected handicap index listing must be provided to the opposing team’s captains (both home and away) at least 30 minutes prior to the start of each match. **The two lowest combined indexes must play each other in the 9.0 match, the next lowest combined in the 11.0 and the highest in the 14.0 match.** The order of play shall be determined by each Home Captain. NOTE: During the “Play-offs” (see Appendix I) the Executive Committee at its sole discretion may select a specific handicap update to determine the indexes used by all teams participating in matches on a given date.
- C. Should the Captains determine upon review of the Handicap listing that a player from either team(s) has a handicap index of less than 4.0 or that a team has a combined handicap index of less than **9.0, 11.0, or 14.0, the match will proceed with the offending team fielding just one of their players in the match.** This will allow the match to be played instead of requiring the faulting team to forfeit. The player with the lower handicap index may be selected provided that their handicap index meets the minimum requirement of 4.0. **If a single player is used, he must participate in the 14.0 minimum matches, he CANNOT play in the 9.0 or the 11.0 minimum matches.**
- D. Claims against improper handicaps after play that are upheld by the Executive Committee shall result in forfeiture of the match (es) by the offending team (s).

VIII. SCORE POSTING

- A. Even though the format is match play at “scratch”, the USGA Handicap System requires that **ALL MATCH PLAY ADJUSTED GROSS SCORES** for 13 or more holes be **POSTED** for handicap purposes (USGA Handicap System Manual, Part II, Section 3.1).
- B. Team Captains shall be responsible for making sure that each of their players has properly posted their match scores. **REMINDERS:** Scores must be posted prior to 12:00 AM (Midnight) on the day of the match. A player is ineligible to play in another match until his score is properly posted. If the player does play in another match without having properly posted his previous match score (s) and a later handicap listing was used for the team’s line-up, the 3 points from his match will be forfeited to the opposing team. A second violation will make that player ineligible for the remainder of the season. **NO EXCEPTIONS.**

IX. CARTS OR CADDIES REQUIRED; GREENS FEES WAIVED; FOOD AND REFRESHMENTS PROVIDED BY HOST CLUB

Greens fees will be reciprocally waived. Each Host Club shall provide food and refreshments to the participating players. Exceptions by individual clubs to this point are not allowed. Cart fees may be waived depending on each club’s policy regarding interclub play. If cart fees are charged, each club will charge their 12 members, regardless of whether they play home or away. **Visiting players are not to be charged a Cart Fee.**

X. MATCH RESULTS

- A. After completion of the match, the winning Team Captain shall report the results to the League as designated by the Conference Directors. The VP/Operations shall inform the other clubs by sending out team standings monthly or posted to the League's website, www.marylandbteam.com.
- B. The winning Team Captain shall fax or email a copy of the pairings sheet to the League. The pairings sheet must indicate the 6 teams that comprise the two competing clubs, the USGA indexed handicap of each competitor, the score to be posted for the players, match by match results and the total match score. **REMINDER:** Each player must also have a valid score for handicap purposes listed on the pairings sheet. The pairings sheet must be faxed or emailed by the Tuesday following the match.
 - 1. Should the winning captain fail to submit the properly completed line-up sheet to the League by the Tuesday following the match, the match can be reviewed by the Executive Committee to determine the outcome. A 9 – 9 tie may be recorded.
 - 2. Rescheduled matches must be reported immediately per Section VI.
 - 3. A fax number and **an email address are listed in the Conference Directory as well as on the Pairings Sheet.**

XI. BYLAWS

Each Captain shall be responsible for ensuring that his Head Professional and players have received copies of and are familiar with the provisions of these Bylaws.

XII. AWARDS

The Directors shall make awards at the end of the season pursuant to the instructions of the Executive Committee.

APPENDIX I

2025 RULES ON PLAY OF REGULAR SEASON MATCHES AND PLAYOFFS

Regular season play will consist of six (6) matches. All matches will be played within the division. **Regular season won/loss record will be used to seed teams in the single elimination playoffs.**

2025 PLAYOFF PROCEDURES

Playoffs rules differ from the regular season in the following ways:

1. Playoff matches will be conducted in the same manner as regular season matches: 1 point for winning the front 9; 1 point for winning the back 9; 1 point for winning the 18 for a total of 3 possible points (½ point for ties). Any match that finishes in a 9-9 tie will then go to a sudden death playoff at the designated home team's club until a winner is determined. Captains may elect to send out any two players from their six-man roster if that team equals the combined **9.0** index or higher.
2. **For any player to be eligible for participation in the playoffs, he must have participated in a minimum of one regular season match and have an index of 4.0 or higher with the following exception. Any player who played in at least two (2) regular season matches whose handicap index has fallen below 3.8 (but not below 3.5) may play in the play-offs but must play in one of the combined team indices of 8.5 matches and may not play in the 10.5 or the 13.0 matches.**
3. **REMINDER:** The lowest eligible handicap index will be lowered for the playoffs from **4.0 to 3.8 (3.5 if you have played in 2 regular season matches)** and the combined indexes for the matches will be lowered from **9.0, 11.0, and 14.0 to 8.0, 10.0, and 13.0.**
4. **The lowest handicap used for a playoff match shall be limited to:**
 - iv. **First match home and away, the lowest player will be no lower than 3.5 (if they have played in 2 regular season matches otherwise their low can be 3.8) handicap index**
 - v. **Second match home and away, the lowest player will be no lower than 4.0 handicap index**
 - vi. **Third match home and away, the lowest player will be no lower than 4.5 handicap index**

Conference Playoff Format:

1. The top four (4) clubs from each division will qualify for the playoffs. As a result, sixteen (16) clubs will compete in a single elimination playoff bracket. The single elimination bracket will be seeded according to a team's divisional finish, then by won/loss record and finally points earned during the regular season. The winners move on until we have two semifinal winners advancing to the conference championship at a "neutral" site TBD) on a date TBD

2. Using the regular season format, the team with the best overall won loss record (if teams have identical records, head to head, then total points will be used to break tie) will be seeded #1 and so on.

ROUND OF 16

Match #1: #1 Seeded Division Winner vs #4 Fourth Place Team
 Match #2: #2 Seeded Division Winner vs #3 Fourth Place Team
 Match #3: #3 Seeded Division Winner vs #2 Fourth Place Team
 Match #4: #4 Seeded Division Winner vs #1 Fourth Place Team
 Match #5: #1 Second Place Team vs #4 Third Place Team
 Match #6: #2 Second Place Team vs #3 Third Place Team
 Match #7: #3 Second Place Team vs #2 Third Place Team
 Match #8: #4 Second Place Team vs #1 Third Place Team

The winners of the Round of 16 matches will advance according to a Single Elimination Tournament Bracket until two teams remain. The home team for each match will be determined by which team is the lower seed.

Bill McGee

Dave Taylor

Chris Tremblay

Father Sam Young

Augusta	Quail Hollow	Oakmont	Royal Portrush
Bretton Woods	Maryland GCC	Chartwell	Navy
Kenwood	Winters Run	Crofton	Prosect Bay
Montgomery	Sparrows Point	Woodmore	South River
Argyle	Cannon Club	Cattail Creek	Hunt Valley
Manor	Holly Hills	Hayfields	Eagle's Nest
Norbeck	Rolling Road	CC of Maryland	Piney Branch
Hobbits Glen			
Turf Valley			

Augusta Division

Bretton Woods will not play Argyle or Norbeck
 Argyle will not play Bretton Woods and Turf Valley
 Montgomery will not play Manor or Kenwood
 Manor will not play Montgomery or Hobbits Glen
 Hobbits Glen will not play manor or Kenwood
 Kenwood will not play Hobbits Glen or Montgomery.
 Turf Valley will not play Argyle or Norbeck
 Norbeck will not play Turf Valley or Bretton Woods