

1.0 Teams

(Clarification) Teams are comprised of a mix of Men and Women players and are divided by Pools based on placing from play and playoffs through the years. A Pool is the top pool with pools extending through D Pool. The Play-In-Pool (PIP) is the bottom level of this structure and is divided into two regions. All new teams entering the league come in through the PIP. Teams ascend to other pools by qualifying for playoffs, then winning one of two spots. In the case of the PIP, only one team from each region ascends. The lowest two teams in each pool after the regular season are relegated to the next lowest pool, except for PIP which has no lower pool.

1.1 Rosters:

- A/B/C/D/PIP Pool Rosters (Increase 2017)
- 20 Men
- 3 Women
- Players can only be on one roster, regardless of what pool they are in.
- A player may only play for one team per season.
- Maximum of (3) roster moves per season.
- A roster move is considered dropping a player and adding another player
- Filling out an unfilled roster is not considered a roster move.
- Calling-Up women does not count as a roster move
- Rosters don't lock until October 1st (or first match, whichever comes first) so any moves made prior to this date do not count as a roster move.
- (New Rule 2017) Teams may now add additional women players to their team that are not on the roster. These affiliate Women players may be called up to play in any match, EXCEPT for Finals.
- Additionally, these non-roster Women players may be asked to play for other teams as long as they are playing for a team that is at least 1 (one) pool higher than the team they are affiliated with
- No Group W Bench this year, however, a list of non-roster Women players with contact info, will be kept to facilitate this process

1.2 Deadlines

- Teams must confirm they are playing the upcoming season by August 1st
- Returning teams renew TBD
- New teams join by August 1st (minimum 16 rostered + 1 Woman)
- Team dues are due by October 1st or first match, whichever comes first.
- Rosters posted by October 1st or first match
- Teams that have paid and submitted their roster, may play their first match prior to October 1st. This helps to get Neutral matches out of the way early

1.3 Fees

- A Pool Buy-in is: \$400 + \$7 fee
- B Pool Buy-in is: \$200 + \$7 fee
- C Pool Buy-in is: \$200 + \$7 fee
- D Pool Buy-in is: \$200 + \$7 fee
- Play-In Pool Buy-in is: \$100 + \$7 fee

1.4 Fighting

- (New 2017) New England Team Challenge has a zero tolerance policy towards fighting. When it comes to fighting, the commissioners have the right to penalize any team or player as it seems fit including and up to expulsion from the league.

2.0 Scheduling

- Captains should work among themselves to determine the best date for the challenge.

- Challenges must be on the weekend.
 - If a date can't be agreed upon, it will be settled by the Commissioner of that pool.
 - If it involves the Commissioners team it will defer to the next lowest pools Commissioner.
 - Matches must try to be played in its scheduled month.
 - If for whatever reason this can't/doesn't happen it must be rescheduled within three weeks into the following month, except that no matches may carry into April without commissioner approval.
- If necessary as a last resort a commissioner may be called upon to mediate scheduling if one can't be agreed on by the 1st of the month.
- There's a Contact List located in the Captains thread with contact information for each team.
 - Commissioners will use their best effort to create schedules that are acceptable for all of the captains in their respective pool.
 - Captains will try to ensure that teams that stay in pools from year to year are not scheduled to repeatedly play at home or away with other teams that stay in pool. This is not an infallible system and may be subject to change or review if needed.
 - Commissioners will post preliminary schedules for all captains in their pool to see, and may ask for input if the schedule is not accepted by all captains
 - Schedules will be posted no later than September 1st

2.1 A/ B/C/D Pool (*May have changes for your pool*)

- A Pool – Does not have a set schedule. All dates must be arranged by the team captains
- B Pool – Has elected to have a set-schedule

B Pool Dates:

October 14th, 2017
 November 11th, 2017
 December 9th, 2017
 January 13th, 2018
 February 10th, 2018
 March 10th, 2018

- C Pool – Has elected to have fall back dates. Team captains should decide on a mutually agreeable date, however, if they should fail to reach an agreement, then the fall back dates are used

C Pool Dates: C-Pool has agreed to use the 2nd weekend of each month

- D Pool – Has elected to have fall back dates. Team captains should decide on a mutually agreeable date, however, if they should fail to reach an agreement, then the fall back dates are used

D Pool Dates:

Saturday, October 7
 Sunday, November 5
 Saturday, December 2
 Sunday, January 7
 Saturday, February 3
 Sunday, March 4

- Play-In Pool - Has elected to have fall back dates. Team captains should decide on a mutually agreeable date, however, if they should fail to reach an agreement, then the fall back dates are used. Fall back dates are the first Saturday of each month

3.0 The Match

3.1 Requirements (*Changed*2017)

- The Home Team must provide food and beverage for themselves and the visiting team
- A/B Pool

- 14 player minimum
- 2 Women required
- C Pool
- 14 player minimum
- 1 Woman required
- D Pool
- 16 player minimum
- 2 Woman required
- PIP
- 14 player minimum
- 1 Woman required

3.2 All Pools

- Women must play against each other in the singles round.
 - Captains decision on how to play women in the doubles round.
 - If Captains can't agree, it will default to how the matches are thrown out during the matchups.
- IE: Team 1 throws out a W/M team, Team 2 must match format.

3.3 Matchups

- (New 2017) Teams must declare the number of players they intend to play prior to matchups and who is NOT in attendance
 - Every effort should be made to play the max amount of people possible – no man, or woman, should be sitting for strategic purposes
 - First round - Home team decide if they want to put up first or second
 - Second round - Away team decides if they want to put up first or second
 - (New 2017) If captains can't decide on how to match the Women's cards prior to the matchup process, then teams may not match up their women doubles cards on the first matchup. After this, they may match up at any subsequent time. (Note: This does not include mixed doubles teams)
 - Snake order for matchups
- Ex. Team A puts up their player, Team B Matches. Now it's Team B's turn to put up a player and Team A matches. Repeat until all matchups are set
- (New 2017) Late comer rule – You may match up a player who has not yet arrived, however, if the match begins play, the late player forfeits each hole they are not present

3.4 Penalties

- If you don't bring the minimum number of players to a challenge, you will be penalized the difference between the minimum and what you brought each round.
- EX: Minimum is 14, you bring 10. You're giving your opponents 4 points each round.
- If an odd number, you can play 2 vs 1.
 - **A POOL SPECIFIC PENALTY FOR WOMEN (New 2017):** If team A plays 2 women, and team B plays 1 woman, team B is penalized 2 points.
- If team A plays two women, and team B plays zero women, team B is penalized 4 points.
- If each team plays the same amount of women, no penalty is given.
- This applies to both singles and doubles rounds.
- If you bring 2 women and play them both rounds, you will not be penalized.
- **B,C,D, PIP** - If you don't bring and/or play a woman and the other team PLAYS their woman they will get a bonus point EACH ROUND the other team PLAYS their woman.
 - Max of (2) points per round
 - Winner of that guy/girl match still gets a point.
 - If you have fewer players available than played in the first round, you will be giving the other team

the difference of what was played 1st round and that of the 2nd round.

- 1 player cannot be responsible for 2 penalties in same round (i.e. One player under minimum and missing a mando female should only be 1 penalty point in singles round.

3.5 Format

- First round is singles match play.
- Second round is doubles stroke play.

3.6 Match Scoring

- Singles victory is worth (1) point.
- Ties are halved for 1/2 point each.
- Doubles victory is worth (2) points.
- Doubles Ties will be played off in sudden death format.
- If captains decide to allow ties, each team will receive (1) point.
- Forfeits will be scored (Pool minimum player #) - 0
- All players present on team that didn't forfeit get a qualification round counted.
- No players on team that forfeited will get a qualification round counted.
- Matches that end in a tie will go to sudden death doubles with each team picking 2 players captains decide on hole to start
- (New 2017) In the event that lighting becomes an issue and sudden death must be halted, then the 5 best doubles scores from each team will be reviewed. The lowest score when all 5 cards are added wins the match. Use 6 if 5 doesn't decide it, Use 7 if 6, etc.
- (New 2017) Match results should be posted by the HOME TEAM on the team challenge website within a week of the match in fairness to other teams and commissioners. Commissioners reserve the right to give a warning or if necessary impose a penalty (public shaming) for extremely late score postings.
- Results should be posted with full names (no nicknames) and in the proper format (i.e. Paul McBeth beats Eric Kevorkian 3&2, and Paul McBeth/Ricky Wysocki beat Pete Violet and Eric Kevorkian 48-64)

4.0 Season Scoring

- Commissioners will maintain a running scoring system on the team challenge website for each pool
- As the season progresses, commissioners will rank teams according to win/loss and points percentage

4.1 Tie Breakers

Season ending ties will be broken by:

1. Head to Head

- H2H can't break a multiway tie if teams haven't played each other OR they haven't beat the other team(s).

IE: Team A beat Team B, Team B beat Team C. This does NOT mean that Team A > Team C. This is when Pts % comes into play!

- If Team A beat Team C and Team B beat Team C, then C loses H2H with the other two teams and they are out.

- If there is a multiway tie for multiple spots, H2H is always the first way used to break the tie.

IE: Teams A, B and C are all tied for the last two spots. We must break the tie for the first spot with Pts %. Now there are two teams tied for the last spot and we need to break the tie. H2H is the first method, if they didn't play each other its Pts % again.

- H2H is ALWAYS the first tie breaker!!!

2. Points Percentage

- Points Scored/Points Available.

3. Playoff between tied teams.

5.0 Finals

5.1 Finals Date and Qualifying

Finals is held on the second Saturday of April (April 14th, 2017)

- Men must play 3 matches for the same team per season to qualify for Finals
- Women must play 1 match per season for the same team to qualify for Finals
- No Women may be called up from other teams to represent at Finals

[b]5.2 Finals Location and Format[/b]

A Pool

- Location is picked by the reigning champion

Round 1: Matchups at 7:30AM, tee at 8:00AM.

- Team 3 v Team 6; Team 4 v 5; Teams 1 and 2 get byes.

Round 2: Matchups at 11:00AM, tee at 11:30AM.

- Team 1 v lowest remaining Team from round 1; Team 2 v highest remaining Team from round 1.

Round 3 / FINALS: Matchups at 2:30PM, tee at 3:00PM

- Time Cap(s) may be added once course is known and if deemed necessary by Captains

(# of players) -- Singles/Doubles breakdown

21 -- 11 singles/5 doubles

20 -- 10 singles/5 doubles

19 -- 9 singles/5 doubles

18 -- 8 singles/5 doubles

17 -- 9 singles/4 doubles

16 -- 8 singles/4 doubles

15 -- 7 singles/4 doubles

14 -- 6 singles/4 doubles

B/C/D Pool

- Finals locations will rotate by state each year with the goal/idea being to not host Finals in the same state two years in a row. Possible locations will be determined in January.

- For each Pool, and depending on which states are represented, they will rotate states each year

Example: in C-pool last year Massachusetts was the finals state, this year NY will be the finals state

- Within the chosen finals state, several courses which meet a minimum requirement of:

Must have ample parking

Must have bathroom facilities

Must be either free or arrange for a deep discount

- These chosen courses will be part of a random selection process to be performed by the pool commissioner and must be videotaped in the event captains want to view the process

Format is:

- 1v4,2v3

- Two winners play each other, Two losers play each other

- 2-0 team moves up a pool

- 1-1 teams play each other for the other promotion spot

Play-In Pool

- Top 4 teams from each division will qualify for finals.

- 1v4, 2v3 in each division.

- Two winners play for the promotion spot.

- Winner from PIP North and PIP South advance to D pool

5.3 Payouts

- A Pool finals payouts are: \$1600/\$1000/\$600

- B Pool finals payouts are: \$1000/\$600
- C Pool finals payouts are: \$1000/\$600
- D Pool finals payouts are: \$1000/\$600
- PIP finals payouts are:
North \$600/\$300 - South \$550/\$250

5.4 Relegations/Promotions

A/B/C/D Pool

- Bottom two teams after the regular season is complete get relegated to the next lowest pool.

B/C/D Pool

- Top two teams after finals are complete get promoted to the next highest pool.

Play-In Pool

- Finals winner from each division moves up to the D Pool

- **ADDITION OF E POOL** - The 2 teams that drop from D pool and the 3 teams from both the North and South Finals that did not move to D pool will comprise the new E pool. All remaining teams that did not make PIP Finals will remain in the PIP.