

TRSGA League Game Definitions

Individual Points

How It's Played: All individual scores are kept and points for each hole are calculated based on the following TRSGA points system. Points: Bogey = 1 point, Par = 2 points, Birdie = 4 points, Eagle = 6 points, Double Eagle = 8 points, Hole-in-One = 10 points.

Who Wins: The top 4 individual points for each flight (A/B/C/D) – 16 winners

Counts Toward Individual Handicap: YES

Select-A-Drive

How It's Played: Teams are created as evenly as possible using league handicaps with the intent that all teams have at least one long driver assigned to it. All members of the team will tee off and the best drive is selected. All members of the team will then hit their second shots from the chosen drive and play their own ball from that point on through the completion of the hole. Only the highest point of the four players on each hole will be added up for a total team score.

Who Wins: The top 4 individual points for each flight (A/B/C/D) – 16 winners

Counts Toward Individual Handicap: NO

ABCD Team Points

How It's Played: Teams are created as evenly as possible using league handicaps and weighted percentages of those handicaps to create a team handicap. Each team will consist of one A player, B player, C player and D player if possible. All individual scores are kept and points for each hole are calculated based on the TRSGA points system. All individual points will then be added up for a Team total.

Who Wins: Top 4 Team points. – 16 winners

Counts Toward Individual Handicap: YES

Match Play

How It's Played: Pairings will be calculated based off current league handicaps. The lowest ranked handicap player will be paired against the highest ranked handicap player for each flight. Pairing will subsequently work their way down through the handicap rankings for each flight always matching the lowest ranked handicap player left with the highest ranked handicap player left until all players participating in the event have been paired. The higher handicapped player within a pairing may receive strokes on holes if a player's handicap is greater than or equal to .5. For example, if the higher handicapped player is a 10.7 and the lower handicapped player's handicap is 7.3 the difference would be 3.4 and the higher handicapped player would receive a stroke on the courses three highest handicapped holes, i.e. 5, 12, 3. The player winning the most holes will determine the winner of the match and advance to the next round. Based on the number of entrants, a preliminary round may be required to ensure the tournament starts with 16 players per flight. Once we are down to 16 players, the pairings will be entered into a NCAA type tournament bracket and winners will advance through the bracket for 4 rounds (16, 8, 4, 2) until we have a final champion.

In the event of a tie after 18 holes, play will resume on the hole you started your match on and continue until we have a winner. All strokes awarded on a particular hole will be carried forward into sudden death.

Who Wins: Players reaching the final 4 for each flight will receive a payout – 16 winners

Counts Toward Individual Handicap: NO

ABCD Scramble

How It's Played: Teams are created as evenly as possible using league handicaps and weighted percentages of those handicaps to create a team handicap. Each team will consist of one A player, B player, C player and D player if possible. All players on a team will participate on every shot and the best shot as determined by the team will be the spot of play for the next shot until the hole is completed. Only a team score will be recorded for each hole. If your team only has 3 players, each player will alternate hitting two balls per shot on a hole. For example: Player

1 will hit two balls per shot on holes 1, 4, 7, 10, 13, 16. Player 2 will hit two balls per shot on holes 2, 5, 8, 11, 14, 17. Player 3 will hit two balls per shot on holes 3, 6, 9, 12, 15, 18.

Who Wins: Top 4 Team scores. – 16 winners

Counts Toward Individual Handicap: NO

Two-Person Best Ball (Each Flight)

How It's Played: Two person teams are created within a flight as evenly as possible using league handicaps. Both players on a team will play their own ball and the best score between the two players for each hole will be recorded as the team score.

Who Wins: 1st and 2nd place team scores for each flight (A/B/C/D). – 16 winners

Counts Toward Individual Handicap: NO

Low Gross (A/B Flights) Low Net (C/D Flights)

How It's Played: All individual scores are kept. For A and B flights, the gross individual score will be used to determine winners. For C and D flights, the net individual score based on handicaps will be used to determine winners.

Who Wins: The top 4 individual gross scores for flights A/B and the top 4 individual net scores for flights C/D – 16 winners

Counts Toward Individual Handicap: YES

3 Clubs Plus Putter (Points)

How It's Played: All individual scores are kept. Each player will be allowed only three clubs in their bag plus a putter during this round of golf. Choose your three clubs wisely. Each player will have their score and points recorded the same as in the Individual Points game above.

Who Wins: The top 4 individual points for each flight (A/B/C/D) – 16 winners

Counts Toward Individual Handicap: NO

Select-A-Drive (Team Points)

How It's Played: Teams are created as evenly as possible using league handicaps with the intent that all teams have at least one long driver assigned to it. All members of the team will tee off and the best drive is selected. All members of the team will then hit their second shots from the chosen drive and play their own ball from that point on through the completion of the hole. Each player will have their score and points recorded the same as in the Individual Points game above. All individual points will then be added up for a total Team score.

Who Wins: The top 4 Team points – 16 winners

Counts Toward Individual Handicap: NO

Select-A-Drive Best Ball (Points)

How It's Played: Teams are created as evenly as possible using handicaps with the intent that all teams have at least one long driver assigned to it. All members of the team will tee off and the best drive is selected. All members of the team will then hit their second shots from the chosen drive spot and play their own ball from that point on through the completion of the hole. Only the highest point total of the four players will then be used as the team point score.

Who Wins: The top 4 Team points – 16 winners

Counts Toward Individual Handicap: NO

Two-Person Scramble (A/B Flight and C/D Flight)

How It's Played: Teams are created as evenly as possible using league handicaps and each team will either consist of one A player and one B player or one C player and one D player. All players on a team will participate on every shot and the best shot as determined by the team will be the spot of play for the next shot until the hole is completed. Only a team score will be recorded for each hole.

Who Wins: Top 4 Team scores from each team (A/B and C/D). - 16 winners

Counts Toward Individual Handicap: NO

Future Game Considerations

Two-Person Team Match Play (A/D Flight vs B/C Flight)

How It's Played: Teams are created as evenly as possible using league handicaps and each team will either consist of one A player and one D player or one B player and one C player. A/D teams will compete against B/C teams. A random drawing will be held to determine team matches. Once all matches have been identified they will be placed in a NCAA type bracket. The team winning the most holes will determine the winner of the match and advance to the next round. Based on the number of entrants, a preliminary round may be required to ensure the tournament starts with 32 teams. Winning teams will advance through the bracket for 5 rounds (32, 16, 8, 4, 2) until we have a winner.

Who Wins: Teams reaching the final 4 will receive a payout. – 16 winners

Counts Toward Individual Handicap: NO

Two-Person Team Match Play (A/B Flight and C/D Flight)

How It's Played: Teams are created as evenly as possible using league handicaps and each team will either consist of one A player and one B player or one C player and one D player. A/B teams will compete against other A/B teams. Likewise, C/D teams will compete against other C/D teams. A random drawing will be held to determine team matches. Once all matches have been identified they will be placed in a NCAA type bracket. The team winning the most holes will determine the winner of the match and advance to the next round. Based on the number of entrants, a preliminary round may be required to ensure the tournament starts with 32 teams. Once we are down to 16 players, the pairings will be entered into a NCAA type tournament bracket and winners will advance through the bracket for 4 rounds (16, 8, 4, 2) until we have a winner.

Who Wins: Teams reaching the final 4 will receive a payout. – 16 winners

Counts Toward Individual Handicap: NO

Last updated: 5/12/22