

How to Run a Busline League Golf Match

Starting Time

To be determined by opposing Coaches, working with each host course, generally 3:00 pm. Start as early as you can in order to get in as much play as possible. Allow some reasonable time for visiting team to warm up.

Line Up

1. Home Coach is in charge of starting ceremonies
2. Gather the teams in groups on either side of an imaginary line, facing each other. Line up each team's players in order, from #1 down to the last player who will compete in a match. #1s should face each other a few yards apart, #2s next to them and so on down the line.

Home Coach Script

1. (Ladies &) Gentlemen, welcome to (name the golf club), home course for (name the home team). It is our pleasure to host this event. My name is Coach (last name). Coach (name the opposing coach), thank you for coming. If you have any questions as to where things are, such as the bathroom, the layout of the course, or anything else that is public knowledge, the player in your match will be glad to help. Just ask. However, please remember that offering or soliciting specific advice as to club selection or course strategy carries a penalty of loss of hole in match play.
2. Before we begin, let me review a few provisions of the League guidelines:
 - We want to get in the most play possible, so please keep moving!
 - Have two balls in your pocket, ready to immediately play a provisional ball, if necessary.
 - If it's your turn to hit, one practice swing allowed. You may take as many practice swings as you like if it's not your turn.
 - When all players are on a green, closest player to the hole removes the pole. First player in, replaces the pin. Know your role!
 - No talking if you're not walking. Move off greens briskly and card scores on your way to or on the next tee.
 - Walk gently on the course. Replace all divots and press down. Repair ANY ballmark you find on a green, not solely your own.
 - If a hole is conceded, please pick up and move on to save time.
 - If you have reached twice par on a hole, pick up, put your ball on the front of the green, take two putts; if you're not in in two, pick up and add one stroke.
3. If you do not know a rule or procedure during play, please invoke Rule 3.3. This means: (1) announce to your competitor you will play a second ball using Rule 3.3 and (2) announce which ball you prefer to score with, if the rules permit. Then, before signing your card, get a ruling from the Pro or the coaches and use that score on your card. This second ball is not a provisional ball.
4. Let me remind you about scorecards. Host players will keep the official score. Visiting players are encouraged to keep their own and their opponent's score so as to check for accuracy. Write the score each hole. Scorecards must be legible, signed and dated by the Scorer and attested by the opponent.

5. Finally, host players will have the honors on the first hole and will be happy to explain the lay of the course, position of the green or hazards, or anything else that is public knowledge.
6. OK, Gentlemen, please step forward and introduce yourselves to your competitor, shake hands and let's play some golf.

Other Notes

1. Home coach should have a scorecard for each player in the match, labeled with the player's name and number on the ladder, ready to go when the visiting coach arrives. Visiting coach should have his lineup ready and write the opposing player's names on the appropriate cards before the lineup.
2. Send the #1s and #2s off in the first group, #3s and #4s next, etc. Use a semi-shotgun start if you can to save time.
3. At the end, try to arrange a small ceremony to announce results of each match to the whole group.
4. Finally, as at other sports events, teams should shake hands with each other.