



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 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.

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