

2007 Girls Golf Policy

I. LEAGUE / REGION QUALIFYING

1. 1A Northern and Southern Leagues

The Class 1A will combine with the Class 2A and 3A in its league tournaments.

2. 2A Northern and Southern Leagues

The Class 2A will combine with the Class 3A in its league tournaments.

3. 3A West, East (Northern Region) and South Leagues

All eligible teams and individuals, who are part of a recognized program and have competed in a regular-season schedule, qualify for their respective league championship tournament. The 3A West and East leagues will again combine in 2007 (2006) into one Northern Region championship tournament (see state qualifying procedures on next page).

4. 4A Sunset Region

Team – The top four (4) teams from the Southwest League and the top four (4) teams from the Northwest League, based on regular-season league point standings, qualify for the eight-team region tournament.

Individual – The top five (5) individuals from non-qualifying teams out of the Southwest League and the top five (5) individuals from non-qualifying teams out of the Northwest League, based on regular-season league point standings, qualify for the region tournament.

4A Sunrise Region

Team – The top four (4) teams from the Southeast League and the top four (4) teams from the Northeast League, based on regular-season league point standings, qualify for the eight-team region tournament.

Individual – The top five (5) individuals from non-qualifying teams out of the Southeast League and the top five (5) individuals from non-qualifying teams out of the Northeast League, based on regular-season league point standings, qualify for the region tournament.

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4A Northern Region

Team – The top four (4) teams from the High Desert League and the top four (4) teams from the Sierra League, based on Nevada Cup league point standings, qualify for the eight-team region tournament.

Individual – The top five (5) individuals from non-qualifying teams out of the High Desert League and the top five (5) individuals from non-qualifying teams out of the Sierra League, based on Nevada Cup league point standings, qualify for the region tournament.

II. STATE QUALIFYING

1. Class 1A

The Class 1A will combine with the Class 2A and 3A in its state tournament.

2. Class 2A

The Class 2A will combine with the Class 3A in its state tournament.

3. Class 3A

A. Team (2006) – The top four (4) teams from the Northern Region championship tournament (West and East leagues combined) and the top two (2) teams from the South League championship tournament qualify for the six-team state championship tournament.

B. Individual (2006) – The top 10 individuals from non-qualifying teams out of the Northern Region championship tournament (West and East leagues combined) and the top five (5) individuals from non-qualifying teams out of the South League championship tournament advance to the state championship tournament.

4. Class 4A

A. Team – The top two (2) teams out of the Sunset Region championship tournament, the top two (2) teams out of the Sunrise Region championship tournament and the top two (2) teams out of the Northern Region championship tournament qualify for the six-team state championship tournament.

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- B. Individual – The top five (5) individuals from non-qualifying teams out of the Sunset Region championship tournament, the top five (5) individuals from non-qualifying teams out of the Sunrise Region championship tournament and the top five (5) individuals from non-qualifying teams out of the Northern Region championship tournament advance to the state championship tournament.

III. GENERAL INFORMATION

1. More information with regards to tournament procedures, rules and regulations (entries, schedules, etc.) can be found in the specific league / region and state championship tournament information packets. These information packets are binding documents for the tournaments they serve and act as state adopted rules. These packets can be found on the NIAA's web site, www.niaa.com (girls golf).
2. Teams will consist of a maximum of six (6) players but must have five (5) scores posted in order to qualify for the team competition.
3. The state championship tournaments will be two-day, 36-hole event – scored as two 18-hole matches – with the two-day total determining the state champion.
League/region championship tournaments will be either one- or two-day events as determined by the league/region/class and the Board of Control.
4. Championship courses will be selected by the tournament director and approved by the NIAA Executive Director.

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IV. (Class 4A) ON-COURSE COACHING REGULATION

Coaching is permitted in the 4A region and state golf tournaments (effective 2005 spring boys golf season). Coaches and players must adhere to the following criteria:

1. Coaching will be permitted between holes only (defined as after a specific player has holed out and/or before she has struck the ensuing tee shot).
2. The coach must be approved through his/her respective school, administration and/or district. The coach will be required to wear/display a nametag/badge identifying him/her as the approved on-course coach.
3. Only one (1) coach may coach during the event.
- 3b. In the spirit of the coaching rule, players are at no time to be coaches. Once a player has completed her round, she shall become a spectator (subject to the restrictions of a spectator and fellow competitor) and will thus not be permitted to offer advice to teammates still out on the course. The penalty for offering advice to a teammate or any other competitor while play is in progress shall be two strokes per incident in accordance with the USGA's rule book as determined by the tournament director and verified by the tournament's rules committee.
4. It is imperative that coaches do not slow the pace of play. Slow play will be penalized as per USGA rules.
5. No teaching aid or other technology will be allowed on the course. This would include, but not be limited to, radios, range finders, cell phones, video cameras, etc.

If a coach violates any of these rules, he/she will be asked to immediately return and remain at the clubhouse. The school will then lose all coaching privileges for the remainder of the tournament.

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V. UNIVERSAL TIE-BREAKER (4A qualifying for the region tournaments)

Notes: Ties involving teams according to regular-season standings will be broken as follows:

4A Northern Region (Nevada Cup point standings)

4A Sunrise and Sunset Regions (2006)

1. The Nevada Cup (regular-season league) point standings of teams in league matches shall determine the league's top four (4) qualifiers for their respective region championship tournament. The region's administrators will determine the Nevada Cup point standings based on previously approved schedules. In the event of a tie, the tie shall be broken using the procedures outlined in this section.
2. Tie between two (2) teams
 - A. Teams will add their scores from all Nevada Cup matches to determine a total team score. The lowest total score wins. If both teams do not have a complete set of team scores, the team with the most team scores (most matches played) earns the higher seed. In all cases where the number of matches played is the same, the total scores will be compared to determine a winner (advancer).
 - B. If the tie remains, teams will add the scores of their sixth players from all Nevada Cup matches to determine a total sixth-player score. The lowest total score wins. If both teams do not have a complete set of sixth scores, the team with the most sixth scores earns the higher seed. In all cases where the number of matches played is the same, the total scores will be compared to determine a winner (advancer).
 - C. If the tie remains, teams will compare their performances in all individual Nevada Cup events to determine which team had the greater number of higher place finishes. The team with the greater number of higher place finishes earns the higher seed. In all cases where the number of matches played is the same, the greater number of higher place finishes will be compared to determine a winner (advancer).
 - D. If the tie remains, teams will compare their performance in the final Nevada Cup event. The team with the lowest team score will earn the higher seed.

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3. Tie between three (3) or more teams
 - A. In all cases of ties involving more than two teams, as each team is removed from the tie, all other tied teams revert back to head-to-head to break the tie and the process continues.
 - B. Teams will add their scores from all Nevada Cup matches to determine a total team score. The lowest total score wins. If all teams do not have a complete set of team scores, the team with the most team scores (most matches played) earns the highest seed. In all cases where the number of matches played is the same, the total scores will be compared to determine a winner (advancer).
 - C. If the tie remains, teams will add the scores of their sixth player(s) from all Nevada Cup matches to determine a total sixth-player score. The lowest total score wins. If both teams do not have a complete set of sixth scores, the team with the most sixth scores earns the highest seed. In all cases where the number of matches played is the same, the greater number of higher place finishes will be compared to determine a winner (advancer).
 - D. If the tie remains, teams will compare their performances in all individual Nevada Cup events to determine which team had the greatest number of higher place finishes. The team which had the greatest number of higher place finishes will receive the highest seed. In all cases where the number of matches played is the same, the greater number of higher place finishes will be compared to determine a winner (advancer).

Example (Match No. and place, only four matches used in example):

Team A	No. 1=6th, No. 2=4th, No. 3=5th, No. 4=4th
Team B	No. 1=4th, No. 2=7th, No. 3=8th, No. 4=5th
Team C	No. 1=5th, No. 2=5th, No. 3=4th, No. 4=6th

Result: Team A won two (2) matches between the tied teams, Team B won one (1) match between the tied teams and Team C won one (1) match between the tied teams. Team A is granted the higher seed (while Team B and Team C go back into the head-to-head tie-breaker).

- E. If the tie remains, teams will compare their performance in the final Nevada Cup event. The team with the lowest team score will earn the highest seed.

VI. IN-MATCH / TOURNAMENT TIE-BREAKER

1. Ties involving teams during tournament play:
 - A. The aggregate stroke score of the five (5) lowest 18-hole scores for each team, (each day), shall constitute their school's team score. Ties for the championship and/or runner-up trophies will be handled in accordance with NIAA playoff procedures described below.
 1. If the total of the low five (5) scores (each day) results in a tie after 18/36 holes, the lowest (two-day total) score of the sixth person(s) on the team will determine the winner. It is possible in a two-day tournament that the sixth-place finisher could be two different team members. If one team does not have a sixth score and the other team does, the team with the sixth score wins.
 2. If the sixth person(s) are also tied, all six players from each team will play one hole of sudden victory. Each team will count its lowest five (5) scores on this hole with the lowest total winning. If the total of the five scores are the same, the lowest score of the sixth player on the sudden victory hole will determine the winner. If the score of the sixth player also results in a tie, the teams will play another hole and proceed with the tie-breaking procedure as outlined in step 1.A.2. This procedure will continue until a winner is determined.
2. Ties involving individual medalists
 - A. Only ties for the (top) medalist (first place) honor will be broken by a sudden victory playoff.

Ties for other medals will be determined by matching scorecards, as recommended by the USGA and outlined below:

 1. The player with the best/lowest score on the back nine, final day only, will earn the higher/better finishing place.
 2. If a tie remains, the player with the best/lowest score on the last six holes, final day only, will earn the higher/better finishing place.

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3. If a tie remains, the player with the best/lowest score on the last three holes, final day only, will earn the higher/better finishing place.
4. If a tie remains, the player with the best/lowest score on the 18th hole, final day only, will earn the higher/better finishing place.

Note: In the event multiple tees are used to start the tournament, the last nine holes will be Nos. 10-18 on the scorecard, the last six will be Nos. 13-18 on the scorecard, etc. At all times, the last nine holes will be represented by Nos. 10-18 on the scorecard.

Note: Tournament golf will follow the rules and regulations of the United States Golf Association, the NIAA Handbook and the NIAA Reference Manual.