

Since 1978

2018 LEAGUE RULES
SCHEDULE STARTING DATE: APRIL 9, 2018

2018 Elected Officers

Tim McLane & Joe Korner, President & Vice President

Harold Hutchison, Secretary

Randy Kautz, Treasurer

A. USGA Rules:

USGA rules are to be used except for the changes of the rules adopted by the league.

B. AGE RESTRICTIONS:

Players must be 55 or older to play in the league. Any younger player may play with the preapproval of the board of directors.

C. TEAMS IN LEAGUE:

The league will be limited to 20 teams with the restriction of the number of teams **MUST** be an even number of teams, plus unlimited "Subs". Any sub may play with any team and the sub's winning points will be awarded toward the team the sub is playing for.

D. DUES:

Dues for the **REGULAR WEEKLY PLAYERS** for the 2018 season will be \$40.00. Dues for the **SUBS** for any season will be \$15.00. All **DUES** should be paid no later than by the first week of the season.

E. THE 2-MAN TEAM FORMAT WILL BE USED:

A team consists of 2 REGULAR players. One REGULAR and one SUB or two SUBS during any given match is permissible. Any match points won by the SUB/s will be awarded to the team for that given match. A team must consist of at least one regular player for the "Position & Championship round". **IF ONE REGULAR PLAYER IS NOT PRESENT ON A TEAM THE OPPONENT WILL RECEIVE 40 POINTS IN THE POSITION ROUND FORFEIT IN THE CHAMPIONSHIP ROUND.**

F. SCHEDULE:

The SCHEDULE will consist of 19 regular competition weeks starting in April and ending in September. This will allow for each team to play each other once. The POSITION ROUND will begin the week following completion of the regular season schedule.

G. MULLIGANS:

PLEASE "NO MULLIGANS"

H. TEE TIMES:

Tee Times will be strictly observed.

(DO NOT TEE OFF BEFORE YOUR SCHEDULED TEE TIME.)

I. "TO SPEED UP PLAY":

Ready golf will be used, after teeing off. This means be ready to hit when it will not interfere with or endanger another player. You do not have to wait for your turn. This applies anywhere on the golf course. If you are using a cart don't sit in the cart and wait for your partner to hit, drop him off, go to your ball and then pick him up after you hit. Once on the green, please continue to putt until you have "hole out". Do not mark and clean your ball more than once unless you would be standing on another player's line.

On ALL PAR 3 holes (2, 8, 11 & 13), once you are on the green, let the next group tee off before completing your putts, if the next group is waiting.

J. SLOW PLAY POLICY:

Adopted by the members on a majority vote. April 11, 2011. 2 1/4 hours is a reasonable time for 9 holes. Being one open hole behind constitutes slow play. Bring plenty of balls and limit LOST ball search to 2 - 3 minutes. Any Player or Team may report a slow player/team to any LEAGUE OFFICER. Any Golf Course Staff member, under the supervision of the General Manager and Master PGA Professional: Tom Bach, may notify any League Officer for slow play. Chronic slow play violations can result in penalty to team standing points to be determined by the LEAGUE OFFICERS.

K. PUTTING

Only a **player's opponent can concede a putt for the player from any length**. Any player picking up without the player's **opponent's permission** will be assessed a one stroke penalty for that hole.

L. LOST BALLS:

Any ball lost in the FAIRWAY player may place another ball in the area where the foursome agrees without penalty. (**No penalty**). Any ball lost in the rough, the player will drop another ball where the foursome agrees the ball was lost with a ONE STROKE PENALTY.

Once you leave the tee box, you **cannot** go back and play a provisional ball. A provisional ball is played if you think the first ball is unplayable or lost with a one stroke penalty. If you play a provisional ball you are hitting 3 from the tee. If the first ball is found to be playable, it must be played and the provisional ball is picked up with no penalty. You may play one provisional ball off EACH tee if the player's opponent deems it necessary during the round.

M. OUT OF BOUNDS RULES:

All roadways are OB, including the one on #6 & #18 that separates the maintenance area from the golf course. Note: The OB white line on all designated holes is applicable. NO DISTANCE PENALTY for out of bounds, just one stroke penalty.

N. SAND TRAP RULES:

The play out of sand traps. You may rake and place your ball, no closer to the hole. If the ball is in water you may place it behind the trap no closer to the hole, only if you **cannot** get relief in the trap.

O. TEE BOXES:

The course has five tee colors; GREEN, BLUE, WHITE, GRAY and GOLD. All Players will use the GRAY TEES on every hole.[unless the league tells you to use another tee color on a given hole.]

P. SAFETY:

We have a number of players who have knee/back as well as other physical problems. For their sake of "safety", on those days carts are restricted to cart path, these players who hit their ball to an "unsafe lie" (up or down a slippery slope) as agreed by his opponent, may place a ball in a "safe" lie no closer to the hole without a penalty.

Q. SCORE CARD AND CONTEST MARKERS:

Both teams competing against each other are responsible for ensuring that their team's score card has been picked up at the secretary's table prior to playing. Please do not expect special delivery of your group's score card to be delivered to your group on your starting tee.

All scorecards and contest markers must be turned in to the Secretary after the completion of league play. Failure to do so will result in zero (0) team/individual points for that event. Be sure to record all your scores correctly. When both teams are satisfied, sign the card prior to turning it in to the secretary.

SCORING:

Each 2 man team can score a maximum of 40 points (based on net scores) for the team.

Each player has a possible of 20 points; 2 points for beating opponent per hole (or 1 point for tying opponent per hole) plus a possible of 2 medal points for low net score for the match. Points are earned based on relative NET SCORES.

If playing unopposed, a player will automatically receive the two (2) MEDAL points for the match.

R. HANDICAP CALCULATIONS:

The maximum number of strokes given for handicaps will be the difference between the opposing player's individual handicaps. The maximum HANDICAP number for any player will be 18 strokes.

Handicaps will be calculated from the last 10 adjusted scores going back to last year. After 11 scores have been posted, the highest and lowest score will be dropped within the last 10 scores. New players will have their HANDICAP calculated from the beginning of their first adjusted posted score, with a maximum of 18 strokes. All adjusted scores are based on the USGA calculation method and all net scores will be used to determine points for players and team totals.

All HANDICAP changes will be limited to plus or minus 4 strokes per week based on software constraints regardless of scratch scores posted. All fractional handicaps that are greater than 0.5, will be rounded up to the next whole number. All fractional handicaps that are less than 0.5 will be rounded down to the next whole number.

S. “NO SHOWS”:

If any Team DOES NOT have a sub for either player, the team with the single player must play against both of the opponent team’s players. This will be done by applying the single team player’s handicap and score against both of the opponent team players.

Points will be awarded by comparing the single team player’s net score against both opposing player’s net scores. Two (2) Points will be awarded to the winner of the hole and a single (1) Point will be awarded for a tie per opposing players. This will consist of four (4) points per hole as in normal scoring rule.

The only difference between the “NORMAL” score keeping and the “NO SHOW” score keeping is the Blind Player’s Score is NOT eligible to be awarded the Two (2) Net Medal Points. The Player of the single team member is playing against his particular opponent for their two (2) medal points. The TOTAL POINTS AVAILABLE FOR ANY TEAM WITH A “NO SHOW” WILL ONLY BE 38 TOTAL POINTS VERSUS 40.

ALL POINTS WON BY THE BLIND PLAYER’S SCORE WILL NOT BE AWARDED TO THE PLAYER THAT IS PLAYING AGAINST THE OPPONENT PLAYER. THE POINTS WON BY THE SINGLE PLAYING PLAYER’S BLIND SCORE POINTS WILL BE AWARDED TO THE TEAM’S TOTAL POINTS ONLY FOR THE DIVISION STANDINGS.

T. SEVERE WEATHER PROCEDURE (Sharon Woods Golf Course):

When the National Weather Service has issued a warning of severe weather within five to ten (5-10) miles of the facilities, the golf course staff will issue a warning to players of approaching severe weather. This alert will be a lone single blast with the air horn. This alert does close the course and/or suspends play; a second blast from the air horn will sound when the golf course staff opens the course for play. All players should take cover or return to the club house as quickly as possible during any severe weather.

U. WEATHER POLICY (LEAGUE):

In case of inclement weather, a player/team must finish the round to receive any points. If the weather is bad on Monday morning, the officers will make a decision about playing and notify the clubhouse before 7:00 am, if possible. In the event of lightning and/or severe weather, suspend play immediately and take shelter. The golf course is not canceling play with the severe weather horn, therefore the decision to stop playing will be decided by Each team. Scores will count, only if, 50% or more of teams in a Division complete play. Example: If 50% or more of A Division finish, then A Division scores will count, same for B, C & D Divisions.

V. DIVISION CHAMPIONSHIP:

The team with the most points WINS their division.

Championship Day: Division A Winners vs. Division B Winners will tee off at 8:00 am, Division C Winners vs. Division D Winners will tee off at 8:10 am. Note: The course will be ours for random play for those not in the playoff. This will be just like it was last year. There will be a sign-up sheet on the wall a couple of weeks in advance. If a group of members want to play a scramble, etc., they should decide early and place all the names on the tee times they desire, if they are still open. Members **cannot** take it upon themselves to remove or change entries made by other members.

W. LEAGUE CHAMPIONS:

The winners of the above play-offs will continue play on the back nine for the determination of the League Champions.

X. SUDDEN DEATH PLAYOFF (MATCH PLAY)

If A & B or C & D flights tie in their match. They will return to hole #1 and continue play until one team wins the hole. The winners of these two matches will play the back nine for the League Championship.

If the two teams playing for the championship tie, they will return to whole #1 and continue play until one team wins the hole. The winning team will be the “**League Champions**” and the other team will be League Runner-Ups. Handicaps will be used during sudden-death play competition.

OUR WEBSITE:

web.golfsoftware.net/11253