

Golfview Hills Men's Golf League - 2010

Please review these rules and be aware of the **wording changes for this year.**

THE TEAM GAME involves weekly head-to-head competition between 6 teams of 4 members each. The season is split into 3 rounds with a "Position Night" at the end of each round. Cash prizes are awarded for each round as well as for season champions. The **2010 USGA "Rules of Golf"** for medal play governs play (**no concessions** of holes or strokes).

The league plays from the **WHITE** tees. "Regulars" play 9 holes in the foursome **with their opponent** for team points per the published schedule. Tee times will be 7 minutes apart starting at our "Official" start time for each course (example: on #2 they will be 3:45, 3:52, 3:59, 4:06, 4:13, 4:20). **Complete foursomes** tee off in published sequence as the **Starter releases** them regardless of time. An incomplete foursome will wait for all their players until that group's published tee time at which time they will tee off in the next available time.

SCORING is based on **NET scores** as follows:

8 POINTS for **LOW NET** (4 points each if halved) – Medal Play

2 POINTS for **EACH HOLE WON** (1 point for each halved hole) – Match Play

2 POINTS for **BEATING** your slope adjusted league **AVERAGE** (1 point for tying average)

THIS POINT ALLOCATION IS SHOWN ON THE WEEKLY HANDOUT for your information.

ABSENT PLAYER (or late) - the present player wins **8 points** automatically (low net) plus he plays against PAR (net) for his holes won - **2 points** for **NET PAR** on **each hole** and **1 point** for **NET BOGEY** on **each hole** as well as the **2 points** for beating (1 for equaling) his average. **The present player now earns more points and "absent" loses more for his team.**

A PLAYER IS LATE (and considered **ABSENT**) after his scheduled tee time when his foursome has cleared the tee box and the next 4-some begins teeing off. **Please try to call someone in your foursome if you are not coming or will be late.** An absent player **loses all points if no alternate was pre-arranged.** A **late player** may play for fun **if space is available** but he can only score the points for beating/equaling his AVERAGE if he plays all holes - or he can join his foursome where they are on the course and play remaining match holes for points **if 5 or more holes remain** but all other **points are lost.** **PLAYERS ARE RESPONSIBLE FOR CALLING A SUB IF UNABLE TO PLAY. You should then inform your team captain which alternate is playing for you. IF NO ALTERNATE ARRIVES ON TIME TO PLAY - - ALL POINTS ARE LOST.** **ALTERNATES** can only sub after establishing a league handicap (2 rounds – 6 rounds for QUOTA) and they can play **ONLY FOR THE PLAYER WHO PREARRANGED** for them to play. **THE ALTERNATE WILL THEN PAY HIS GREEN FEE** (\$20 on #1 & #3 and \$30 on #2). **NO SPECIAL ARRANGEMENTS TO WAVE FEES ARE ALLOWED.** **Frank Pontrelli collects and transfers these fees.**

Any alternate on the Roster having an established 2 game handicap or USGA handicap may substitute. A **PLAYER WHO IS ABSENT 3 TIMES WITHOUT A SUB OR MISSES MORE THAN 50% OF SCHEDULED MATCHES**, will have his playing status **REVIEWED BY THE LEAGUE COMMITTEE OF CAPTAINS** and, depending on circumstances, he may be denied continued membership and be replaced by the next available applicant. **REMEMBER - YOUR TEAM NEEDS YOU – AND COG HILL EXPECTS 24 PLAYERS EACH WEEK.**

THE QUOTA POT -- Players participate in the weekly cash prize **QUOTA** game by committing to the season for **\$75** for 18 rounds (not tournaments). Pot is \$100 each week. Alternates who choose to be in the Quota and have a league established handicap (6 competitive rounds) must also commit for the full year and then are responsible to pay \$5.00 to John Cultra (treasurer) each time they are present. Late players are not eligible to win quota.

- **SUBTRACT YOUR HANDICAP FROM 18** to determine **YOUR QUOTA**
- Points are awarded for **GROSS SCORE** on each hole as follows:
BOGIE = 1 PAR = 2 BIRDIE = 4 EAGLE = 8 DOUBLE BOGEY = 0 TRIPLE BOGEY OR MORE = -1
- Player who **MOST EXCEEDS his quota** wins 50% of the weekly pot. 2nd gets 30% and 3rd gets 20%.
- If only 2 are over quota they split 65% / 35%. -- A single winner wins the whole pot -- ties split the total of the combined position winnings.
- If nobody is over quota, money in the pot rolls to the following week's quota pot.

HOLE IN ONE RULE - If any golfer (member or alternate) has a Hole-In-One during any league play, tournament, or other competition, each player in the event (member or alternate) will pay \$25 to a prize for that player making the Hole-In-One. When playing off course as a group function (not scheduled) this rule applies only to golfers playing the event. Those golfers not playing in an event will not be assessed. (Trips like Myrtle Beach must have additional specific agreements).

LEAGUE RULES

- THE CAPTAINS COMMITTEE (A-player or B-player if A is absent) makes any decisions regarding league play BUT HAS NO RESPONSIBILITY IN SETTLING RULE DISPUTES. For a **question** of RULE INTERPRETATION occurs while playing, play a **second ball** for that hole (per USGA "Rules of Golf") then, after the round, find a rule book and correct the score for the hole accordingly.
- RAIN RULE – CAPTAINS COMMITTEE may cancel league play if the course is deemed unplayable, or they can authorize "lift, clean, and place" in the fairway for the round in extremely wet conditions.
- The **2008 USGA "Rules of Golf"** for stroke play governs **all** play except LEAGUE LOCAL RULES. Get an up-to-date RULE BOOK so we all are playing by the same rules.
- Players must **RECORD ALL STROKES, then INITIAL the "OFFICIAL" CARD after CHECKING and AGREEING to the hole by hole GROSS scores** (immediately after the 9th hole) – **RETURN CARDS TO THE SCORER IN THE BAR AT THE CLUBHOUSE AFTER GOLF** so we can tally results. Disputes must be resolved before posting. No corrections will be made of an attested score card after it is posted. **NO CARD -- NO POINTS OR QUOTA MONEY-- NO EXCUSES!** Play all strokes - **PUTT OUT - NO GIMMIES, no pick-ups** – your score can affect all participants the in Quota.
- **CELL PHONES** must be on **SILENT OR VIBRATE** (no ringing). **NO CALLS** are allowed except in an **emergency and then only after a hole is completed by the foursome and before the next tee.** Walk or drive away while talking quietly. **Limit time on the phone** so as to not hold up play. **Remind** each other not to talk while someone is playing. Common sense and courtesy can solve this problem without penalties.

LEAGUE LOCAL RULES:

- **LATERAL HAZARD -- DISREGARD OUT OF BOUNDS or LOST BALLS RULES AND PLAY** as a **lateral hazard** (drop a ball within 2 club lengths from where your ball **crossed the HAZARD MARGIN** - add 1 penalty stroke).
- **CROSSING WATER – HIT 2 INTO HAZARD BEFORE CROSSING** (hitting 5 on the other side except on course 2 hole #8/9 hit **only 1 in from the tee** and then play 3rd shot on other side on the **hazard side of the cart path**). FOR FASTER PLAY, PLEASE DON'T GO BACK TO REHIT. **DON'T USE PROVISIONALS** - NO BALL HUNTING -- **LIMIT search to 1 MINUTE.** Give up the ball - it's lost - you can't hit it anyway.
- **4th HOLE ON COURSE 2** will be played **alternating the green** each time played, determined on first tee.
- **5th HOLE ON COURSE 2** is played as a **Par 5** (significant for absent player and Quota).
- FROM **4/7/10 thru 5/26/10** play LIFT, CLEAN, & PLACE anywhere on the course except in lateral hazards (this will be reviewed by captains for remaining season).
- **FULL HANDICAP** will be used for stroke play – **maximum difference of 16** between players is used for **HOLES**.
- **TOURNAMENTS:** All players (members and alternates) who play in a tournament are entered and can win prizes. Alternates **will pay an entry fee** to be determined based on the prize fund (for instance \$15 for an event with a total payout of \$300). Tournaments will be two successive 9 hole events. Those players playing only 9 holes should elect to play together in the last foursomes so others can finish 18.
- All league members are **required to pay the league fees before competition begins.** Members who resign from the league during the season are expected to pay for all rounds and Quota which are scheduled until a permanent substitute replaces him. The replacement will be financially responsible for all subsequent play.
- **DISTANCE MEASURING DEVICES** may be used but must be shared with opponents during play.
- **RELIEF is allowed** in an **unrepaired** divot, unraked footprints in sand (rake and place), deep tire tracks in the fairway, or other negligent **COURSE DAMAGE**. Play as ground under repair. A ball may be picked up only with observation of the opponent and must be marked.
- Please follow all rules of COG HILL golf course and **avoid delaying play.**

SOME BASIC GOLF RULES (actual USGA wording governs any interpretation)

- **WATER HAZARD - (yellow stakes) OUR RULE - HIT 2 INTO WATER** before going to drop area (**3 options**)
 - 1.) Drop on the **direct line to the flag** behind where ball entered water (crossing a 2nd time) hitting 3, **or**
 - 2.) Play another ball from the **original spot** hitting 3- **NO PROVISIONALS** - they are for lost or out of bounds, **or**
 - 3.) Play from the **drop area only after hitting 2** in water (shooting 5).
- **LATERAL WATER -- (red stakes)** drop ball **2 club lengths from ENTRY POINT** or equidistant point on other bank - not closer to hole (or either of options 1 or 2 above). Add **1 penalty stroke** prior to each additional stroke.
- **UNPLAYABLE LIE** (you may declare anytime) -- **3 options:**
 - 1.) Play another ball from the original spot, (**not recommended for our league**), **or**
 - 2.) Drop ball **within 2 club lengths** but not closer to hole (in bunker - must remain in bunker), **or**
 - 3.) Drop on the **direct line to the flag** behind where ball lies. **Add 1 penalty stroke in each case.**
- Immovable **OBSTRUCTION** that **interferes with swing or stance** (cart path, fence, building, etc. but not trees, rocks or interference with ball flight) -- move ball to **within 1 club length** clear of obstruction but not closer to hole.

REMEMBER:

2 STROKE PENALTY for **MOVING BALL** -- **PLAYING WRONG BALL** -- **GROUNDING CLUB** in a **HAZARD** -- **IMPROVING YOUR LIE** -- **HITTING THE FLAG OR ANOTHER BALL** WHEN on the **PUTTING GREEN**

1 STROKE PENALTY for **DOUBLE HIT, WATER, LOST BALL** (our rule), or **UNPLAYABLE LIE**

LIGHTNING RULE *(please read)*

- **WE DON'T WANT ANYONE HIT BY LIGHTNING - SO WATCH THE SKY DURING STORMY WEATHER**
- Lightning is, of course, bad news. USGA Rule 6-8 gives any player the right to stop when "**he believes there is danger from lightning.**" He doesn't need to consult with his opponents, or the Committee. Each golfer must determine whether **HE feels** that lightning is near enough to **threaten HIM** and respond accordingly.
- When lightning is a threat - **TAKE COVER IN A SHELTER** or preferably in the "**HALFWAY HOUSE**" or a **bathroom**. **Wait at least 30 minutes** for lightning to pass. Cog Hill does not have a lightning warning system.
- Resume play **ONLY IF** and **WHEN BOTH** opponents **AGREE** that it is **SAFE** to resume.
- If lightning doesn't subside **within 30 minutes** the match is over and recorded - score will be counted based on the **last completed hole (minimum of 4 holes)** for both low net and holes won. Whenever **no** foursomes are able to finish, the **CAPTAINS COMMITTEE WILL DETERMINE HOW MANY HOLES ARE OFFICIAL** after completion of the round and all scores revert accordingly.

NOTE: IT IS NEVER SAFE TO RIDE A CART OR WALK INTO THE CLUBHOUSE IN A LIGHTNING STORM - WAIT IT OUT - THE STORM ALWAYS PASSES EVENTUALLY.

Note: The "Rules of Golf" provide for postponement of a match **only** in the case of a threat of lightning stating "Bad weather is not of itself a good reason for discontinuing play." Therefore, **WE WILL PLAY IN THE RAIN** unless the COMMITTEE deems the course unplayable. If you don't want to play in rain, you must forfeit. Your opponent must then play the full nine holes to win. **Points are scored only on holes both players complete if neither player finishes.**

PLEASE DO WHAT YOU CAN TO SPEED UP PLAY & KEEP PACE

In order to speed up our pace of play all golfers should be attempting to play 9 holes in 2 hours or less and 18 holes in 4 hours or less. If everyone consciously makes an effort to be ready when it is his turn and keep moving we can all enjoy the game more. The following ideas should be a guide to how you can help speed things up.

- PLAY "**READY GOLF**" - **BE READY TO HIT** (OR PUTT) – FORGET HONORS OR TURNS. PLAN YOUR SHOT WHILE OTHERS ARE HITTING - IF NOT READY TO HIT, **ASK SOMEONE ELSE TO HIT**
- **DROP YOUR PARTNER AT HIS BALL THEN GO TO YOURS** – PARK BETWEEN YOURS AND HIS - **DON'T SIT AROUND WAITING FOR OTHERS TO HIT**
- **DRIVE CART TO BACK OF GREEN** SO FOLLOWING PLAYERS AREN'T WAITING FOR YOU TO MOVE IT
- **PUTT OUT** AFTER MAKING YOUR FIRST PUTT WHEN YOU CAN - DON'T REMARK SHORT PUTTS
- **HIT YOUR SHOT BEFORE** HELPING OTHERS LOOK FOR THEIR BALL.
- **WATCH** WHERE **YOUR SHOTS GO** - **AND WATCH** WHERE **YOUR PARTNER'S SHOTS GO**
- **CARRY ALL CLUBS** TO YOUR BALL THAT YOU MAY NEED – WEDGE, CHIPPER, PUTTER, ETC.
- **NO CELL PHONES** EXCEPT WHEN **ABSOLUTLY NECESSARY** AND THEN ONLY BETWEEN HOLES.
- **BE AWARE** WHEN YOUR GROUP FALLS BEHIND – BE CONSCIOUS OF THE FOLLOWING TIMING
 - ON A PAR 4 - BE DONE TEEING OFF WHEN THE GROUP AHEAD IS **WALKING OFF** THE GREEN
 - ON A PAR 3 - **ARRIVE** AT THE TEE WHEN THE GROUP AHEAD IS **WALKING OFF** THE GREEN
 - ON A PAR 5 - 1 GROUP SHOULD BE ON THE **TEE**, 1 ON THE **FAIRWAY**, & 1 **LEAVING GREEN**
- DON'T HUNT FOR **LOST BALLS** - OFTEN YOU CAN'T HIT IT FROM THAT LOCATION ANYHOW!
- **MOVE, MOVE, MOVE** - IF YOU AREN'T DOING THESE THINGS, YOU **ARE** HOLDING UP PLAY AND **YOU ARE THE PROBLEM**

ALTERNATES:

League alternates understand that they are obliged to **agree** to the following:

Alternates must arrive at the first tee by the 1st scheduled tee time of the league.

This is because the alternate must find Frank to pay his green fee and pay the Quota fee (if in) to John before those guys tee off. Then they need to register with the starter and locate their opponent for the day to make cart arrangements.

Alternates must establish a handicap by playing **two 9-hole** rounds with the league before they are eligible to substitute for a regular player. They must have **6** competitive rounds to be eligible to compete in the QUOTA game or any of the tournaments. A legitimate **USGA handicap** will be accepted until a league handicap is established and a new alternate with a USGA handicap is eligible to play as a sub and in tournaments. **April 7 is the day** for new players to establish a handicap by playing 18 holes and they are encouraged to do so then because it becomes difficult to fit them in after the schedule begins.

Alternates are eligible to play and win prizes in league tournaments. They will pay an entry fee to be determined based on the prize fund (for instance \$15 for an event with a total payout of \$300). All alternates who play in these events are automatically in and **must pay the entry fee**.

Alternates must decide **at the beginning of the season** whether they will be in the QUOTA. If they are in, they are responsible to find and pay \$5.00 to the Treasurer (John Cultra) each time they come to play. Delinquent fees will be added to greens fees and/or deducted from any winnings.

Alternates are **REQUIRED TO PAY GREEN FEES** each time they play (**\$20.00 courses 1 & 3 and \$30.00 course 2**). They are expected to find Frank Pontrelli (before teeing off) who will collect this amount and distribute it to the appropriate member. **NO SPECIAL ARRANGEMENTS, which wave fees, are allowed. Alternates who don't wish to pay for golf will be removed from the sub list.**