

St. Mary's Men's Wednesday Night Golf League Rules & Policies

General Information:

League Start Time: Shotgun Start - Wednesdays (See schedule) consisting of multiple 2-Man Teams

Schedule Notes: (25) Weeks starting the first Wednesday of April. At the end of the **First half** there will be a *2-Man Scramble*, pick your own team. At the end of the **Second half**, there will be **two (2) Weeks of Flighted Playoffs** by Teams. The last week there will be a *2-Man Blind Draw Scramble* (All season Prizes awarded that evening). Check Website and Schedule for updated information!

Dues and Teams: Each team needs a minimum of 2 players, and Dues are \$35 for these two members. All other members of the team pay a reduced league fee of \$20. Substitute players also pay the reduced \$20 league fee. All paid members are eligible for the league dinners and prizes.

Turn in dues as soon as you can. See note on dues to win the hole in one fund. Dues can be placed in the skin can with a note. Dues also can be paid using PayPal to Stmarysgolfalton@gmail.com. Use the "no fee" option.

Hole in one Fund: The hole-in-one kitty is funded from five dollars of each players dues payment. The fund will roll over year to year. All pay outs will be at the end of the year. The maximum payout to one player in a year is one thousand dollars. If there is more than one hole in one in a year the pot will be split equally, still adhering to the maximum limit per player. *Holes in one are only eligible for the prize on regular team match nights, not during best ball or scramble nights. **Only paid league members, (or comped members) are eligible to win the hole in one fund.** Only on week 1 of the league can a player pay their dues after the round and be considered as a paid member. A hole in one in a partial round(league canceled) doesn't qualify.*

Early/Late Play - You **Must Notify** the team you are playing if you need to play early/late. (Every attempt needs to be made to allow them to play with you if possible). Early/late play must be completed in the same week as the current week. Failure to contact your opponent will result in forfeiture. (Also contact a league official so we know your match isn't a forfeit!)

There is an optional weekly skins/stobbs game (\$5) with a sign-up sheet at the counter. (Teams that play early/late are not eligible to participate in the skins/stobbs game!) *(Please mark your name after you pay!)* One of the potential skins is for low net round. \$4 of the \$5 dollars will be returned in the skins/stobbs pool each week. The remaining \$1 funds the league expenses. If a weeks play is canceled, the skins/stobbs fund from that week will roll over to the next week.

You must have your league dues paid to collect your winnings in the optional Skins/Stobbs games. (If not paid, league dues will be taken out of your winnings)

Season prize money is awarded to the first three positions for the first half, second half and full season standings. A team can only win once per year in any of the three categories. For example: team finishes in second place the first half and third place for the year. They only win for the second place finish in the first half(Highest payout). Playoff winnings are a separate category.

Substitute players: A sub may join the league at anytime and will play to an estimated handicap the first week. If the player cannot estimate their handicap they will play to a Zero. Subs may enter the skins/stobbs game even if not playing for a team.

A team member may sub for another team against his own team.

Play will alternate weekly from the front to the back nine.

The groups scheduled to start on the par 3's should take out the "closest to the pin" markers. The last group to play the par 3's should pick up the marker and put it in the St. Mary's Golf League Can with the scorecards.

If the League has more than 18 Teams there will be a second group going off on a designated hole. This will be noted on the schedule. (1A, 1B ; 10A, 10B ; etc.)

Handicaps: Calculated based on the lowest 5 scores out of your last 10 rounds. (Maximum Handicap is 15). Note that up to your first 5 rounds your handicap is the average of those rounds, then best 5 of 6, best 5 of 7, etc., until you've accumulated 10 rounds. The first tees you play are the tees you will play for the balance of the season, including scrambles and best ball events. The only exception is if you turn 55 or 70 during the year. You may move up tees at that time, but if you change, you must stay on those tees for the balance of the year. You may also switch back tees at any time during the year, (Ex: move from reds to yellow). Once switched back, you cannot move up the rest of the year.

League competition: "Match" play for each "A" and "B" match & "Stroke" play for team totals. Handicaps dictate "A" and "B" status. If not listed on the scorecard, a team whose members have the same handicap, the first player listed will be the "A" player.

Match: Weekly competition is based on 9 points: -1 point per each team player for showing up

(2 Total per team).

-2 points for match play between the "A" team players.

-2 points for match play between the "B" team players.

-1 point for total stroke play with handicaps between the "teams". (Head to Head total score) Take team total score minus the team total handicap.

If your opponent isn't there, you must hit 90% of your handicap to beat the "Course".

You compete against a rounded score of - (your handicap+even par)/0.90 = Blind Score. Tie is a win.

*Example #1: (Score) **47** (Handicap **7** (Par) **36**(36+7)/.9=47.7 or 48 **47 is <= 48**; you win!*

*Example #2: (Score) **55** (Handicap **13** (Par) **35**(35+13)/.9=53.3 or 53 **55 is > 53**; you lose!*

Make sure your scorecard is turned into the can at the Pro-shop/Lounge marked St. Mary's Golf League, EACH MATCH MUST TURN IN A SCORE CARD.

TEES: All matches shall be played from the **WHITE TEES except as follows:** Seniors 55+ may play Gold tees, Super Seniors 70+ may play the Red tees. (All holes must be played from the same tees for the round.) When the course positions the white and yellow tees together, the player who plays from the white tee will move to the blue tee on that hole.

Gimmes - **No putts for birdie or better may be conceded.** Only for par and higher may putts be conceded. *Please, no exceptions.*

If the course conditions dictate, then players can LIFT, CLEAN, AND PLACE the ball through the green.

You may bump the ball the length of an unfolded scorecard, no nearer the hole off the green only. If you bump the ball, you may place it with your hand. You may not bump the ball out of a hazard, from the rough to fairway or the fringe to the green.

MAXIMUM SCORE: On any hole is **double** par. Par 3's (6), Par 4's (8), Par 5's (10), A player may pick up on any hole and take that MAX score. (This helps speed up play!)

Questionable Tee Shots/Lost Ball /Unplayable Lie /Wooded Areas /Any penalty area

Out Of Bounds (OB)

OB: Re-hit from the same place as your previous shot with a 1-stroke penalty. If you think your ball might have gone OB you can **hit a provisional ball!** You also may drop a ball where the ball went OB **with a penalty of 2 strokes.**

Lost Ball: If when you get to the spot you thought your ball was and it is lost, with your opponents approval drop to the nearest spot agreed upon and hit from there. (**You are penalized 1 shot!**) If the ball was out of bounds, you may also drop at the agreed spot. (**You are penalized 2 shots!**)

Penalty Area: marked with Red or Yellow stakes. If you decide not to play the ball you have the following options for playing your next shot. **1-** Play the ball from where the previous shot was played; **2-** Drop a ball based on a reference line going straight back from the hole through the point where the ball crossed the edge of the penalty area. No limit to how far back you may go. **3-** If a red penalty area you may drop the ball within two club lengths not nearer the hole from where the ball crossed the margin of the penalty area. **Native grass is a red penalty area.** (**You are penalized 1 shot!**)

Unplayable Lie: A player at any time can declare his ball unplayable. Note: Next shot options are: **1-** Play from where you hit the last shot. **2-** Drop ball behind point where the ball lay keeping that point between the hole and the spot where ball is dropped. **3-** Drop ball within two club lengths not nearer the hole of the spot where ball lay. If in bunker and you proceed under options 2 or 3 then ball needs to be dropped in the bunker. (**You are penalized 1 shot!**) You may also drop the ball out of the bunker, but are **penalized 2 shots**.

Always keep in mind the MAX Score rule for pace of play!

All other USGA and Local Rules apply. A copy of the local rules will be posted.

Definitions:

Point of Entry: The last point where the ball crossed playable golf course- before becoming unplayable, lost, or in a penalty area or wooded area. If the shot never crosses playable golf course then take a 1 stroke penalty and re-hit from the same spot. If the player and the opponents disagree substantially where to spot the point of entry, it can be a compromised spot agreed to by both sides. Make a decision and GO!

IMPROVE LIE RULE: If your ball is not in a penalty area and rests in a hole or in ground which may be considered under repair, even if it is not properly marked, you may take a drop, nearest point of relief, no closer to hole, without penalty, only after notifying and receiving permission from your opponent. Under these conditions you may move the ball more than one scorecard. If in a bunker, the ball must be dropped back in the bunker. If in a penalty area the ball may not be moved without a penalty. If permission is not granted then the ball must be played as it lies. This is a judgment call by your opponent and cannot be appealed. USGA rules govern casual water and immovable obstructions, (Abnormal course conditions).

Normally if the Golf Course is open, the league will play.

DISPUTES / RULES COMMITTEE DECISIONS: The rules committee can make league and local rules pertaining to league play at anytime including but not limited to matters which affect points, standings, rules interpretation, etc. All league disputes, violations, and penalties, are subject to review by the Rules Committee. The committee may consult any outside party including but not limited to the parties involved, any witnesses, and/or the head golf course professional. Decisions made by the Rules Committee are final. Major changes in league structure require a vote of the active, (dues paid), league members.

Rules Committee/Officials:

PRESIDENT (*Terry Artis*), **STATISTICIAN** (*Jack Cronn*) **TREASURER** (*Mike Kuebrich*)