

2011 St. Mary's Men's Wednesday Night Golf League Rules & Policies

General Information:

League Time: 5:30pm Shotgun Start - Wednesdays (See schedule) consisting of (18) (2-man) Teams

Schedule Notes: (21) Weeks starting 4/13/11 **First half (9) Weeks** ending 6/8/11 **Week (10)** 6/15/11 *Team 2-Man Mid-Season Scramble* (Dinner) **Second half (8) Weeks** 6/23/11 ending 8/10/11 **(2) Weeks of Flighted Playoffs** 8/17 & 8/24 **Week (21)** 8/31/11 Year End *2-Man Blind Draw Scramble* (Dinner) (All Prizes will be awarded then!)

Early Play - You must notify the team you are playing if you need to play early. (Every attempt needs to be made to allow them to play with you if possible)

Dues are \$30 for team members and \$15 for subs. (Each team needs a minimum of (2) Members)

Turn into Mike Kuebrich (TREASURER) the 1st or 2nd week.

There is an optional weekly skins/stobbs game (\$4) with a signup sheet at the counter.
(Please mark your name after you pay!) The money will rollover to the next week if no skins are out.

Substitute players: A sub may join the league at anytime but they must play to a "0" handicap the first week. Subs may enter skins/stobbs game even if not playing on a team.

If you have a 3 or 4 man team, one of the team members may sub against his own team.

Play will alternate weekly from the front to back nine.

The groups scheduled to start on the par 3's needs to take the "closest to the pin" markers out. Last group please bring these in and put in the St. Mary's Golf League Can with the scorecards.

If there is a hole-in-one during league play, all players that night will pay the player \$5.

You must have your League dues Paid-Up to collect your winnings in the optional Skins/Stobbs games & to be eligible for the Hole-In-One payoff! (Other wise your dues will be taken out)

Handicaps: are figured taking your best 5 scores out of your last 6. (Maximum Handicap is 18)

MAXIMUM SCORE: *On any hole is Twice 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. (To speed up play!)

League competition will be "Match" not "Stroke" play.

Match: Weekly competition is based on 7 points:-1 point per team player for showing up (2 Total per team).

-1 point for competition between the "A" team players.

-1 point for competition between the "B" team players.

-1 point for competition between the "teams". (Head to Head total score) Take team total score minus the team total handicap.

Make sure your scorecard is turned into the can at the Proshop/Lounge marked St. Mary's Golf League, "EACH MATCH MUST TURN IN A CALCULATED & SIGNED SCORE CARD .

All matches shall be played from the **WHITE TEES, Optional:** Seniors 55+ may play Gold tees, (You must play all holes from your selected tees once you start.)

No Gimmies - **No putts for par or better may be conceded.** Only bogie and higher putts of under 2 feet may be conceded. *Please, no exceptions.*

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

"The 4 Options Rule": Lost Ball /Unplayable Lie /Wooded Areas /Any Hazard

PENALTY: ADD 1 STROKE and use one of the following 4 options...

Option 1: Drop and re-hit from the same place as your previous shot.

Option 2: Drop 2 club lengths from the ball or point of entry, no closer to the hole.

Option 3: Keep the point of entry between yourself and the Flag and drop on this line, no closer to the hole, back as far as you want.

Option 4: Keep yourself between the point of entry and Your Previous Shot and drop on this line, no closer to the hole, back as far as you want.

Unplayable Lie: A player at any time can declare his ball unplayable and use any of the 4 options.

Definitions:

Point of Entry: The last point where the ball crossed playable golf course – before becoming unplayable, lost, or in a hazard or wooded area. If the shot never crosses playable golf course then take a 1 stroke penalty and rehit 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!

If the course dictates "Cart Path Only" rules, then players can LIFT, CLEAN, AND PLACE the ball in your own fairway only.

You may bump the ball one scorecard, no nearer the hole off the green only.

IMPROVE LIE RULE: If your ball is in your own fairway and rests in a divot or in ground which may be considered under repair, even if it is not properly marked, or in an "unfair" lie in a bunker, you may take a drop, nearest point of relief, no closer to hole, without penalty, only after notifying and receiving permission from your opponent. A bunkered ball must be dropped in the bunker. 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.

If the team you are playing isn't there you must hit 90% of your handicap to beat the "Course".
You compete against a score of even par -vs- your net score. 90% = (handicap)

Example #1: (Score) 47 (Handicap) 10 (Par) 36 (10/.9=11.1 or 11 + 36= 47 you win!

Example #2: (Score) 47 (Handicap) 10 (Par) 35 (10/.9=11.1 or 11 + 35= 46 you lose!

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, rule 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 course golf professional. Decisions made by the Rules Committee are final. Major changes in league structure require a vote of the league members.

RULES COMMITTEE = PRESEDENT, SECRETARY AND TREASURER