

Wednesday Men's Golf League Rules

PRESIDENT:	Shall call and preside at meetings and serve on the rules committee.
VICE PRESIDENT:	Shall preside in the president's absence, serve on the rules committee and arrange the awards banquet.
SECRETARY/ TREASURER:	Shall record and publish rules as determined by the board of control. Compute and publish handicaps, standings, collect and record dues and prize money. Select and purchase trophies. Serve on the rules committee. Salary: \$300.00

BOARD OF CONTROL

The total membership shall be the highest ruling body of the league. Petition to call a meeting can be made to the president by a majority for rules adjustment.

CAPTAIN'S BOARD

The captain of each team along with the officers will comprise a short board of control with full power to operate the league.

RULES COMMITTEE

The three current officers and two appointed team captains will interpret the U.S.G.A. rules, settle disputes and determine the feasibility of play under weather conditions by 4:00 P.M. No one shall leave until a decision is made by the rules committee to cancel that night. If anyone leaves before the final decision is made and play continues, that player will forfeit.

CAPTAINS

1. Will collect all dues and fees and submit them to the secretary by the sixth week of play.
2. Will represent his team at meetings.

MEMBERS

1. Familiarize yourself with the rules, scoring and handicap system.
2. Pay dues and fees to your captain on time.
3. Report on time to play and if possible, advise opponents of probable arrival time before the match.
4. Register and pay greens fees at the clubhouse.
5. Report to the first tee and be ready to golf at your scheduled tee time.

GENERAL RULES

1. Play will be made on alternating nines every Wednesday starting at 4:04 P.M.
2. League will not exceed ten teams.
3. No more than eight players per team. All team rosters must be set by the fifth week. Any exceptions must be approved by the rules committee.
4. Fivesomes *WILL NOT BE ALLOWED*.
5. Order of play will be determined by the league tee time schedule, which will be posted in the clubhouse.
6. Unscheduled players will make their availability known to the other teams.
7. Absentees will be filled by available players before 5:00 P.M.
8. FORFEITS: \$10.00 per forfeit and the cost of a round of golf if the league is charged by the golf course.
9. Teams with more than three forfeits per half will be subject to removal from the league upon approval of the membership.
10. All players must be on the tee and ready to golf at their scheduled tee time. If a player is not ready to golf at his scheduled tee time the remainder of his foursome will tee off as scheduled. The player missing his starting time will have two holes to meet up with his group. Once he has met up with his foursome, he will forfeit each hole missed and he will receive a score of a triple bogey. The player forfeiting the hole will not be able to win a point for that hole even if his opponent scores higher than a triple bogey. However, he still is eligible to win the overall point for the match. If his group has teed off on the third hole, he will forfeit his match.
11. Controversial language in the rules will be settled by the rules committee based on intent.
12. All paid members may attend the banquet and be eligible for prizes.
13. All captains will receive a set of rules.
14. Awards and elections will be the only business conducted at the banquet.
15. The president will call a spring meeting before March 30th.
16. The secretary must keep scorecards for the entire year.
17. Fun nights will take place whatever the weather conditions.
18. The league will play a split season with every team scheduled to play each other once each half. If two teams tie for first place in the first half, head-to-head competition in the second half will decide the championship.
19. The playoffs will be played over the last 2 weeks of the season. The #1 seed will play the #4 seed starting with the 4:04 tee time on the first playoff night. The #2 seed will play the #3 seed starting at 4:20. The winner of those 2 matches will play the following week to determine the overall champion, starting at 4:04. The rest of the teams may play a scramble both weeks.
20. The playoff spots will be determined on a point system from each half, with the winners of each half earning 2 of the spots. 10 points will be given to the winner of each half, 9 points to the 2nd place team, 8 to the 3rd place team and so on, down to 1 point for the 10th place team. The remaining two playoff spots will be awarded to the teams not winning a half with the most combined points earned in the point system above. If a team wins both halves, they will earn an automatic berth in the championship match. The 2nd and 3rd place teams will play on the first scheduled playoff night, with the winner advancing to the championship match.

21. The seedings for the playoffs will be based on the total points earned in the prior mentioned point system. The team with the most points will be the #1 seed, the 2nd most points the #2 seed and so on to the 4th place team. It is possible for a team to be the #1 seed without winning a half if they earn the most points total from both halves.
22. The winner of the playoffs will be the overall champion, with the loser occupying second place. Third through tenth place will be determined by the combined points of each half. In the event of a tie in the playoff matches, the winner will be determined by the total points in head-to-head competition for both halves. The second tie breaker shall be the total points for the entire season.
23. League members may sub for another team except against their own team or when their team is short.
24. Subs will be limited to two subs per team per night. No subs will be allowed in the championship match.
25. Yearly dues will be \$150.00 per team plus \$25.00 per player. This covers the fun nights, the banquet, officer fees, prizes, trophies, and tips.
26. There will be an award of \$100.00 for the person who makes the first hole in one in league play.
27. To qualify for a trophy, a member must complete 8 nights of play. *Players must play at least three nights on both the front and three nights on the back to qualify.*
28. **Trophies:** The following trophies will be awarded: Sponsor trophy, 1st-place trophies, Low gross, Low net and Most Improved. If a member wins 2 trophies, he will receive both.

RULES OF PLAY

1. U.S.G.A. rules for match play will apply with league amendments.
2. **Winter rules will apply all season long throughout the course. Players can improve their lie by moving his ball no more than six inches, and no closer to the hole.**
3. There will not be any out of bounds for league play no matter if there are white stakes posted or the ball has left the grounds of the course. We will play these as a lateral hazard. If a ball is lost, the player shall take a one stroke penalty and drop a new ball in play where his ball was lost. Stroke and distance for lost balls.
4. Low handicap will award difference to competitor.
5. Allow followers to hit up on par 3 holes and par 5 holes when appropriate.
6. Drop permitted off all service roads, not closer to hole.
7. The first rain out of each half will be played on the scheduled rain date. Any additional rainouts will not be made up. If there is no rain out, there will be a scramble event played on that date on the schedule.
8. *Anytime a question arises about a ruling, an alternate ball should be played and holed out along with the original ball. A ruling will be made at the clubhouse as to which ball will be used for scoring.*
9. On any staked trees, two club length relief, no closer to the hole.
10. If opponents playing a match do not finish their match on the night where the league finishes play, it will be considered a double forfeit and no points will be awarded to either player. If one player does not finish his match, he will only be awarded the points he has earned up until the hole he last played. He is not eligible to win the point for the match.

HANDICAPS

1. Starting handicap is figured on the last 6 nights of the previous year, based on 100% of par.
2. New members will figure handicap nightly for two nights per nine. Your handicap is then established.
3. Regular handicap will represent the average number of strokes over par for at least three, but not more than the last six rounds played. Fractions of .5 or higher will be rounded up. Fractions lower than .5 will be rounded down.
4. Maximum for handicap is 2 over par per hole, 18 per round.

SCORING

1. One point per hole, one point for low net score, total of ten points per match.
2. Points accumulate to the team.
3. Scorecards must have the players' full names and team names.
4. Scoring must be completed, and the scorecard signed before turning it in. Any discrepancies will be corrected by mutual agreement on the night of play.
5. Player not having an opponent will play against the following:

Hole	1	2	3	4	5	6	7	8	9	Total	Hdcp	Net Score
Score	4	6	5	4	3	6	3	4	6	41	0	41
Hole	10	11	12	13	14	15	16	17	18	Total	Hdcp	Net Score
Score	3	6	5	3	4	4	5	4	6	40	0	40