

# GREATER ENFIELD GOLF LEAGUE

## RULES 2015

### 1. TEAMS

- A) Each team must have nine players.
- B) One man will be named team captain. Captains are responsible for having a complete team to play each week at the scheduled time. They are also responsible for collecting the sponsor fee and members' dues.
- C) Each player will pay dues of \$60, which is used towards the Field Day banquet, greens fees and prizes. Dues must be paid by the end of the third week of scheduled play. The sponsor's fee of \$100 is also due at this time.
- D) Any player who has outstanding dues at the end of the third week of play shall be permanently ineligible for league play. This rule applies to sponsor fees in which case the team will be subject to the same consequences.

### 2. MATCHES

- A) Matches will be played each Thursday. The first match will start at 4:30 PM. There will be no loose players on the tee after 4:25 PM until all matches have started. If the first scheduled match is not ready to play at 4:45 PM, the match will move to the bottom of the schedule.
- B) All matches are 4 man teams, however it is not necessary for a team to have all four players present to tee off before the league starts. Any two men may play their opponents prior to 4:45, if no other match is ready at that time.

- C) Matches are to be played on the basis of individual match play (by holes) and medal play ( net strokes for nine holes) plus team aggregate.

**Ten point system**

1 point each man for match play  
1 point each man for medal play  
2 points for team aggregate. Each team's players net scores are totaled to determine team aggregate.

- D) Any team fielding three men at last scheduled tee time will lose one point of aggregate. The other point will be determined by matching the scores of the three people who played in the match.
- E) Any team fielding less than three men automatically loses both aggregate points.
- F) Match Play: Winner of most holes using handicap  
Medal play: Number of strokes taken minus handicap against the same taken by your opponent.
- G) Matches will be played in foursomes comprised of two men from each team with each player playing the opponent with a similar handicap. 1<sup>st</sup> lowest handicap on one team plays the lowest handicap on the opposing team, 2<sup>nd</sup> lowest against 2<sup>nd</sup> lowest, etc.
- H) The first team listed on the schedule is the home team and has the option to choose in what order its players will play in the match.  
Examples: player 1 with player 3 and 2 with 4; 1 with 4,2 with 3; or 1 with 2 and 3 with 4.

**3. HANDICAPS**

- A) **New players must turn in three 9 hole cards before receiving a handicap for league play.** These rounds may played at any course and must be attested to by a league member. A USGA approved card will also be accepted.

- B) Returning players will begin the year with final handicap from the previous year.
- C) Handicaps will be determined using a modified USGA handicap system. The lowest 4 adjusted scores of the last 6 matches played (including playoffs) will be used for the handicap. Scores are adjusted as follows:

Player's with handicaps from 0-9 will be allowed the same number of double bogies as their handicap. Players with handicaps of 10 or higher will be allowed 1 triple bogey for each stroke of handicap over 9. No score over a triple bogey will be counted in an adjusted score.

96% of the adjusted score recorded on the front nine will be used while the back nine score will be used as adjusted. The average of these scores is used to determine handicap.

- D) Handicaps will be adjusted each week during the season and playoffs.
- E) Each handicap will be measured in whole numbers. 9.49 and under = 9, 9.50 and up = 10.
- F) The handicapper (league secretary), along with the President, will have final judgement on all matters pertaining to handicaps and scorecards.

#### **4. GENERAL RULES**

- A) Preferred lies on own fairway only, ball may be moved no nearer to the hole. No preferred lies in the rough, woods, or sandtraps unless determined by the course pro.**
- B) Mark balls on the green before putting. One stroke penalty for hitting ball on green while putting. All balls must be putted out unless conceded by opponent.**

- C) If a ball goes into a footprint in a sandtrap, the player may smooth out the print and replace the ball without penalty.**
- D) A ball hit out of bounds from the tee will be placed two club lengths from the point of entry to the out of bounds (as agreed upon by opponent). There is a one stroke penalty.**
- E) A ball lost in fairway is not a lost stroke. This includes plugged balls and casual water.**
- F) A ball lost in the woods but not out of bounds will have a one stroke penalty. The ball will be placed in a playable spot closest to where the player and his opponent believe the ball had landed.**
- G) In the event that a ball is put into play due to not finding lost ball where it is thought to have gone out of play, the new ball will be played unless the first ball is subsequently found further up the course. If the first ball is located, it must be played.**
- H) If a player hits the wrong ball, it will result in a loss of hole and a one stroke penalty.**
- I) In the event of rain, the league officers ( along with the team captains if necessary) will cancel play at the golf course. Play is only canceled at the course.**
- J) In case of rain or lightening during play, five holes played will constitute a match. The league officers are the only decision makers to call off play after starting. Players leaving on their own will be subject to forfeit.**

## **5. PLAYOFFS**

- A) Teams in 1<sup>st</sup> place are division champions. These teams will have first choice as to which side to play. Next highest point teams would then have option if available. 1<sup>st</sup> place will play 4<sup>th</sup> place and 2<sup>nd</sup> will play 3<sup>rd</sup> in each division. The winners would then meet to determine teams to play on Field Day in the championship match.**

- B) All players must play 6 matches to qualify for playoffs. Players who do not play six matches will be ineligible unless otherwise determined by league officers.
- C) Regular season ties will be resolved in the following manner:
  - 1. **Head to head point total**
  - 2. **Total points in division**
  - 3. **4 man playoff the Friday after the tie.**
- D) Playoff ties will be decided on the Friday immediately after the match. A minimum of 4 players will play in the tiebreaker.
- E) Teams must play a minimum of 7 men and all eligible players when possible **in the playoffs. In addition all eligible players will play a round, the team that does not have 9 players available will have names drawn after the round to match cards with their opponents that played unopposed. The players drawn will come from those on the roster that are closest to the unopposed in handicaps.**
- F) **The Thursday before field day will be left open in case of ties or a rain out during the playoffs.**
- G) **Championship tie will be sudden death with all eligible players required to play. Winners determined by match play and team aggregate.**

## 6. FIELD DAY AND PRIZES

- A) The league will pay field day greens fees for all players. Carts are paid for by players.
- B) League Champion will receive \$50 per man and the runner up will receive \$35 each. These prizes should go towards jackets, sweaters, shirts or next year's dues, depending on the decision of the team. It is not intended to be used as cash prizes.
- C) Division winners will be awarded a prize per man, again to be used at team's option for apparel or dues.

D) Gift cards will be given for closest to the pin on all 4 par 3 holes, longest drives, low gross and low net in each flight.

## 7. FORFEITS

A) In the event of forfeits during the matches the following penalties will apply:

- 1). A one player forfeit will have a \$10 per point fine (\$30) and a warning from the league.
- 2). A second occurrence will result in the same and a strike against the team.
- 3). Any 2 player forfeit will result in a \$60 fine and automatic strike. Three strikes will result in expulsion from the league.
- 4). Any 3 player or full team forfeit will result in automatic team Expulsion.

B). Team expulsion means that offending players and sponsor will not be allowed to compete in the league. Team captains are responsible for immediate collection of all team fines. Captains must come forward to executive board for assistance in removing a player from their roster. Any unavoidable circumstances will be considered when levying fines and expelling teams or players. Executive board along with team captains will have discretion as the expulsion of players.

8. Officers are elected at annual meeting of the league. Dues of the president, treasurer and secretary are paid by the league.

President – Jeff Dion

Vice President- John Cherpak

Secretary – Thom Semanie (handicap chairman)

Treasurer - Phil Barrett

