



## Golfview Hills Men's Golf League - 2020

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

By agreeing to be a member or substitute of the Golfview Hills Men's Golf League, each member and substitute accepts full responsibility for their physical safety and personal health while playing any round of golf related to, associated with or sponsored by the Golfview Hills Men's Golf League. All members and substitutes recognize and acknowledge the inherent dangers of the game of golf and in playing golf in inclement weather. Each member and substitute of the Golfview Hills Men's Golf League hereby agree to hold harmless and indemnify (including for attorney's fees and costs) the Golfview Hills Men's Golf League, its officers and volunteers, from any and all claims for injury to a member or substitute arising out of or related to their membership and/or participation in the Golfview Hills Men's Golf League as a member or substitute, and the playing of any round of golf related to, associated with or sponsored by the Golfview Hills Men's Golf League.

**THE TEAM GAME** - weekly head-to-head competition between 4 teams of 4 members each.

There are 4 rounds with a "Position Night" at the end of each round. Team prizes are awarded for each round as well as for season champions.

The league plays from the **WHITE** tees. Members play 9 holes in the foursome **with their opponent** for team points per the published schedule. The first twosome may tee off as much as **15 minutes before the published tee time** when the Starter allows. **Full foursomes** then tee off in published sequence as the **Starter releases** them regardless of time. **An incomplete foursome must wait** for all their players until the published start time at which time they will tee off in the next slot. An incomplete foursome tees off in their published sequence after the published start time.

**SCORING** is based on **NET scores** (as shown on the WEEKLY RESULTS) as follows:

STROKE Play - **2 POINTS** for **LOW NET** (1 POINTS each if halved) + **1 POINT** for each net stroke difference (MAX of 6)

MATCH Play - **2 POINTS** for **EACH HOLE WON** (1 point for each halved hole)

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

**A PLAYER IS LATE** after the published start time when his foursome has cleared the tee box and the next 4-some begins teeing off. A **LATE PLAYER** loses all Medal points. He may play remaining holes for Match points after joining his foursome where they are on the course. No points for beating average. **PLAYERS ARE RESPONSIBLE FOR CALLING A SUB IF UNABLE TO PLAY** and informing their captain by Tuesday to tell him who is subbing. Call your opponent or captain if you are not coming (and forfeiting) or will be late so the rest of the foursome knows your status and can proceed to tee off or will wait until the published **first tee time** if will be late.

**IF NO PLAYER OR SUBSTITUTE ARRIVES TO PLAY - - ALL ABSENT PLAYER'S POINTS ARE LOST.**

The present player wins as follows:

Medal Play - **8 POINTS** automatically      Match Play - **2 points** for **NET PAR** on each hole

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

**Any SUBSTITUTE** on the Roster having established a league handicap (2 rounds – 6 rounds for QUOTA) or having a USGA handicap (with a card) can sub and he can play **ONLY FOR THE PLAYER WHO PREARRANGED** for him to play. He will then **PAY HIS GREEN FEE** (\$21 on #1 & #3 and \$32 on #2) to **Tom Dymit or Wayne Dunham** who collects and transfers these fees. **NO SPECIAL ARRANGEMENTS TO WAVE FEES.**

A **PLAYER WHO IS ABSENT 3 OR MORE 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 terminated and be replaced by the next available applicant. **YOUR TEAM NEEDS YOU.**

**THE QUOTA POT** -- Players can participate in the weekly cash prize **QUOTA** game by committing to the season for **\$80** for 16 rounds (not tournaments). Anticipated pot is **\$80** each week if all play. Substitutes may choose to be in the Quota if they have a league established handicap (6 competitive rounds) and **commit for the full year**, then are responsible to pay **\$5.00** to **Tom Dymit or Wayne Dunham** whenever they are present. Late player is not eligible to win.

- **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 **\$40**, 2nd gets **\$25** and 3rd gets **\$15** if all members subscribe.
- If only 2 are over quota they split \$50 / \$30. -- A single winner wins the whole pot - ties split the position winnings.
- If nobody is over quota, money in the pot rolls to the following week's quota pot and double payouts.

**LEAGUE RULES** The 2019 USGA "Rules of Golf" for stroke play governs **all** play except for LEAGUE LOCAL RULES. Get an up-to-date RULE BOOK so we all are playing by the same rules. Play all strokes (**no concessions** of holes or strokes). - **PUTT OUT - NO GIMMIES, no pick-ups** – your score **WILL affect** all participants the in Quota.

- THE CAPTAINS COMMITTEE (Captains - A-player or B-player if captain is absent) makes any decisions regarding league play BUT HAS NO RESPONSIBILITY IN SETTLING RULE DISPUTES. When 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 with opponent's agreement.
  - **RAIN RULE** – **majority of the CAPTAINS COMMITTEE** may cancel league play if the **course** is deemed **unplayable for any reason**, or authorize "lift, clean, and place in the fairway" in extremely wet conditions. **Cancellations are not replayed.**
  - Players must **RECORD ALL STROKES**, then **INITIAL** the "OFFICIAL" CARD after **CHECKING** and **AGREEING** to the hole by hole **GROSS scores** (immediately after the 9<sup>th</sup> hole) – **RETURN CARDS TO THE SCORER (Larry Pitts or Tom Dymit) PLACE IN THE CONTAINER ON THE 10<sup>TH</sup> TEE.** Disputes must be resolved before posting. No corrections will be made on an attested score OR UNINITIALED card after it is posted. **NO CARD -- NO POINTS OR QUOTA MONEY-- NO EXCUSES!**
  - **CELL PHONES** must be on **SILENT OR VIBRATE** (no ringing). **NO CALLS** except in an **EMERGENCY** Walk away while talking quietly. **Limit time on the phone** and **remind** one another not to talk while others are playing.
- 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 the player making the Hole In One. When playing off course as a group function this rule applies only to golfers playing the event.

## LEAGUE LOCAL RULES:

NO BALL HUNTING – **3 MINUTES SEARCH LIMIT**, avoid delaying play. **PLAY READY GOLF**

- **Play all OUT OF BOUNDS or LOST BALLS** as a **LATERAL HAZARD (red stakes)** (drop within 2 club lengths from where your **ball crossed the HAZARD MARGIN or was last seen** - add 1 penalty stroke). **Give up the ball - it's lost**, probably can't be hit anyway. If you find it in the woods, you must play it from where you find it (or within 2 clubs for a 1 stroke penalty)
- **4th HOLE ON COURSE 2** Always play the right green unless the hole is closed by Cog Hill.
- **5th HOLE ON COURSE 2** is played as a **Par 5 for Quota**
- FROM **4/29/20 thru 5/27/20** play **LIFT, CLEAN, & PLACE** anywhere on the course except in hazards.
- **FULL HANDICAP** is used for STROKE play – **maximum difference of 16** between players is used for MATCH play.
- **TOURNAMENTS:** All players (members and substitutes) who play in a tournament are entered and can win prizes **\$250 pot**. Substitutes **must pay an entry fee** based on the prize fund (for instance \$15 for an event with a total payout of \$250).
- All league members are **required to pay the league fees BEFORE competition begins April 29**. Members who resign from the league during the season will pay for all rounds and Quota which are scheduled until a permanent substitute replaces him.
- 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.
- **Prizes** - Round team 1<sup>st</sup>- **\$140**, 2<sup>nd</sup>- **\$80**, Season team 1<sup>st</sup>- **\$180** 2<sup>nd</sup>- **\$120**, Most points in a round **\$40, \$25, \$15**

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

- **RED PENALTY AREA (red stakes)** – **Course 1 holes #2 and #3** Creek along fairway, **holes #4 and #9** – **Course 2, hole #9** Lake – **Course 3 holes #7 and #8** --Drop ball **2 club lengths** from **ENTRY POINT** not closer to hole (or option 2 below). Add **1 penalty stroke** prior to each additional stroke.
- **YELLOW PENALTY AREA (yellow stakes)** – **Course 1 hole #3** at Lake, **Course 2 hole #4** Canyon (has drop area), **hole #9** Canyon, (drop at lady's tee), **Course 3 hole #4 water** (has drop area) -- **LOCAL RULE - HIT 1 INTO WATER** before going to the DROP AREA (3 options below)  
Add **1 penalty stroke** prior to each additional stroke.
  - 1.) Play from the **DROP AREA**, hitting 3. **If no drop area exists, play #3 below, or**
  - 2.) Play another ball from **original spot** hitting 3
  - 3.) Drop on **direct line to flag** behind where ball entered water (crossing a 2<sup>nd</sup> time) hitting 3.
- **UNPLAYABLE LIE** (you may declare anytime and anyplace) add **1 penalty stroke** -- **3 options:**
  - 1.) Drop ball **within 2 club lengths** but not closer to hole (in bunker - must remain in bunker), or
  - 2.) Drop on the **direct line to the flag** behind where ball lies, or
  - 3.) Play another ball from the original spot, (**not recommended for our league**)
- 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 PLAYING WRONG BALL -- IMPROVING YOUR LIE -- HITTING ANOTHER BALL WHEN on the PUTTING GREEN

**1 STROKE PENALTY** for MOVING A BALL unless by accident - **WATER or LOST BALL** (our rule) - **UNPLAYABLE LIE**

## LIGHTNING RULE – PLEASE READ

- **WE DON'T WANT ANYONE HIT BY LIGHTNING - SO WATCH THE SKY DURING STORMY WEATHER** and take cover in a SAFE PLACE if necessary. Cog Hill does not have a lightning warning system. **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.**
- Lightning is, of course, bad news. USGA Rule 5.7a “allows a player to stop play if he or she reasonably believes that there is **danger from lightning**. In this situation, if the player’s belief is reasonable, the player is the final judge”. 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.
- Resume play **ONLY IF** and **WHEN BOTH** opponents **AGREE** that it is **SAFE** to resume. If either player doesn’t finish because of continuing danger from lightning after the 30 minute wait, **points are scored only on holes both players complete**.
- If lightning doesn’t subside **within 30 minutes** the match is over - score will be recorded based on the **last completed hole (minimum of 4 holes)** for both low net and holes won. Whenever **no** foursomes can finish, the **CAPTAINS COMMITTEE WILL DETERMINE HOW MANY HOLES ARE OFFICIAL** after completion of the round and all scores revert accordingly.

**RAIN** - Since there is no way to anticipate course conditions until we arrive at the course each player **must come out**, a weather forecast isn’t sufficient to predict the course conditions. In the case of threatening or inclement weather, or unplayable course conditions, the league COMMITTEE of captains will **DECIDE** at the course before the first tee time whether to play, most likely we won’t start if it is raining. If rain starts during the course of play, every effort should be made to continue play until the course becomes unplayable or lightning becomes a threat. If a player decides to stop due to rain his opponent must play the full nine holes to win. If a player doesn’t wish to play in rain, they will forfeit.

**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.**”

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

**While you may think you are only playing 9 holes, others may wish to be able to play 18 before dark** To speed up our pace of play all golfers should attempt 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 all will enjoy the game more. The following is a guide to how you can help speed things up.

- **PLAY “READY GOLF” - BE READY TO HIT** (OR PUTT) – FORGET HONORS. **PLAN YOUR SHOT** WHILE OTHERS ARE HITTING - IF NOT READY TO HIT, **ASK SOMEONE ELSE TO HIT**
- **DON'T SIT IN YOUR CART WAITING FOR OTHERS TO HIT - DROP YOUR PARTNER** AT HIS BALL **THEN GO TO YOURS** – PARK BETWEEN YOURS AND HIS
- **PARK CART AT BACK OF GREEN** SO FOLLOWING PLAYERS AREN'T WAITING FOR YOU TO MOVE
- **PUTT OUT** AFTER MAKING YOUR FIRST PUTT WHEN YOU CAN - DON'T RE-MARK SHORT PUTTS
- **HIT YOUR SHOT BEFORE HELPING** OTHERS LOOK FOR THEIR BALL – THEY MAY FIND IT
- **WATCH** WHERE YOUR SHOTS GO - **AND WATCH** WHERE YOUR PARTNER'S SHOTS GO
- **CARRY ALL NECESSARY CLUBS TO YOUR BALL** – WEDGE, CHIPPER, PUTTER, ETC.
- **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** - MOST 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**

## NEW 2020 RULES per the USGA

- When taking a drop, must drop the ball from KNEE height.
- No penalty for a ball moving on the putting green for any reason, just replace it (even if accidentally hit with a practice swing).
- No penalty for the ball hitting the flagstick when on the green.
- No penalty for a double hit.
- No penalty for grounding club or removing loose impediments in a hazard, can practice swing and hit grass (can't touch sand when practicing in sand).
- May repair any damage on the green including spike marks and can touch line of play if not improving conditions.
- Can call a ball unplayable anytime in a bunker for 1 stroke, can drop outside the bunker for 2 stroke penalty, still no penalty when moving from casual water.
- Can remove loose impediments in a bunker
- An embedded ball anywhere on the course can be lifted and cleaned, drop within 1 club not closer to the hole.
- No honors, no waiting for searchers, play ready golf. (3 minutes for search)
- A damaged club can continue to be used or repaired.

# SUBSTITUTES:

League substitutes understand that they are obliged to agree to the following:

**Substitutes must arrive at the first tee before 2:45 (2:30 in 3<sup>rd</sup> & 4<sup>th</sup> round)** so they can find **Tom Dymit or Wayne Dunham** to pay their green fee and pay the Quota fee (if in the Quota) before those guys tee off. Then they need to **register** with the starter and **locate** their opponent for the day to make cart arrangements. They should already have paid for their cart inside.

Substitutes (new players) 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 8, 15 & 22 are the days** for new players and substitutes to **establish a handicap** by playing **18 holes** and they are encouraged to do so then because it becomes very difficult to fit them in after the schedule begins.

Substitutes are eligible to play and win prizes in league tournaments if they pay an entry fee to be determined based on the prize fund (for instance \$15 for an event with a total payout of \$250). Any substitutes who wishes to play in an event is automatically in and **must pay the entry fee.**

Substitutes 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 **Tom Dymit or Wayne Dunham** each time they come to play. Delinquent fees will be added to future greens fees and/or deducted from any winnings.

Substitutes are **REQUIRED TO PAY GREEN FEES** each time they play (**\$21.00 courses 1 & 3 and \$32.00 course 2**). They are expected to find **Tom Dymit or Wayne Dunham** (before teeing off) who will collect this amount and distribute it to the appropriate member when they return. **NO SPECIAL ARRANGEMENTS, which wave fees, are allowed. Substitutes who don't wish to pay for golf will be removed from the sub list.**

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