

# Mountain Top Business Golf League

## 2024 League Rules & Policies

**DUES** are \$70.00 per person due on the first week. Skins are \$30 for the year (optional). If not paid in full by May 13, that player's scores may be invalid until paid, and a \$5 late charge may be applied. Both penalties are at the discretion of league management.

### **Season (04/01/2022 through 09/09/2022; final tournament 9/14/2022)**

The season will be 18 weeks and 3 playoff weeks (and one makeup). During the wild card week (19), the first 5 teams will have a bye, and teams 6<sup>th</sup> through 11<sup>th</sup> will play to make the final 3 spots in the playoff (Final 8). In addition, there will be a playoff for a 3<sup>rd</sup> place prize during the final tournament. Final tiebreaker is team points, player points, and then sub points. Subs for playoffs are allowed only in the first 2 weeks, and not allowed once we reach the final 4. Subs should be close in handicap for the player the sub for, and must have established HCs (requires approval).

### **Tee-Times**

Times will run between 4:05 PM to 5:12 PM per the schedule, including position weeks. All cards should be turned in by 8:00 pm; keep your card if I must leave and no one is actively collecting them. Call your scores in, by hole, use text (preferred), or email. If I do not get a card and it is lost, I will give each team 7 points for lack of a better solution. Keep a copy for yourself just in case the other team loses it, if you are not comfortable with the scorekeeper with the card.

Contact the opposing team if you will be late or absent for a match (call 868-GOLF to leave a message). If you are late, and have not called to notify the opponents, holes missed are lost. If you called the opponents, or the course, your opponents may wait or you can make up the missed holes afterward without penalty.

Shotgun starts will be on the website home page under the announcement section (see the URL in the footer), one week or more in advance, when possible. Sometimes there are surprises (a tournament runs later than expected), but usually some notice is given.

### **Rainouts**

Decisions to cancel will be made by 2:30pm whenever possible – call the course at 868-GOLF to verify. Rainouts will be made up on July 3; the position weeks will **not** be overridden as a makeup. In the unlikely event that we are rained out partially through the match, the match will not count. This assumes all teams started on time. If one or two teams do not finish, but have started late, then scores will count. Discretion remains with the league management. Two makeup days are on the schedule and will be for first the two rainouts.

### **Alternates**

A sub will play for the A or B player based on the lowest handicap. If they are the same, then the sub will play for the missing player. If no established handicap, a

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formula will be used: 42 averaged with the first score (unless it is 42 or less in which case that score is the starting handicap). This will determine the A or B status after the match in cases where both players on a team are subs. Starting handicaps are subject to review by admins. Ghost subs will be used for "no shows." The player that goes against a ghost sub will have his card matched against the ghost sub's card for appropriate points. The ghost sub will shoot the missing player's average, +3 strokes. Established alternates are acceptable in the final position week as a last resort, but not in the final tournament match for first and second place.

### Hazards

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NEW RULES: (1) Accidental grounding of the club in the sand is not a penalty. (2) On holes where the tee shot is intended to go over a hazard area, there is now an option to hit 4 from the other side. If you try again from the tee, and fail to get over, then you hit 5 from the other side (approximately center and about two club lengths from the hazard). This applies specifically to holes: Blue – 5, 8 & 9, Ridge: 1, 5, & 8, Trail: 3, 8, & 9

Otherwise, a ball not clearing a hazard area must be placed before the hazard at the point of entry – within two club-lengths – with a penalty stroke. However, if the ball is found, the player may play the ball, but must not ground the club in the hazard. The ball may not be moved when playing from within a hazard. A ball entering the woods, and unplayable, must be placed approximately at the **point of entry** with a penalty stroke. Even if the ball is found, a **lateral drop is not valid**.

The appropriate method for locating the point of entry into the woods is to defer to the opponents. When hitting over a hazard and the ball goes into the woods (or out of play), the ball may only be dropped on the other side of the hazard **if it passes over playable area** (rough, fairway, etc.). However, the decision is left to the opposing team in a close call. Please try to give the benefit of doubt if you are not positive (treat others as you would prefer to be treated). Again, drops should be approximately within two club-lengths from the point of entry.

### Ball Placement

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"Winter rules" are in effect, allowing players to set the ball within one foot of the lie, but not nearer to the hole. This does not mean you can move an unplayable ball, such as in the woods, deep rough, or behind a tree, to make it playable. The final call, in questionable circumstances, is at the discretion of your opponents. If you are giving your opponent a putt when it will not affect the scoring on that hole, it must be within about 3 feet to prevent affecting handicaps.

### Senior Tees

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Players 65 and older may play from the senior tees. If you decide to play seniors tees, it must remain in effect for the entire season. Players 85 and older may use the red tees.

**NEW RULE:** You may leave the pin in the hole while putting on the green!