

GOLF LEAGUE RULES 2026

The Rules of Golf published by the USGA will be followed with the exception of the local rules and modifications for the league approved by the committee outlined below. Anything not covered under these rules will be adjudicated by the committee and recommended to the president for ruling. The Golf League as a committee can adapt local rules and conditions of competition. USGA Rules Reference: <https://www.usga.org/rules/rules-and-clarifications/rules-and-clarifications.html>

1.0 LEAGUE OFFICERS / BOARD

President – Tim Clarke	Web – Dylan Allhusen
Vice President – Pete Hill	Communication – Denise McCarthy
Treasurer – Available (Email Tim Clarke)	Handicapper/Sub Manager – Pete Michno
Members at Large – Nick Decibus, Sean Creamer, Tim Fratus, George Bertsch, Mike Greb, Dave Nassaney	

2.0 LEAGUE TEAM FORMAT

The Golf League is comprised of 7 Teams for this year.

2.1 DIVISIONS - Each Team is divided into four divisions based on handicap. The four divisions are denoted as A, B, C, and D based on player handicaps. The slots may be adjusted as deemed appropriate by the Team Captain (see 11.F in Captains Duties) and in rare circumstances the Board. View the “Teams” menu item on the website to view current teams.

2.2 MATCH PLAY - A match is played over 9 consecutive holes and consists of two individual matches per division with nine points per match at 1 point per hole (half for a split), combining for eighteen points per division.

3.0 – GENERAL DAY OF PLAY INFORMATION

3.1 STARTING HOLES – Most rounds will be started on the first hole at Green Valley. One week a month, Green Valley may start everyone on the back 9 off the 10th hole. During those weeks, the League will start on the back 9 as directed.

3.2 TEES – Men play from the white tees, ladies from the red and seniors from the gold. Gold tee recipients are typically made based upon physical handicap or limitations and the decision is determined at the discretion of the Board on a case-by-case basis. Strictly speaking there is no specific age trigger for transition to the gold tees. The handicap for a gold tee recipient may also be adjusted down by two strokes initially as warranted by the Board prior to a recipient’s first round being played. Requests to play from the Gold tees should be made directly to the President generally prior to the start of the season. After the start of the season, changing to gold tees will be adjudicated by the Board on a case-by-case basis, with the expectation to play the rest of the season from the gold tees. (I.e. cannot switch back and forth).

3.3. SCORE CARDS – Official cards published each week by the handicapper will have the holes for which each player is awarded strokes already marked on the card and available in the clubhouse prior to the start of the 1st match of the day. Strokes are awarded off the lowest handicap in each individual

match. Men and women have differently handicapped holes. Go by the markings on the card. See Section 9.0 for additional information for Score Cards.

3.4 SLOW PLAY – Ways to improve pace of play is an important topic not only in this league but the entirety of the golfing community as a groups pace (not speed golf) generally increases most players enjoyment of the game as it keeps a pace equal to the course recommendations (the front 9 at Green Valley should be played in 2 hours 10 minutes).

We have adopted a 40 second shot requirement (which includes determining distance to target, selecting/swapping clubs, green reading). It should take no longer than 40 seconds for a player to play their shot once it is their turn to play, and safe to do so (consideration given to other players hindering the player, heckling not included). If a player is generally taking longer than 40 seconds on many/most of their shots, please notify your captain and let the captains discuss the issue with the players.

Ways to increase your awareness in improving pace of play (with apologies to Jeff Foxworthy):

- Go directly to your ball if you can and while other players are hitting in your group, or waiting for the group in front of you to clear, figure out your distances/range finder, wind direction, club selection, club cleaning WHILE WAITING. If you wait until it is your turn before you do any of the above, or you have to always be told “it’s your turn” because your imagination is running rampant, you MIGHT be a slow player.
- If you are sharing a cart, find both balls, get distances, club selection and if you can, drop one player off at their ball, and then move the cart to the other player’s ball. If you wait for one player to hit, then go to the other ball equidistant across the fairway, then you MIGHT be a slow player.
- If just finished the hole, you are at the next tee box of a course you have been playing for YEARS (you should know what club you generally use on 1, 2, maybe 3, 4, 6, sometimes 7, and 9), and you are never ready to go when it’s your turn, and you are constantly saying “why don’t you go ahead” or “aren’t we playing ready golf? Just go ahead!” a lot, you MIGHT be a slow player.
- If you always have to take more than 2 practice swings before you address your ball “Hello ball! I’m going to hit you now!”, you MIGHT be a.... no, you ARE a slow player.
- If you wait for other players to putt on the green before you even start to read your putt, you MIGHT be a slow player. Read the green while others are putting out, but without standing in front of, in back of, or ON their line.
- If you always have to backtrack to the other side of the green, or front of the green to get your stuff, and don’t place your cart/bag where you are going to exit the hole instead, you MIGHT be a slow player.
- If you are not waiting on the group in front of you to clear out of the way, if you are just going to your balls and playing without waiting, with a FULL tee sheet, you ARE a slow group and out of position. You need to pick up the pace. The pace of the group behind you is completely irrelevant, as they are going to be working to catch up to you and then see you have a gap in front of you.
- Mute your phone. No explanation needed. 😊

The Golf League has an email distribution list to contact and inform players (both regular and subs) of league information.

4.1 GETTING ON THE OFFICIAL GOLF LEAGUE DISTRIBUTION LIST – To get on the email distribution list, you must email the Board with your contact information (daytime phone and email). See “5.0 New League Players” for additional requirements.

Until you have been added to the official Golf League distribution list you will not be eligible to substitute in the league!

4.2 GETTING OFF THE OFFICIAL GOLF LEAGUE DISTRIBUTION LIST – To get removed from the distribution list, you must email someone on the Board requesting to be removed. Your request will be forwarded to the League webmaster and subsequently removed at which point you will no longer receive any further league emails.

5.0 – NEW LEAGUE PLAYERS

Players wishing to play in the league as a regular or a sub will have their starting handicap adjudicated in one of two ways:

- **(VERIFIABLE)** Players can provide verifiable proof of handicap by GHIN or similar service or provide results from another league when asking to join the Distro List and the league will use that handicap.
- **(NOT VERIFIABLE)** After being added to the Distro List and absence of verifiable proof above, will, on their first round of play with the league, be assigned a “99” as a handicap. (99 is simply an identifier to calculate a player’s handicap prior to entering the cards in the system and is not an actual starting handicap). After the round, an average of all players handicaps that took the same strokes (+/- 1 stroke) will be the new players starting handicap for the league. Example: If the new player shot a 50, all handicaps of players shooting 49, 50, and 51 will be averaged. If the substitute's score significantly increases or decreases in the next or subsequent round(s), the Board reserves the right to adjust the handicap and also possibly rescore previous matches if required.

6.0 TEAMS

Each match consists of four players, two each from the same division of scheduled opposing teams.

6.1 – FIELDING A COMPLETE TEAM - Each Team should field one regular Team member per division. Captains should consider placing Team members in appropriate divisions to field a proper Team where the handicaps are closely matched as to avoid disproportionate handicaps (giving too many, or too few, strokes to an opposing team). Exceptions to this rule, e.g. two subs playing as a Team, will be justly adjudicated by the Handicapper at the time of roster submittal (Handicapper should be notified of the situation as early as possible for guidance). The captains should provide their roster as early as possible to the handicapper no later than noon the day before play.

7.0 SCHEDULE / POINTS

League matches will be held on Thursday afternoons at Green Valley with tee times beginning at 2:30pm.

There will be a twenty-two (22) week season divided into two 11-week halves. With an odd number of teams, bye weeks are back. The schedule is balanced as well as it can be with varied starts and division (flight") orders. With 22 weeks, and 7 teams, every team will play each other 3 times for the 1st 21 weeks, barring multiple rain outs. The 22nd week will be the 1st rainout of the 2nd half (if any) or, if no rain makeup, will be the 1st half winners 1st bye week of the year. See the '[Tee Times](#)' page for the weekly schedule.

If a rainout occurs in the 1st half, it will NOT be made up. Only the 1st rainout of the 2nd half will be made up on week #22. No points are accumulated for rainouts. See Weather Rule 14.0 for more details.

The winners of each half will meet in the championship at the end of the year. After 1st half, points reset. See Championship for more information.

8.0 SUBSTITUTES (SUBS)

Subs are allowed during normal league play. Subs are not allowed for the League Championship. Finding a sub will be accomplished through the Golf League website or via captains/players looking for subs.

Filling in to be a sub is done strictly on a first come first serve basis through the website using the *Sublist > I Want to Sub* menu items. The password for access is sent in the daily request for subs email.

If/when a sub is needed, he/she will be positioned in the logical division as determined by the Team Captain if needed, but usually people do play in slots they sign up for through the website.

HOW IT WORKS...

When someone goes to the website to claim one of the available tee times, the request is recorded on the website and the captain and the league handicapper will update their roster so the scorecards can be generated correctly. It's that easy when you use the website for subs.

All URLs managing this feature password protected to prevent outside parties such as hackers from flooding the site. Captains will receive a different password via email to support the managing of your team.

Each team member is responsible for finding substitutes for any week they cannot play. Failure to do so as early as possible will put YOUR Team in a bind. Those needing a substitute MUST inform their team captain either verbally or via email in addition to requesting on the website. Hey, it's just good manners.

Substitution requests are encouraged through the Golf league website (<http://ngloob.com>). Those needing a sub can post their information, and the players wishing to sub can review the available slots. Emails will be sent each morning announcing slots may be available for the week about to be played. Those willing to take the available spot can go to the website to claim the open spot.

Team captains will go to the website to view still available and filled slots. Of course you can still arrange for a substitute outside the website, but you MUST notify your Team Captain as to whom the substitute you've secured is. In this case there is no need to post a request for a substitute through the website. If a request is made for a sub online, and it was filled by other means than the web page, it is up to the requestor or the Captain to fill in the name of sub and accept. This is to avoid two players showing up for the same slot.

A. REQUESTING A SUBSTITUTE – If a team member needs to request a substitute for any upcoming week, they can go to the website (the link is distributed daily through email), fill out the necessary fields

(Date Needed, Tee Time and Team Number) and click on the 'Request Sub' button to post the request for a substitute. This will add the open tee time to the list of available tee times displayed on the website. Cutoff time for submitting a request for a substitute on any given week is 1100 on the Thursday of the week being played. At any time from this page, you can also go to the page which displays the available tee times that week by clicking on the 'Sub Listing' button. Remember to notify your captain via email.

B. WANTING TO SUB - Subs wanting to play on any given Thursday should visit the website at (the link is distributed daily through email) and press the "I Want To Sub" link to view the slots available for substitution. Note that individuals who know they will be on TDY, or vacation can plan ahead and post the need for a substitute for any date in the future. Thus, you can accept the tee time weeks in advance if you wish. Simply select the 'I Will Sub' button for the appropriate available tee time shown in the list.

After selecting an available tee time, you will be brought to another form which prompts you to enter your name, handicap (if known). Submission is completed by clicking on the 'I Will Sub!' button. Remember your handicap is not required to substitute, unless it is the first time you have substituted in the league.

Availability of tee times are handled on a first-come-first-served basis and managed by the website. Given the nature of web transactions, there is a very small possibility someone else could book the tee time before your acceptance is processed. If this occurs the website will let you know it's rejected your request. When this occurs, try clicking on the 'Sub Listing' button and selecting another available tee time instead. Acceptance of the tee time by the website will remove the tee time from the list of available tee times displayed. Team Captains are responsible for going to the Captains Corner of the Website to occasionally view available and taken spots.

9.0 THE SCORE CARD

All cards will be filled out with matches and team assignments and the tee times and will be available at the GVCC pro shop desk prior to the start of the 1st round of the week.

The last person in the group to arrive should always pick up the card and take it to the tee. If you're about to tee off and someone is missing, head back to the pro shop and get the card to start your round. The person missing will either catch up or will be scored as a noah showupa. (See scoring to find out what to do here).

Don't be late for your tee time!!!!!!

9.1 – ASSIGNING HANDICAP STROKES - Strokes are assigned on the card based on the lowest handicap in the match. Remember, there are two matches per division so A vs B may have different strokes than C vs D.

The lower handicap golfer in the pair does not receive strokes. Higher handicappers only receive the difference in strokes between themselves and their opponent. The stroke differential is distributed across the holes on the 9 holes being played according to the Stroke Index or the 'Handicap' rating of each hole on the course as seen on the provided score card below. Remember, some weeks the league may go off the back, so the handicap ratings will be different compared to the front 9.

How are handicap holes/strokes, aka "dots" determined? If Player 1 has a 3 handicap, and Player 2 is a 7, the card is annotated with the appropriate number of strokes, in the form of dots, for each player.

Using the image below, player 2 receives 4 strokes distributed to the 4 hardest holes. Dots are awarded to the holes with the lowest handicap index remaining until all the dots for a player have been accounted for.

1A 2:30 04/11/19 Front												
Hole	1	2	3	4	5	6	7	8	9	Out	1A Total Points	
White 71.6/120	361	454	386	541	175	392	354	201	424	3288		
Team	Name	HDCP	7	1	13	3	11	9	17	15	5	
1A	Player 1	3										
2A	Player 2	7	*	*		*				*		
Player 1 Points:												
Player 2 Points:												
Par			4	4	4	5	3	4	4	3	4	35
1A	Player 3	10										
2A	Player 4	10										
Player 3 Points:												
Player 4 Points:												
Red 68.5/120			331	341	329	474	125	354	314	145	361	2774
Ladies Handicap			11	5	9	1	13	7	15	17	3	

When the differential in dots exceeds 9, additional dots are awarded continuing at the lowest handicap index hole. Thus Player 4 (Substitute) in the card below receiving 11 dots will get two strokes on the numbers 1 & 3 handicap holes on the card which happens to be holes 2 & 4 in the example.

1A 2:30 04/11/19 Front												
Hole	1	2	3	4	5	6	7	8	9	Out	1A Total Points	
White 71.6/120	361	454	386	541	175	392	354	201	424	3288		
Team	Name	HDCP	7	1	13	3	11	9	17	15	5	
1A	Player 1	3										
2A	Player 2	7	*	*		*				*		
Player 1 Points:												
Player 2 Points:												
Par			4	4	4	5	3	4	4	3	4	35
1A	Player 3	10										
2A	Substitute	21	*	**	*	**	*	*	*	*	*	
Player 3 Points:												
Substitute Points:												
Red 68.5/120			331	341	329	474	125	354	314	145	361	2774
Ladies Handicap			11	5	9	1	13	7	15	17	3	

To determine a player's net score, the number of dots annotated on the card for the given hole is subtracted from his gross score which is written on the card.

Also note, if there is a lady in your group she will play from the red tees. Men and ladies have different handicaps on different holes. Those playing from red tees will have different handicap holes than those playing Gold/White. Please pay attention to stroke holes. You must use the handicap values on the BOTTOM of the card "LADIES HANDICAP" for ladies.

9.2 MISSING PLAYER (“NOAH SHOWUPA”) OR LAST-MINUTE SUBS - There are times where a “Noah Showupa” may be in the match (or a last-minute sub has been found after the cards are printed).

9.2.1 NOAH SHOWUPA – If one division has only one player for their side and their partner does not show, the single player will be playing 2 one-on-one matches. Copy the strokes taken by the available player on each hole to the other half of the card for the missing player, adjust the handicap strokes for the other match (See 9.1 above), and score accordingly.

If only one player in the same division from scheduled opposing teams play (one noah on each side), the match is still played, however points are doubled, 2 points instead of only one per hole. Be sure to adjust handicaps accordingly as in 9.1. above.

9.2.2 LAST MINUTE SUB – If a last-minute sub is available to play in the place of a noah, hail a league official or any captain to access the players handicap from the League Website. Use that handicap to adjust the handicap strokes for the other match accordingly (See 9.1 above) before playing. If that was not possible prior to the beginning of the round, record the strokes taken, but do not score points for that particular side. It can be done following the round after ascertaining the subs handicap.

1A 2:30 04/11/19 Front				1	2	3	4	5	6	7	8	9	Out	1A Total Points
White 71.6/120				361	454	386	541	175	392	354	201	424	3288	
Team	Name	HDCP		7	1	13	3	11	9	17	15	5		
1A	Player 1	3		7	6	7	8	4	7	5	4	6	54	
2A	Player 2	7		5	5	5	7	4	7	5	6	6	51	7
Points:								1/2	1/2	1/2	1		25	
Points:				1	1	1	1	1/2	1/2	1/2		1	65	
Par				4	4	4	5	3	4	4	3	4	35	
1A	Player 3	10		7	6	7	8	4	7	5	4	6	54	2A Total Points
2A	Noah Showuppa	7	10-7=3	5	5	5	7	4	7	5	6	6	51	
Barbara Keller Points:					.5		.5	.5	.5	.5	1	1	4.5	
Noah Showuppa Points:				1	.5	1	.5	.5	.5	.5			4.5	11
Red 68.5/120				331	341	329	474	125	354	314	145	361	2774	
Ladies Handicap				11	5	9	1	13	7	15	17	3		

9.3 POINTS. - A match is played over 9 consecutive holes and consists of two individual matches per division with nine points per match at 1 point per hole (half for a tie), combining for eighteen points per division. Only one player will have NET strokes per individual match, if any. Gross score is the number of actual strokes taken by a player. NET score is gross strokes minus NET strokes given to the player (number of asterisks on the card). The lowest NET score per hole gets one point. If NET scores are tied, the hole is tied (“.”5” or “1/2”). The scorer for the group can choose to fill out the “ties” by recording either “.”5” (bottom half of figure) or “1/2” (top half of figure), although .5 is easier to read and will not be confused with “1”. Once all holes are played, add team points together and note in right side of card. (2.5 + 4.5 = 7 / 6.5 + 4.5 = 11).

handicap.

– Max handicap is capped at 27. Any handicaps exceeding this limit on a weekly basis will be adjusted to 27.

– The adjusted handicap (“ADJ”) column in the weekly results is based on the playing handicap for that score, where each hole’s score is examined and adjusted for a maximum limit. Values exceeding this maximum limit are disallowed. The maximum limit is following the World Handicap System and is set at Net Double Bogey. See: <https://www.usga.org/handicapping/roh/rules-of-handicapping.html>

11.0 CAPTAIN’S DUTIES

Captains have been designated by the League Officers and are indicated by highlighting on the Team rosters. The captain’s duties are important!!!

What are the captains’ duties?

A. Every Thursday, the Handicapper will fill out the score cards for the matches after he/she receives inputs from the captains.

B. Captains should call/e-mail the handicapper no later than 1100 on Thursday to give their line-ups.

C. Team Captains should appoint a Team member as a substitute Captain in case of absence. Substitute captains should be given the captain’s management URL (which captains will receive in a separate document) in addition to those included herein to manage their team during their absence.

D. Unconstrained selections of long-term substitutes are not allowed in order to be fair to those awaiting a regular slot. If captains are having a hard time finding a sub, contact the league President and Handicapper and start emailing players from the sub list (Captains Corner of the website).

E. Slow Players – Captains have the responsibility to coach slower players and notify them when their play has become a hindrance to others enjoyment of the game. Players should go directly to their ball and while waiting, figure out which club they wish to use, get distances, etc... We have adopted a 40 second shot requirement: From the time it’s clear for the next player to play a shot when it’s their turn to do so, and clear to do so, it should take no longer than 40 seconds from their turn to start their process, to hitting the ball. Times longer than that, and players (or their captains) should be notified.

F. Reallocation of Players – Captains at any time should consider players on their teams to be grouped according to handicap. Players doing well on flights may garner consideration to move up flights, while players that have slipped may be considered to move down flights. This keeps the playing field and matches more level and fairer.

Leveling the handicaps/players can be done at any time. Captains are dissuaded from doing it week to week, but if the handicaps start to trend higher or lower per flight leaving unbalanced flights, then the captain should take action. Example: a player on your B flight jumps from 10 to 14 after a couple weeks, and someone went from a 15 to a 12 on the C flight. The captain should consider the players history and consider swapping the 14 hdcp and the 12 hdcp players/flights if they may appear to hold the handicaps. All changes must be approved by the Handicapper.

12.0 ATTENDANCE/FORFEITS

A forfeit occurs when both players of a single division on the same team do not play. Any Team that forfeits a division match will not receive any points (0) and opponents will be automatically given twelve

(12) points. Forfeit time is when the last scheduled tee time (typically 3:58pm) from the assigned tee has left the tee box for the hole. There will be a starter at the tee. If any member of your foursome is late, the players that are there may decide to let other foursomes tee off while they wait, or you may decide to tee off as scheduled. Holes played during any time an opposing player is missing, will be scored as 2 v 1, or 1 v 1 if the case may be. Tee-times work out really well, so there are very few good reasons for being late. If you have a problem, call your partner or your captain or the Club House and let someone know.

ANYONE WHO FAILS TO SHOW UP FOR TWO TIMES WITHOUT NOTIFYING THEIR CAPTAIN BEFOREHAND WILL BE REMOVED FROM THEIR TEAM AND REPLACED BY THE NEXT PERSON OFF THE SUB LIST.

13.0 DUES

League dues for regulars are due no later than COB 4th scheduled league week of the current league season which affords individuals 4 weeks from the beginning of the season to become compliant. Payment can be made to any league official at any time.

League dues will be \$60/year, payment must be received by the 4th league week. Payment increases to \$65.00 if received after the 4th league week. Members are responsible for paying their own dues. Payments can be made directly to Pres Tim Clarke, through Venmo @Tim-Clarke-7, to your Team Captain, or to any other League Official as listed on the 1st page.

After the 5th league week concludes, penalty points will be assessed against each team with still delinquent player(s) at a rate of 2 penalty points per delinquent player per week. Accordingly, points will be deducted off the team's point total every Thursday after 2000 (starting the 5th league week) until all players are paid in full. To that effect any player who is in arrears after the 6th league week will be replaced by someone off the sublist so as not to unduly punish the remainder of the team. We want to be fair, but we also want committed players in the league.

14.0 WEATHER/POSTPONEMENTS

Cancellations will be justly determined by the President or his acting official on league days as close to 1200 as possible, and no later than 1330. He will inform Team Captains at that time. Captains will be required to notify their Team members. Will also be posted on the website as early as feasible. Weeks cancelled due to weather; everyone gets zero points for the week. The 1st rainout of the year will be used as the week 22 schedule. (If there is no rainout, it will be the 1st half winner's 1st bye week of the year)

15.0 ETIQUETTE

Please observe golf etiquette at all times and adhere to the rules of golf.

The President will resolve all disputes based on USGA Rules, what kind of mood he's in, who the complainants are, what the moon is in, planetary alignment, etc. Let's try to settle things on the course and not have a lot of whining over little, chicken-shit things. All disputes will be resolved by the President and may not be favorable... since he had to take time out of his day to ponder why you couldn't settle it yourselves.

16.0 CHAMPIONSHIP

16.1 Each match shall consist of 18-hole head-to-head matches between individual team members and their opponents from respective divisions.

16.2 The individual matches will be played at any course of the pairs choosing, with Green Valley being neutral ground if need be. These will be played on any agreed upon day and after the matchups have been agreed upon by the captains. These can be played together with division partners or separate but *will still be scored as individual head-to-head matches.*

16.3 Captains/President may suggest scheduling to the players; however it is completely up to the individual competitors in the agreed upon match to schedule play due to differing schedules. (Earlier the better! Don't wait until the deadline only to have it rain.)

16.4 Captains shall ensure that they field a complete team with regular team players of similar handicaps from their respective divisions. Captains of the competing team must agree to the individual match line-ups. *Substitutes are not acceptable.* Line-ups will be provided to the President and Handicapper prior to the matches being played. Any disagreement, deviation or special circumstances will be adjudicated by the President.

16.5 Each player winning the hole will be awarded one point and the opponent zero points. Each player will score ½ point if the hole is tied.

16.6 The team with the highest total points will be declared the League Champions.

16.7 If the team Championship match results in a tie, the winner will be determined by the best total team score on the back nine. If a tie still exists, the winner will be determined by matching cards beginning with the A division's lowest handicap players and the most difficult hole on the back nine, then the next most difficult hole on the back nine and so on until a winner is determined.

16.8 Any deviation or special circumstances not covered by the tie Championship rules will be adjudicated by the Board and if the Board cannot reach an agreement, the President.

17.0 LOCAL RULES

17.1. Players will be notified if Lift-Clean-Place (LCP) is in effect by the Board and will have a check mark on ALL CARDS at the top if allowed. ***Rolling the ball is not allowed anywhere on the course if LCP is not in effect.*** No lifting/placing out of footprints in bunkers. Yes, it sucks. This is not a league issue; it is a course issue not enforcing players from raking. Take it up with the course to remind people to rake bunkers when checking in with proshop.

17.2. Players should always putt out when points for the hole matter. If you have lost sight of the group in front of you and the team behind you are breathing down your necks, keep in mind that the max score for handicap is net double bogey (par + 2 + dots on card). We suggest, if you start falling behind, pick up when you have met/exceeded the net double and pick up the pace, and score the max for the hole.

ALWAYS give putts that don't matter in the match (conceding putts/holes is LEGAL in match play) to help speed up pace of play for everyone playing behind you and the other side in your foursome. Example: if your opponent is assured to get the point on the hole, including strokes, we are advising to ***pick up and move to the next hole*** - that hole has been lost and should be conceded. Do not continue to play the hole if you or your opponent concedes the same hole – pick up, move on. Be sure to announce

your intention to your group that you are picking up and/or conceding the strokes so other the other players may continue play.

17.3. Ball Lost or Out of Bounds (Local Rule -Alternative Stroke and Distance) - When a player's ball cannot be found or is virtually certain to be out of bounds, the player may proceed as follows:

a. If your ball might be lost (not in a penalty area) or out of bounds, to save time you may play another ball provisionally under penalty of stroke and distance from your location before you leave it.

But if you are aware that the only possible place your original ball could be lost is in a penalty area, a provisional ball is not allowed. If you play a ball from where the previous stroke was made (one option under penalty area rules, others are dropping near the extents of the penalty area), that ball becomes your ball in play under penalty of stroke and distance.

b. If you have already left the tee, or last place you hit from, for two penalty strokes, the player takes relief by dropping the original ball or a substitute as shown below:

GOLF'S NEW RULES: STROKE AND DISTANCE
A new Local Rule will provide an alternative to stroke-and-distance relief for a ball that is lost outside a penalty area or out of bounds. This new Local Rule will be available beginning January 1, 2019.

BALL OUT OF BOUNDS

LOST BALL

If the Local Rule is in effect, you can still take stroke-and-distance relief, but you will now have the following additional option that comes with a penalty of two strokes:

- A** DETERMINE SPOT where your ball went out of bounds (left diagram) or is likely to be lost (right diagram).
- B** FIND NEAREST FAIRWAY EDGE no closer to the hole.
- C** DROP YOUR BALL IN SHADED AREA as defined on one side by a line from the hole through point A and on the other side by a line from the hole through point B, and not nearer the hole. The relief area is extended on both sides by two club-lengths.

This Local Rule is not intended for higher levels of play, such as professional or elite amateur level competitions.

Example:

If you choose to use this local rule after your initial stroke off the tee box, you would be taking relief and lying 3, hitting 4. If your tee shot was in play and you hit out of bounds or have a lost ball on your 2nd shot, you'd be lying 4 hitting 5, etc., etc.

Once a player leaves the region where the original ball was last played, they forfeit the option to use stroke and distance relief (cannot go back to the tee or last spot hit from) and must proceed under the above ruling or any other applicable options - this includes removal of the stroke-and-distance option for all hazards.

Application case study:

Hole 3 - Tee shot goes into trees on right. You can hit a provisional by re-teeing and maybe being able to play your original ball or drop up ahead using the new USGA guidelines of drop location options hitting 4. As soon as you leave the tee box area, you can ONLY use the new rule.

You now have 2 options when you hit a shot OOB/Lost/Unplayable area - use of stroke and distance (until you leave the original shot area) or the new 2-stroke penalty drop.

17.4 PROVISIONAL BALL - Players may play provisional balls. (See USGA Rule 18 for more:

<https://www.usga.org/rules/rules-and-clarifications/rules-and-clarifications.html#!ruletype=fr§ion=rule&rulenum=18>) If a player plays a provisional ball and the group leaves the tee box anticipating to play that ball, **they may not return to the tee**. They are to proceed under local rule 17.3 should the provisional be lost also, factoring number of balls lost. Example: Player hits a provisional ball and leaves tee box. Players cannot locate original ball nor provisional. Players WILL NOT return to tee. Player continues under 17.3, hitting 6 from fairway. (1 lost. 3 lost. Add 2 penalty strokes and hit 6 from fairway). Sometimes it may even just be better to concede the hole then and there.

17.5 CLOSEST TO THE PIN - Each week there will be closest to the pin competition on hole #5 (or #12 if on the back).

Only shots that stop on the green with your FIRST STROKE count. If your ball measures closer than the best score that day, write your name on the score sheet on the post.

A marker, name/distance sheet, pencil and post will be provided to the first group out (#1, 2:30 tee time). It is the first group's responsibility to place the marker on their mark if green is hit, or fringe/rough off the green if missed.

The last group to play the CTP hole is responsible for picking up the marker and bringing it into the club house after league play, delivering it to a league officer. If no league officer is present, take a pic of the card and text to league officer and hand in the post to a GV Employee (usually in starter shack).

17.6 COURSE FEATURE NOTES

a. Until where the hedges used to be on the right side of the third hole (just beyond the trees around the dog leg) are filled in and have grass to play out of, the row of dirt will be treated as GUR. One club free relief, closest point of complete relief, no closer to the hole. Also, enjoy the new view of the farm from the courses clearing of all the trees/weeds/hedges along the stone wall.

b. Farm equipment beyond 3rd hole and beside 4th hole and wood chips (considered garden) have one club free relief, the closest point of complete relief, no closer to the hole.

c. Gazebo beyond 3rd hole and beside 4th has one club free relief, closest point of complete relief, no closer to the hole left or right of the entire structure. DO NOT play your ball through/under/over the gazebo. You get closest point of relief left or right from it being in your way.

As a reminder of closest point of complete relief, please read:

<https://www.usga.org/rules/rules-and-clarifications/rules-and-clarifications.html#!ruletype=fr§ion=rule&rulenum=15>

And watch: <https://www.youtube.com/watch?v=vS3es7UOI8M>

18.0 WAITLIST

18.1 Each year, the League Officers solicit prospective members to join as either a regular or a substitute for the coming year. Based on responses, the amount of teams and format may be modified to ensure the league can maintain a balanced schedule and maximize regular player attendance. When this is done, the league may be required to select new regular members based on their ranking on the waitlist and/or also place a person desiring to be a regular player onto the waitlist. In order to make the determination of where the player is placed (e.g. regular or sub) at the beginning of the season, the prospective player ranking will be established as follows:

- For each week played in the previous season, the prospective regular member will receive 3 points towards his/her total.
- For each week played 2 years prior, the prospective regular member will receive 2 points.
- For each week played 3 years prior, the prospective regular member will receive 1 point.
- Prospective regular members that are Employees/retirees will receive an additional 10 points towards their total.
- Prospective regular members that at any time in the past were regular members will receive an additional 5 points towards their total.

If a prospective player is new and has no history in playing in the Golf League, they will be prioritized as follows:

- An Employee/retiree based on order of response to the solicitation requesting players - All other based on order of response to the solicitation requesting players

18.2 There are times when during the season, a regular member is forced to remove themselves from being a regular member. When this occurs, a member will be moved from the waitlist and become a regular member based on their ranking on the waitlist. Once the season starts, the waitlist ranking will be adjusted on a weekly basis as follows:

- For each week played in the current season, the prospective regular member will receive 3 points towards his/her total.
- For each week played in the prior year, the prospective regular member will receive 2 points.
- For each week played 2 years prior, the prospective regular member will receive 1 point.
- Prospective regular members that are Employees/retirees will receive an additional 10 points towards their total.
- Prospective regular members that at any time in the past were regular members will receive an additional 5 points towards their total.

18.3 All points are tallied at the end of the season to establish the waitlist ranking for the following season as described in paragraph 18.1. These rules have been put in place to make the selection process as fair as possible for the precious few spots which become available each year.