

Spring Ridge Golf League - 2018 Procedures and Rules - PB Dye Golf Club

We will play every Wednesday for 16 weeks from April 25 through August 15, 2018.

Tee time each week will be a shotgun start promptly at 6 pm.

(Note: Shotgun start will be at 5:45 pm on the first 2 weeks and the last 2 weeks)

Each week we will alternate between the front and back nines.

USGA rules shall govern all play except as noted below.

Rain Dates: If an entire evenings play has been cancelled due to rain, snow, or other bad weather, that evening will be added onto the end of the season.

Type of play:

a. Competition will be single person teams. We'll play one (1) practice round April 11th and 18th to determine handicaps of new members and help familiarize them with the course. We'll play + / - 12 weeks of points/position rounds, depending on the final number of league members.

b. Each new player / sub will start with a one (1) score handicap, and that handicap will be adjusted each week thereafter based on their previous three rounds. Once a member has played 10 rounds or you are a past member, your handicap will be based on your previous 10 rounds (eliminating the 5 highest scores and averaging the remaining five). Handicaps will be 9 hole handicaps and adjusted at 96% (same as USGA). Maximum 9-hole handicap will be 20.

c. Each evening you will play a different person competing in match play.

d. We'll have 3 flights (A & B & C) based on handicap. New member handicaps shall be determined by: (1) play-in rounds or (2) certified USGA Handicap and previous members handicaps shall be determined by your handicap at the end of previous year.

e. A 4-some will consist of 2 A-flight players competing against each other, and/or 2 B-flight players and/or 2 C-Flight players competing against each other. Every attempt shall be made to schedule all matches so that you have the opportunity to play with as many league members as possible.

f. Play for all divisions will take place from the "gold" tee markers.

Prizes:

1. There will be weekly prizes awarded for low net (per flight) and closest to the pin (subject to change each week).

2. Monetary prizes will be given at the end of the season for 1st & 2nd place in each flight for regular season play and 1st place for the playoffs.

Scoring

A match is played for 12 points each night:

1 point is awarded to the A-B-C team who has the low net on each hole; if hole is tied, each man receives .50 point.

3 points will also be awarded for Individual Low Net score; if score is tied, each man receives 1.50 points.

All strokes taken on a hole must be shown on the card and used in scoring the hole and match. Please mark the number of points won for each hole, and also for the low net score; total points should be 13 for the match.

Turn cards in immediately after the match to the league coordinator or his designee.

A player without an opponent must play against a ghost substitute. Ghost substitute inherits 50% of the substituted players handicap and match play continues.

Any player absent that was not able to secure a substitute shall be awarded the ghost substitute points for the match.

***Note:** *The double par rule is in effect. All players who reach double par on any hole must pick up immediately. Your opponent shall be automatically awarded 1 point. If your opponent also reaches double par on the same hole, he also is required to pick up and the hole will be split, .5 / .5.*

Substitutes

A list of substitute players will be provided to league members. Substitute player arrangements must be made when you will be unable to play your scheduled match. It is the responsibility of the player who cannot play to arrange for the sub. ***Important -Notify the league coordinator via email or phone when a sub has been arranged so scorecards and handicaps can be properly calculated. You can only use approved substitutes as provided on the official league roster. Use of substitutes not on the roster must be approved by the league coordinator in advance.***

Foursomes will wait only 5 minutes past the scheduled start time for a player to arrive. Holes missed are holes lost.

Subs will pay \$25 to the league coordinator or his designee before playing. Coordinator will always tee off on either hole #1 or #10. Coordinator will adjust the appropriate score card based on the subs handicap. Regular members securing a sub will be reimbursed \$20 each week.

Subs qualify for nightly prizes, but they do NOT qualify for any seasonal prizes.

Cancellation of play

1. Rain out before tee off: Play will be called by the golf pro and concurred upon by the league coordinator by 5:30 pm on the day of play. If you are concerned about play on any evening, call PB Dye Golf Shop @ 301-607-4653
2. Lightning or heavy rain after start of play: If a match has been started and heavy rain or severe lightning moves into the area, the league coordinator shall be the sole judge in deciding whether or not to cancel play. If play is stopped, these rules shall apply.
 - a. For the holes not completed, the remaining points per hole will be divided equally
 - b. The points for the low net will be given based on the number of complete holes played.

Out-of-bounds - To Speed Up Play we will treat **ALL** Out-of-bounds markers as lateral hazards. This means that **no provisional balls need to be hit.**

1) Proceed to the point where the original ball **entered/last crossed** the out-of-bounds/hazard and proceed with one of the following:

a) Drop a ball within two club lengths (no closer to the hole) of where the original ball last entered/crossed the hazard/OB. Or

b) Drop a ball behind a hazard keeping the point at which the original ball last crossed/entered the hazard between the hole and spot on which the ball is dropped, there is no limit to how far behind the hazard the ball may be dropped. Or

c) Play your next stroke as nearly as possible at the spot from which the original ball was last played.

Choose a, b or c and proceed with a **1-stroke penalty.**

Lost Balls - You may look for a lost ball for no more than **Three** minutes, then the ball must be declared lost and play must resume. If the original ball is subsequently found, you may **not** put it back in play after it was declared lost. All lost balls will carry a one-stroke penalty. New ball to be placed within two club lengths of area where ball was lost no closer to the hole.

Off the Green

1. Play is summer rules. You can only improve your lie if it comes to rest in a fairway divot. Improving your lie means you can move your ball with your club head only and no closer to the hole.

2. Ball in casual water, ground under repair or embedded in wet soil can be dropped without penalty, as near as possible to the ball's original position, but no nearer the hole. Ball on a cart path may be lifted and dropped without penalty within two club lengths of the boundary of the path, but no closer to the hole. If a ball lies in or is lost in a water hazard, the player may drop a ball under penalty of one stroke on the side of the hazard away from the hole.

3. Unplayable lie - The player and his opponent will be the sole judges as to whether the ball is unplayable. It may be declared unplayable at any place on the course. If the player deems the ball unplayable, he should drop the ball, with a penalty of one stroke, behind the point where the ball lays, keeping that point between him and the green. There is no limit how far back the ball may be dropped in relation to the place where the ball was deemed unplayable, except that if the ball was in a bunker or trap, it must be dropped in the bunker or trap.

On The Green

1. Repair all ball marks
2. A player may change balls after reaching the green
3. A ball resting on the green which is struck and moved by a ball hit from off the green shall be returned to the original location, as near as possible. There is no penalty.
4. A ball resting on the green, which is struck, by a ball putted on the green shall be returned to the original location. The player whose ball strikes the other ball must take a two-stroke penalty.
5. The pin must be removed or tended when a player strokes a ball on the putting surface. If the pin or attendant is struck, there is a two-stroke penalty.
6. A putt may be conceded but **ONLY** by your opponent.