

# **CHRISTENBURY CREEK GOLF LEAGUE RULES - 2024**

## **1. LEAGUE SET UP**

- 1.1 LEAGUE IS MADE UP OF 16 REGULAR MEMBERS (8 TEAMS OF 2 PLAYERS)
- 1.2 LEAGUE WILL PLAY FOR 18 WEEKS, ON THURSDAY NIGHTS, STARTING ON MAY 2ND, 2024. LEAGUE WILL CONCLUDE SEASON PLAY ON SEPTEMBER 05, PENDING ANY RAIN DELAYS
- 1.3 EACH WEEK WILL CONSIST OF 9 HOLES OF PLAY, TWO TEAMS COMPETING AGAINST EACH OTHER (CALLED A MATCH), WHICH WILL DETERMINE POINTS ACCUMULATED FOR EACH TEAM FOR THAT WEEK.
- 1.4 TEE TIMES WILL TAKE PLACE BETWEEN THE HOURS OF 5:30PM & 5:54PM
- 1.5 COST WILL BE \$685 PER PLAYER IN TOTAL AND COVERS:
  - WEEKLY PLAY
  - SKINS
  - CONTESTS
- 1.6 EACH PLAYER WILL BE REQUIRED TO PROVIDE THE TREASURER \$685 BY 04/30/2024. TREASURER WILL SUBMIT PAYMENT FOR COURSE FEES IN ADDITION TO MANAGING/TRACKING REMAINING FINANCES FOR SKINS & CONTESTS.
- 1.7 LEAGUE WILL UTILIZE THE [GOLFLEAGUESITE.COM](http://GOLFLEAGUESITE.COM) ALL SCHEDULING, SCORE KEEPING, POINTS, SKINS, AND CONTESTS
- 1.8 COURSE WILL ALLOW PLAYERS TO ACCESS "PRE-GOLF" PRIOR TO THE START OF LEAGUE DAY TO PLAY 9 OR LESS HOLES PENDING AVAILABILITY FOR THE COST OF \$15. PLAYERS MUST ARRANGE TEE TIME WITH COURSE.

## **2. DETERMINING HANDICAPS**

- 2.1 **SCORE ADJUSTMENTS-** STROKES OVER DOUBLE PAR IS THE MAXIMUM AMOUNT OF STROKES PER HOLE. ANY PLAYER PICKING UP BEFORE FINISHING OUT THE HOLE WILL AUTOMATICALLY BE AWARDED A DOUBLE PAR SCORE FOR THAT HOLE, UNLESS THEIR COMPETITION ALLOWS THEM TO PICK UP, GIVING THEM THE SCORE OF THEIR CURRENT STROKES PLUS ONE FOR THAT HOLE. NO PICKUPS ALLOWED OFF THE GREEN, OR OUTSIDE A CLUB LENGTH FROM THE HOLE. IF A PLAYER REACHES TRIPLE BOGEY PRIOR TO COMPLETING ALL STROKES ON THAT HOLE, THEY ARE EXPECTED TO PICK UP THE BALL, AND THAT HOLE IS CONSIDERED COMPLETED FOR THEM. IF A PLAYER MAXES OUT ON A HOLE THEY FORFEIT THE POINT FOR THAT HOLE
- 2.2 NO MAXIMUM HANDICAP FOR THE LEAGUE
- 2.3 HANDICAPS FOR INDIVIDUALS ARE CALCULATED BY TAKING THE ADJUSTED GROSS SCORE, MINUS PAR, TIMES 0.9 FOR THE FIRST POSTED 9 HOLE SCORE.

2.4 LEAGUE HANDICAPS WILL BE DETERMINED BY SCORES POSTED DURING LEAGUE PLAY ONLY. NO SCORES OR HANDICAPS FROM OUTSIDE THE LEAGUE WILL BE USED. EXCEPTION FOR SUBSTITUTES WHO WILL NEED TO PROVIDE THEIR HANDICAP PRIOR TO PLAYING THEIR FIRST TIME TO ALLOW FOR ACCURATE POINT COLLECTION

2.5 **HANDICAPS** AFTER ONE ROUND POSTED:

2.5.1 PLAYERS WITH 6 ROUNDS OR MORE POSTED WILL HAVE THEIR HANDICAP DETERMINED BY USING THE MOST RECENT 6 ROUNDS POSTED. HIGHEST ROUNDS OVER PAR WILL BE DROPPED. THE NUMBER OF STROKES OVER PAR OF THE REMAINING 4 SCORES WILL BE DETERMINED, AVERAGED AND MULTIPLIED BY 0.9 TO DETERMINE THE PLAYERS HANDICAP.

2.5.2 PLAYERS WITH 5 ROUNDS POSTED WILL HAVE THE LOWEST 4 ROUNDS OVER PAR TO DETERMINE THEIR HANDICAP

2.5.3 PLAYERS WITH 4 ROUNDS POSTED WILL HAVE USE THE LOWEST 3 ROUNDS OVER PAR TO DETERMINE THEIR HANDICAP

2.5.4 PLAYERS WITH 3 ROUNDS POSTED WILL USE THE LOWEST 2 ROUNDS OVER PAR TO DETERMINE THEIR HANDICAP

2.5.5 PLAYERS WITH 2 ROUNDS POSTED WILL USE THEIR LOWER ROUND OVER PAR TO DETERMINE THEIR HANDICAP

2.5.6 FRACTION VALUES OF 0.5 OR ABOVE WILL BE ROUNDED UP, ALL OTHERS WILL BE ROUNDED DOWN

3. **LEAGUE COMPETITION**

3.1 **RESULTS OF MATCHES** (SEE RULE 1.3) WILL BE DETERMINED USING A LEAGUE POINT SYSTEM.

3.2 **A 22-POINT SYSTEM** WILL BE UTILIZED IN EACH MATCH, AND THE POINTS DISTRIBUTED WILL BE DETERMINED AS FOLLOWS:

**INDIVIDUAL POINTS:** (18 AVAILABLE) – 1 POINT PER HOLE TO THE PLAYER WITH THE LOWEST NET SCORE FOR THAT HOLE ON AN INDIVIDUAL COMPETITION BASIS (EG. PLAYER A VS. PLAYER A, PLAYER B VS. PLAYER B). IN THE CASE OF A TIE, A HALF POINT IS AWARDED TO EACH PLAYER.

**MATCH POINTS:** (4 AVAILABLE) – 4 POINTS WILL BE AWARDED TO THE TEAM WITH THE LOWEST NET SCORE FOR THE 9 HOLES. IN THE CASE OF A TIE, 2 POINTS WILL BE AWARDED PER TEAM. (4 POINTS AWARDED FOR EACH HOLE, 4 AWARDED FOR THE MATCH)

3.3 YOU ARE REQUIRED TO PLAY THE SCHEDULED TEE TIME YOU'RE ASSIGNED FOR THE WEEK. FAILURE TO DO SO WILL RESULT IN FORFEITURE OF INDIVIDUAL POINTS FOR THAT WEEK. IT IS YOUR RESPONSIBILITY TO WORK WITH YOUR SCHEDULED FOURSOME FOR SWITCHING TEE TIMES WITH ANOTHER FOURSOME IF NEEDED.

### 3.4 SUBSTITUTE PLAYERS

SUBSTITUTES MUST BE SECURED BY THE ABSENT PLAYER OR HIS PARTNER. ANY AMATEUR GOLFER 18 YEARS OR OLDER WHO IS NOT A MEMBER OF THE LEAGUE CAN BE A SUBSTITUTE. SUBSTITUTES WILL NEED TO PROVIDE INITIAL 9-HOLE HANDICAP ESTIMATE FOR FIRST TIME PLAY. LEAGUE HANDICAPS WILL BE UPDATED IN THE SAME MANNER AS THE LEAGUE MEMBERS.

### 3.4 ABSENTEE PLAYERS

IF THERE ARE ANY ABSENTEE PLAYERS WHO HAVE FAILED TO SECURE A SUBSTITUTE (LESS THAN A FOURSOME), THEY WILL HAVE THE OPPORTUNITY TO MAKE UP THE ROUND PRIOR TO THE NEXT LEAGUE DAY. THE ABSENTEE PLAYER MUST PROVIDE HIS SCORECARD FOR HIS MADE UP ROUND BY THE EVENING OF WEDNESDAY BEFORE THE NEXT LEAGUE DAY. IF PLAYER IS NOT ABLE TO COMPLETE THEIR MAKE-UP ROUND THEY WILL AUTOMATICALLY SCORE THE AVERAGE FOR THAT DESIGNATED HOLE. THE TEAM IS STILL ELIGIBLE FOR TEAM & MATCH POINTS. IF BOTH MEMBERS ARE ABSENT, THEY AUTOMATICALLY FORFEIT ALL 40 POINTS TO THEIR OPPONENTS.

**LEAGUE CHAMPION:** AT SEASONS END THE WINNING TEAM WILL HAVE BEEN THE ONE TO ACCUMULATE THE MOST POINTS OVER THE 18 WEEK SEASON

## 4. RULES OF PLAY

4.1 PLAY READY GOLF! PLEASE TAKE AN ACCEPTABLE AMOUNT OF TIME TO TAKE YOUR SWING, LOOK FOR A LOST BALL, ETC. PLEASE OBSERVE ALL RULES OF THE COURSE.

4.2 ALL MATCHES TO BE PLAYED FROM THE WHITE TEES, UNLESS INSTRUCTED OTHERWISE BY THE LEAGUE RULES COMMITTEE.

4.3 **SUMMER RULES** (PLAY IT AS IT LIES) APPLY. UNFAIR LIES (BALL IN DIVOT, STANDING WATER, GROUND UNDER REPAIR) ALLOW THE PLAYER TO MOVE THEIR BALL TO THE NEAREST POINT OF RELIEF, WITHOUT PENALTY, NO CLOSER TO THE HOLE. A BALL IN THE BUNKER WHICH MUST BE MOVED SHALL STILL BE PLAYED FROM THE BUNKER. LIKEWISE CONDITION IMPROVEMENTS CANNOT BE MADE (MOVING BALL FROM ROUGH TO FAIRWAY) WHEN DECLARING AN UNFAIR LIE.

4.4 ANY BALL RESTING ON THE CART PATH MUST BE MOVED TO A POINT OF RELIEF NO CLOSER TO THE HOLE.

4.5 ANY BALL THAT IS LOST, HIT OUT OF BOUNDS, INTO A LATERAL HAZARD OR INTO A WATER HAZARD WILL ALLOW AN OPTION AS TO HOW THE PLAYER WILL PROCEED:

**OPTION 1:** PLACE THE BALL AND RE-HIT FROM APPROXIMATELY THE SAME SPOT AS YOUR LAST SHOT. TAKE A ONE STROKE PENALTY. YOU MUST COUNT THE STROKE THAT YOU TOOK WHEN THE BALL WAS LOST, LANDED OB OR INTO A HAZARD (eg. OFF THE TEE, YOU ARE HITTING YOUR THIRD SHOT).

**OPTION 2:** PLACE THE BALL 2 CLUB LENGTHS FROM WHERE IT LIES, OR FROM THE NEAREST POINT OF ENTRY, NO CLOSER TO THE HOLE. TAKE A ONE STROKE PENALTY (SEE ABOVE).

**OPTION 3:** PLACE THE BALL AS FAR BACK AS YOU WANT ON A LINE FROM WHERE YOU STRUCK THE SHOT TO THE POINT OF ENTRY, NO CLOSER TO THE HOLE. TAKE A ONE STROKE PENALTY (SEE ABOVE).

**OPTION 4:** (WHERE APPLICABLE) DROP THE BALL INTO A MARKED DROP AREA. TAKE A ONE STROKE PENALTY (SEE ABOVE). IF THE HOLE DOES NOT HAVE A DROP AREA THEN ONE OF THE PREVIOUS THREE OPTIONS MUST BE USED.

## 5. COURSE RULES

- 5.1 IN SITUATIONS WHERE THE COURSE DECLARES "CART PATH ONLY", A PLAYER MAY LIFT, CLEAN AND PLACE THEIR BALL IN A SPOT WITHIN ONE CLUB LENGTH, NO CLOSER TO THE HOLE, BEFORE HITTING THEIR NEXT SHOT. THIS IS ONLY APPLICABLE IF THE BALL IS RESTING IN THE FAIRWAY.
- 5.2 IF A BALL BECOMES "PLUGGED" IN THE FAIRWAY OR IN THE ROUGH, THE PLAYER MAY LIFT, CLEAN AND PLACE THEIR BALL IN A SPOT WITHIN ONE CLUB LENGTH, NO CLOSER TO THE HOLE, BEFORE HITTING THEIR NEXT SHOT. THIS DOES NOT APPLY TO ANY BALL THAT IS A "FRIED EGG" WITHIN A BUNKER.
- 5.3 PLAYERS ARE EXPECTED TO FIX ANY DIVOTS IN THE FAIRWAY OR APRON, ANY PLUGS OR BALL MARKS ON THE GREENS, OR ANY OTHER "DAMAGE" CREATED FROM THE STRIKING OR LANDING OF THEIR SHOT.

## 6. LEAGUE RULES

- 6.1 ALL SCORECARDS ARE TO BE TURNED IN TO THE LEAGUE OWNER OR DESIGNATED SUPPORT. BOTH TEAMS ARE EXPECTED TO KEEP THEIR SCORE CARDS FOR ALL PLAYERS INVOLVED IN A MATCH. ANY DISPUTES REGARDING LEAGUE SCORES WILL BE HANDLED BY THE LEAGUE OWNER. ***PLEASE REMEMBER, THIS LEAGUE IS A CASUAL LEAGUE INTENDED FOR ENJOYMENT. PLEASE TRY TO HANDLE ANY DISPUTES IN A FRIENDLY, UNDERSTANDING MANNER BEFORE BRINGING THEM TO THE LEAGUE OWNER.***
- 6.2 ABSENTEE PLAYERS WILL BE REQUIRED TO PROVIDE A PICTURE OF THEIR SCORECARD TO LEAGUE OWNER FOLLOWING THEIR MAKE-UP ROUND BY THE WEDNESDAY BEFORE THE NEXT LEAGUE NIGHT.
- 6.3 LEAGUE MEMBERS AND SUBSTITUTES ARE EXPECTED TO PLAY 'READY GOLF' AND FOLLOW ALL COURSE RULES WHEN APPLICABLE. ANY PLAYER WHO IS REPRIMANDED BY THE COURSE FOR RULES VIOLATIONS WILL RISK LOSING THEIR SPOT IN THE LEAGUE, WITH NO REFUNDS. THAT PLAYERS PARTNER WILL BE RESPONSIBLE FOR FINDING A REPLACEMENT AND/OR SUBSTITUTE. ANY PLAYER WHO IS EXPELLED FROM THE COURSE DURING LEAGUE PLAY IS AUTOMATICALLY REMOVED FROM THE LEAGUE, NO EXCEPTIONS.
- 6.4 WEEKLY PRIZES WILL INCLUDE "CLOSEST TO THE PIN", "SKINS" AND "BEST NET SCORE"

6.4.1 **CLOSEST TO THE PIN (CTP):** CONTESTS WILL TAKE PLACE ON THE TWO PAR 3 HOLES PLAYED EACH WEEK. WINNERS WILL BE DETERMINED BY MEASURING THEIR INITIAL TEE SHOT LANDING SPOT FROM THE HOLE. THE SHOT MUST END UP ON THE GREEN AND AT MINIMUM A PAR MUST BE MADE. NO SHOT WHERE THEIR BALL ENDS UP IN THE ROUGH OR ON THE FRINGE IS TO BE CONSIDERED. MAKE-UP ROUNDS NOT ELIGIBLE FOR CTP. **CONTEST PAYOUT: \$10/PAR 3 HOLE - \$20/WEEK**

6.4.2 **SKINS** WILL BE DETERMINED BY THE PLAYER WHO POSTS THE LOWEST SCORE ON A HOLE. SCORE MUST BE AN UNADJUSTED PAR OR LOWER. TO WIN THE SKIN THAT PLAYER MUST HAVE THE LOWEST SCORE WITHOUT ANY TIES FROM ANOTHER LEAGUE PLAYER OR SUBSTITUTE. THE PRIZE AWARDED WILL BE DETERMINED BY DIVIDING THE WEEKLY SKINS POOL BY THE NUMBER OF SKINS ACHIEVED WITHIN THE LEAGUE OVERALL. MAKE-UP ROUNDS ARE NOT ELIGIBLE FOR SKINS. **TOTAL SKIN POOL IS \$80/WEEK.**

6.4.4 **SUBSTITUTE SUPPORT** CONTESTS "WON" BY A SUBSTITUTE PLAYER WILL BE PAID OUT TO THE LEAGUE MEMBER. IT IS UP TO THE LEAGUE MEMBER TO PAY THEIR SUBSTITUTE IF THEY WISH. THEY ARE AFTER ALL GETTING A "FREE" ROUND OF GOLF.

6.4.5 **CONTEST REPORTING** THE LEAGUE OWNER WILL UPDATE ALL MEMBERS VIA EMAIL THE RESULTS OF THE WEEK, INCLUDING ALL CONTEST WINNINGS. AS WE APPROACH THE END OF THE SEASON, THE LEAGUE OWNER WILL DO THEIR BEST TO UPDATE INDIVIDUALS ON THEIR TOTAL "WINNINGS".

6.4.6 **CONTEST PAYMENTS** ALL CONTESTS WINNINGS WILL BE PAID OUT ONE WEEK FOLLOWING LEAGUE CONCLUSION. A LEAGUE MEMBER WILL HAVE THE OPPORTUNITY TO USE THEIR WINNINGS TO COVER THE COST OF THE LEAGUE OUTING AND/OR PUT TOWARDS THE FOLLOWING LEAGUE YEAR.

## 6.5 INCLEMENT WEATHER

6.5.1 **CLEAR THE COURSE WARNING:** IN THE CASE OF LIGHTNING OR OTHER DANGEROUS WEATHER, THE LEAGUE MEMBERS MUST FOLLOW ANY AND ALL SAFETY PRECAUTIONS AND RULES SET FORTH BY THE GOLF COURSE. IF A WARNING IS SOUNDED TO CLEAR THE COURSE DURING LEAGUE PLAY, PLEASE MARK YOUR BALL WHERE IT LIES (USE A TEE OR SOMETHING NON-METALLIC THAT WILL NOT DAMAGE LAWN MAINTENANCE EQUIPMENT IF IT IS LEFT THERE). THE LEAGUE COMMITTEE WILL DETERMINE WHETHER THE ROUND IS TO BE POSTPONED OR CANCELED, OR IF PLAY WILL CONTINUE WHEN THE COURSE GIVES AN 'ALL CLEAR'.

6.5.2 **RAINOUTS/POSTPONEMENT:** THE LEAGUE PRESIDENT/COMMITTEE WILL HAVE THE DECISION ON RAINOUTS OR POSTPONEMENT OF ROUNDS. IF A RAINOUT IS DETERMINED, THE LEAGUE WILL MESSAGE VIA EMAIL. ANY MAKEUP ROUNDS WILL BE DETERMINED IN ACCORDANCE TO AGREEMENTS MADE WITH THE GOLF COURSE, AND BE COMMUNICATED TO THE LEAGUE MEMBERS. PLEASE NOTE, THE COURSE WILL ALLOW THE LEAGUE TO CONTINUE PAST 18 WEEKS FOR MAKE UP ROUNDS IF NEEDED.