

2021 NORTHWEST MEN'S SENIOR GOLF LEAGUE RULES



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ELIGIBILITY: One must be **60** by June 9, 2021, or before you join, have a GHIN) handicap, be available to play on Wednesday mornings' and want to have fun, meet people and play golf.

COST: June/July...\$ **66.00** includes entry fee for **22 events**

August/September...\$ **36.00** Includes entry fee for the rest of the season.

The cost for golf for 18 holes, plus a shared cart and range balls if desired. Anyone walking will need to check in with the starter to be sure you won't be charged for a cart.

HANDICAPS: All players **must** have a 2021 GHIN handicap to be eligible for play. Which can be purchased at the Northwest Pro shop for \$25.00. Each player is responsible for **recording/posting all** of his golf scores on the **DAY OF PLAY** in the handicap system, no matter where or when one plays. So please enter **all** your golf scores **every time you play, not just when you play in the Senior League.**

I will set up a committee that will review posting of handicaps every 2 weeks. Failure to post a score will result in the lost of 2 strokes from one's handicap.

NO SANDBAGGERS!

SIGN UP: Everyone who joins the Senior League is **automatically entered to play** in every Wednesday's Senior League Event. If you cannot play 1,2, or any number of weeks it is **your responsibility** to go to the **Northwest Senior League Website** (<https://www.golfleaguesite.com>) and OPT OUT indicating that you are not playing by **12:00 PM Monday** of the week and you will miss playing on that Wednesday. Failure to Opt Out and don't show up, will result in you **being billed by Northwest.**

SHOTGUN START: We need to be at our assigned starting hole **by 8:30AM**, unless notified of a different starting time. There is no need to check-in as Northwest already has all the information necessary to check you in. However, if you are walking you will need to check-in with the starter so you won't be billed for a cart. All players will need to be in your golf carts by **8:20AM.**

PLAYING CONDITIONS: Our weather standards for playing are: forecast high of at least 50 degrees or greater, wind less than 20 mph and it is not raining/snowing. If these conditions are not met the Event will be canceled and **posted on the Website by 7:00 AM the day of play or before** or an email will be sent to all members **by 7:00AM the day of play.**

FORMAT: Each week different playing partners, teams, games and competitions will be featured. Some competitions will have at least 3 flights, others will have just one flight. See Event Schedule, page 6 for a list of probable Events.

LUNCH: Northwest will be offering a fixed menu of, Chicken or Beef Taco Bar, or Burgers & Hot Dogs or Make your own Ham and Turkey Sandwich or Chicken Salad Wrap of Italian Sausage with Peppers and Onions, or a BBQ Pulled Pork sandwich each week. With that entree will be 1 side, desert and a beverage of choice, Domestic draft beer or fountain drink all for \$12.00 plus tip. Sign up and pay the day of the event. In addition we will have \$2.50 Domestic draft beer for 2 hours after play.

WEEKLY RULES OF PLAY:

GREEN TEES: The Senior League members with a handicap index of **24.5 or less** will play where the Green Tee markers are placed on all holes and it will measure 5,910 yards. This group will be divided into **2 or 3 flights** with an equal number of players in each flight.

BLENDED TEES will be used by all players whose handicap index is **24.6 or higher**. These tees measure 5,410 yards with a rating of 66 and a slope of 111. These tees can also be used by players whose **age plus their handicap equals 100. Exceptions can be made.**

GOLD TEES: Members who are **80 years of age or older are eligible to use these tees.** .

NO MULLIGAN'S or hitting a second tee shot on the first or any hole.

LOST BALLS: All lost balls or balls hit into a **Penalty Area**, will be played as a lateral. New rules limit searching for lost balls to **3:00 Minutes**. If your ball is lost it will be played as a **lateral**, i.e., drop your ball in the rough where **you believe it entered** the deep grass or woods and take **1 penalty stroke. From there you are entitled to take 2 club lengths from this Reference Point and take a drop within that area.** All golf balls are dropped from knee high. However, if you find your ball you have the option of playing it from where it lies, or taking a lateral drop which is to drop your ball in the rough where **you believe it entered** the deep grass or woods and take **1 penalty stroke. From there you are entitled to take 2 club lengths from this Reference Point and take a drop within that area.** Balls are **dropped from knee high.**

PREFERRED LIES IN FAIRWAYS ONLY: This means one can lift, clean and place one's ball within one club length, no closer to the hole, when your ball is in **your own fairway and 6 inches on the fringe of the green.**

FREE DROP: if your ball rests **on mulch** next to a tree or **on** a tree root players are entitled to a free drop., no closer to the hole. A ball resting in a footprint, water, rocks, etc. **in sand traps** can be lifted and **dropped in the sand** near the footprint, etc. The new rules allow you to remove loose impediments from a sand trap, but do not allow you to ground your club in a bunker. Balls are **dropped from knee high, even in the sand..**

ONE MAY NOT move a ball in the rough; a 1-stroke penalty will be assessed by the player or by anyone who calls you on this.

BALL IN PLAY: You may change golf balls at anytime without penalty.

READY GOLF: You may hit out of turn at any time without penalty.

RED STAKED AREAS: New rules allow a player to **ground his club in hazards** (Red Staked Areas) **but not in sand traps.**

PUTTS: To speed up play it is highly recommended that **the flag pole be left in the hole** for all putts. **No putts are to be conceded by other players.** However, if a player's ball is within 18 inches of the cup, **as measured by the player**, the next putt is considered good; all others must be putted.

SLOW PLAY: *All players in the first group that is 15 minutes beyond 4 ½ hours from their start will suffer a 1-stroke penalty. **This will be enforced again this year!*** The first group **beyond 4:45**, each player in that group will be penalized 2 strokes. **Failure to record Starting and Ending times will result in a one-stroke penalty for each player in the group.** *The score keeper needs to write the time the first person in the group teed off at bottom left of the scorecard **and the time the group completed the last hole** of the Event.*

MAXIMUM STROKES PER HOLE: Maximum scores for holes will be as follows: **6 for par 3; 8 for par 4; 9 for par 5.** All strokes are to be counted, including penalties. However, when posting your scores for handicap purposes you **must use the Net Double Bogey as the maximum score.** This means that if you get 1 stroke on a par 4, because of your handicap, the maximum score you can post is a 7, a double bogey 6 plus the 1 net stroke from your handicap.

SCORECARDS:

1. **For most of the events we will have pre-printed scorecards with the names of players, handicaps and strokes allocated for each hole. (If not, please print the first name initial and last name of each person for whom you are keeping score. Also print their handicap and a B if Blended tees are being played.)** A scorekeeper may keep score for two (2) or all four (4) players.
2. Write the **time** the first person in your group tees off and the time you completed your last hole for the Event at bottom left of scorecard: **Failure to record times will result in a one-stroke penalty for each player in the group.**
3. Keep gross and net scores for each player if applicable, and a Net Team Score for each hole if applicable. Each player is responsible for ensuring that his score is recorded correctly by the score keeper. **After the round, check the scorecard to insure your score is correct and starting and ending times are noted.**
4. **Please keep the scorecard neat and legible.** Each player/team is responsible for turning in a scorecard to Richard Dali or the Pro shop immediately following the round.

DISPUTES:

Disputes and rules questions will be addressed individually as they arise. If a rule's question arises during a round, **play a provisional ball (two balls)** and after the round, check with the Event Chairman before turning in your scorecard. The Event Chairman will render an official decision with the assistance of the Northwest Golf Professional Staff. If you think there has been an error in reporting your score please, notify the Event Chairman. The scorecards will be available to review the following week, if necessary.

PRIZES: All prize money will be put on Gift cards by the Sunday following the Wednesday.

The prize pot will be determined by the number of players in the flight times \$3.00 and the number of winners will be 25 to 30% of the players in that flight. In the event of ties all prize winnings will be split equally. For example if 3 players tie for first place, the winnings from 1st, 2nd and 3rd place will be added and divided by 3 and each player receive 1/3 of the winnings. The same will be true for ties for last place, the winnings will be shared equally by all players tied.

LET'S ELIMINATE SLOW PLAY

4 players Wasting 2 minutes on each hole extends the round by 36 minutes.

- The first foursome must set the pace for a 4 hour to 4 hour and 15 minute round.
- **Keep up with the group in front** of you, regardless of where the group behind you is. You need to be able to see the group in front of you. Or you are “out of position.”
- **Do not put clubs back in your bag, unless you take out the club you will be using for your next shot. When leaving the green after putting, take your clubs to the cart and put them in your bag on the next tee box.**
- **No Honors:** Don't wait for the low scorer from the previous hole to hit first, whoever is ready can hit..
- **Tee-off as quickly as possible** all **4 players need to tee off in 3 minutes or less.**
- Try to **follow the flight** of your ball and your playing partners' ball and line it up with prominent landmarks. Go directly to your ball, drop a hat or club cover and then help others who may have lost their ball.
- Plan your shot and general club selection as you approach your ball.
- Play **“ready golf”**. If you're ready and the person away isn't – hit your ball. Be ready to play when it is your turn. Aim to play your shot in 20 seconds from club selection, to pre-routine to execution. Limit practice swings and don't take divots on practice swings,
- Drop your cart partner off at his ball and go directly to your ball. He'll catch up or you can go back and pick him up.
- Remember you **only have three (3) minutes** to search for a lost ball. Most of the time, finding a lost ball in the deep grass will result in more strokes, if you try to hit it. Drop **where it entered** the deep grass, hit your shot and take a 1-stroke penalty..
- **You are allowed and encouraged to Keep the flag pole in the hole** for all putts
- As soon as you get on the green **start lining up your putt** but don't interfere with the person putting. **Try to have all 4 players finish putting in 4 Minutes.**
- **Use continuous putting** whenever possible. If you miss your first putt and have a short putt left, take your time and putt out. It is recommended that you leave the Flag Pole in for all putts.
- Enter the scores on scorecard at **the next tee box** so the players behind you can hit up. Others can tee-off while you are entering the scores.
- If it is **cart paths only**, take three clubs with you to your ball. **Please** don't walk to your ball, look at the lie, measure the yardage distance and then walk back to your cart to select you club.
- Assist and encourage slower players, but insist they keep up with the group.
- **Remember the 3 R's:** **Replace** divots with sand,
Rake bunkers and
Repair ball marks on greens.

Following the above will eliminate being out of position and the need to rush.

2021 Men's Senior League Schedule (Subject to change)

1	6/9/2021	<u>OPENING DAY: 2-Man Team Best Ball Event</u> (3 Flights)
2	6/16/2021	1-2-3 Best Ball Event: 4-Man teams, 1 Best Ball, 2 Best Balls, 3 Best Balls, every 3 holes.
3	6/23/2021	Individual Stapleford Event (3 Flights)
4	6/30/2021	4th of July Flag Event (3 Flights)
5	7/7/2021	2-Man Texas Scramble (3 Flights)
6	7/14/2021	Match Play Senior Championship Round 1 (3/4 Flights)
7	7/21/2021	Match Play Senior Championship Round 2 (3/4 Flights)
8	7/28/2021	Match Play Senior Championship Round 3 (3/4 Flights)
9	8/4/2021	Four-man Teams Best Net 3 Balls Event With BLING BALL
10	8/11/2021	2-Man Scotch Event: Both players drive, each plays a 2 nd shot with partner's ball, then alternate shots until ball is holed. (3 Flights)
11	8/18/2021	1-2-3 Best Ball Event: 4-Man teams, 1 Best Ball on par 5s 2 Best Balls on par 4, 3 Best Balls on par 3s.
12	8/25/2021	2-Man Stapleford Event (3 Flights.)
13	9/1/2021	Low Net- Individual Event (3 Flights)
14	9/8/2021	Two-man Team Championship-Stroke Play: (Pick Your Own Partner, Ryder Cup format) Round 1. (3 Flights)
15	9/15/2021	Two-man Team Championship -Stroke Play: Round 2 (3 Flights)
16	9/22/2020	1-2-3 Best Ball Event: 4-Man teams, 1 Best Ball, 2 Best Balls, 3 Best Balls, every 3 holes.
17	9/29/2021	Low Net-Individual Event... Low Net 18 Holes (3 Flights)
18	10/6/2021	4-Man Step-Aside Scramble:
19	10/13/2021	2-Man Scotch Event: Both players drive, each plays a 2 nd shot with partner's ball, then alternate shots until ball is holed. (3 Flights)
20	10/20/2021	2-Man Stapleford Event (3 Flights) <u>League Banquet.</u>
21	10/27/2021	Halloween Event- Superintendents Revenge; 2-man Scramble (3 Flights)
22	11/3/2021	Low Net-Individual Event... (3 Flights everyone plays from the Gold Tees.)