



***Men's League 2016 Season***

***As of 4-14-2016***

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## **1. INTRODUCTION:**

GCC Men's League, is a two-person team men's golf league. League members must be male, at least 18 years old or high school graduate and abide by all league rules.

1.1 The Men's League will play on Tuesdays and Wednesday's; Tuesday s League will have three flights, Red, McIsaac and Gierke. Wednesdays League will have two flights, Red and Blue.

1.2 The NUMBER ONE RULE is PLAY READY GOLF! Be Ready to Hit! Keep it moving.

1.3 Subs are allowed. Subs may be 16 years old (after scheduled school season).

## **2. LEAGUE COORDINATORS /ADMINISTRATORS:**

The 2016 League Coordinators are Rob Aubry, Mike Campbell and Herb Olson. The 2016 League Administrators are Gary Parkinson, John Hunt, Stuart Goodyear, Roger McCormick and Tom Coors.

### 2.1 Contact Names and Phone numbers.

#### **League Coordinators**

Rob Aubry Phone: 989-615-8203

Mike Campbell Phone: 989-390-0308

Herb Olson Phone: 989-390-3850

#### **League Administrators**

Tuesday Red Flight: Gary Parkinson Phone: 989-710-1111

Tuesday McIsaac Flight: John Hunt Phone: 989-390-2614

Tuesday Gierke Flight: Stuart Goodyear Phone: 989-344-0388 / 989-370-1361

Wednesday Red Flight: Roger McCormick Phone: 517-990-5859

Wednesday Blue Flight: Tom Coors Phone: 989-390-1635

2.2 The League Coordinator's duties will include but limited to: Establish and confirm Teams; Try to avoid "byes"; Establish and distribute a schedule for League play; Set an agenda and conduct a preseason meeting.

2.3 The League Administrator's duties will include but not limited to: Act on behalf of the GCC Golf League with golf course personnel. Print and distribute score cards, record and distribute accurate results of league play; Maintain and update League handicaps, standings, rules, and records. Any questions, comments or complaints should be handled through your league coordinator.

2.4 Collection of all dues owed to the GCC League and full payment to the golf course. The collection of dues will be handled by a representative of the GCC. The representative will be designated by the GCC general manager.

### **3. RULES COMMITTEE / DISPUTES / DECISIONS.**

3.1 The Rules Committee will be made up of the three Coordinators and 1 representative member from each league, selected from interested volunteers by a league vote at the preseason league meeting. Rules Committee members must come from different teams.

3.2 The Rules Committee can make league and local rules pertaining to league play at any time including but not limited to matters which affect points, standings, rule interpretation, etc. All league disputes, violations, and penalties, are subject to review by the Rules Committee.

3.3 The Rules committee may consult any outside party including but not limited to the parties involved, any witnesses, and/or the course head golf professional. Decisions made by the Rules Committee are final. Major changes in league rules are proposed and voted on in the preseason meeting or require a written vote of all league members.

#### **4. LEAGUE FEES**

4.1 The 2016 season league fees will be \$25.00 per person for administration expenses and the year-end party. An additional \$15.00 per additional league. The League Fee does not include the following; green fees, cart fees, range, skins and pins. Paid GCC memberships will be recognized and the green and cart fees (if purchased) will be honored. Non Members (subs) will be required to pay applicable fees.

4.2 Breakdown of the League Fees.

\$5.00 X each league will go to prize money at the end of year.

\$10.00 X each league will go for the end of season dinner.

\$10.00 X one time will go for administration expenses, such as, Golf League Network fees & administration supplies. (Any money left over will be added to prize money)

## 5. LEAGUE SETUP

5.1 League Competition (20 weeks). 2 Halves of 10 weeks each.

Each Team will play the other teams as scheduled on the Golf League Network web site.  
LEAGUE POINT SYSTEM (Our traditional 21 Point Scoring Method)

Each round is worth a total of twenty-one (21) points broken down as follows:

**Individual points** -18 points - One point per hole per player (9 points per player)

**Match points** - 3 points - Lowest Team Net Score

**Individual points** are awarded, on each hole. "A" player VS. "A" player, and "B" player VS. "B" player. The scorecards will indicate the opponents and which holes strokes are given. There is one (1) point available for each hole. Player with the low net score for the hole gets 1 point. In case of a tie each player receives a half point.

**Match points** The team with the lowest combined net score will receive three (3) points for the match. In case of a tie, each team will receive two (1.5) points. All points, Individual and Match, are added together to determine TOTAL TEAM POINTS for Team Standings.

Individual Points will be kept separately to determine Individual Standings.

## 5.2 League Champion

Will consist of the 1<sup>st</sup> place teams of each half. These teams will have a play-off round to determine the League Champion.

The play-off format will be 9 Holes. Coin flip will determine front or back.

The Play-off round should be scheduled ASAP after the last round of the second half.

## **6. LEAGUE PLAY: "The Golf Rules"**

6.1 All matches shall be played from the White tees for all players up to and including 69 years old, members 70 years old or older, have the option to play from the Gold or White tees per league day. Whatever tee is selected; you must use that tee for the duration of the season.

6.2 All matches will be played by the winter rules from the start of the season through the end of May. June 1<sup>st</sup> through the regular scheduled season, the ball is to be played as it lies. Pick, clean and place will be determined by the rules committee if the conditions should allow.

6.3 No putts for birdie or better may be conceded. Only pars and higher putts may be conceded at the discretion to the opponent. (See definition of inside the leather)

6.4 **How to Handle:** Out of Bounds / Lost Ball / Provisional Ball / Water Hazard (yellow stakes) / Lateral Water Hazard (red stakes)

**OUT OF BOUNDS:** The fences located on the following holes. 1, 4, 6 and 7. Must play a ball, under penalty of one stroke, as nearly as possible at the spot from which the original ball was last played, this includes re-teeing if the shot was from the tee box. However, on hole #1, Inside the fence, the road is an immovable obstruction and relief is allowed.

A fence is defined as out-of-bounds. Play the ball as it lies or take a one-stroke penalty and proceed under the rules for an unplayable lie.

**LOST BALL:** If a ball is lost outside of a hazard, as a result of not being found or identified by the player within five minutes from beginning to search for it, the player must play a ball, under penalty of one stroke, as nearly as possible at the spot from which the original ball was last played.

**PROVISIONAL BALL:** Purpose: To speed up play. A provisional ball should be taken if the first ball is in question of being lost or out of bounds, with a one-stroke-penalty.

The provisional ball becomes the ball in play when the original ball is out of bounds or lost.

The provisional also becomes the ball in play if the search for the original reaches five minutes in time. Once five minutes has elapsed, the player must proceed to the provisional ball and play from there.

**YELLOW STAKES / WATER HAZARD:** The penalty is one stroke. There are two options for putting a new ball into play. One is to return to the spot from where the previous stroke was

played and play it again. The second is to take a drop. When a golfer takes a drop out of a water hazard, he must drop behind the point where his ball crossed the margin of the hazard. The drop can be made at any point, as far back as the golfer wishes, so long as the point where the ball crossed into the hazard is kept between the point of the drop and the hole.

**RED STAKES / LATERAL WATER HAZARD:** No 8, 11, 15, 16, 17, 1 and behind #7 green. 1-stroke penalty and take a drop. One is to return to the spot from where the previous stroke was played and play it again. The second is to take a drop. The drop can be taken within two club lengths from the point where the ball crossed the margin of the hazard, no nearer the hole. Or a golfer can go to the opposite side of the hazard and drop at a spot on the hazard's margin that is equidistant from the hole.

**Both red and yellow stakes:** You have the option of playing the ball where it lies. Without moving any obstructions or grounding the club.

### Definitions

**Ball Out of Bounds:** If a ball is out of bounds, the player must play a ball, under penalty of one stroke, as nearly as possible at the spot from which the original ball was last played

**Unplayable:** The player may deem his ball unplayable at any place on the course, except when the ball is in a water hazard. The player is the sole judge as to whether his ball is unplayable.

If the player deems his ball to be unplayable, he must, under penalty of one stroke:

- a. Proceed under the stroke and distance by playing a ball as nearly as possible at the spot from which the original ball was last played or
- b. Drop a ball behind the point where the ball lay, keeping that point directly between the hole and the spot on which the ball is dropped, with no limit to how far behind that point the ball may be dropped; or
- c. Drop a ball within two club-lengths of the spot where the ball lay, but not nearer the hole.

**Point of Entry:** Where the ball last crossed the margin of the hazard.

**Drop:** A term defining the action taken by a player when they hit a ball into a hazard, or area in which the ball is unplayable, which consists of holding the ball at arm's length horizontal to the ground, and "dropping" it a maximum of two (2) club-lengths away from the hole to a new position for hitting. When relief is allowed (man-made object) a player may take a drop of no more than one (1) club length from nearest point of relief.

**Inside the leather:** To measure "inside the leather," place the putter club head inside the cup on the green. Lay the putter flat on the putting surface, extending back toward the ball. If the ball is between the cup and the bottom of the grip (i.e., if the ball lies next to the shaft part of the putter), the putt is said to be "inside the leather" and, therefore, within the gimmie distance

**6.5 RULES DISPUTES:** If there are any rule disputes during a match a provisional ball can be played and the rules committee will make a decision. Committee decisions are final.

**6.6 Winter Rule:** "A ball lying on a closely mown area through the green, may be lifted without penalty and cleaned. Before lifting the ball, the player must mark its position. Having lifted the ball, he must place it on a spot within one club-length of and not nearer the hole than where it originally lay, that is not in a hazard and not on a putting green.

You may also, roll your ball within one club-length of and not nearer the hole than where it originally lay, that is not in a hazard and not on a putting green.

## **7. MATCH (a foursome)**

7.1 A NORMAL MATCH is a foursome, 4 players, which shall consist of a two man team of league members or their qualified sub(s) opposing a two man team of league members or their qualified sub(s). Subs use the same handicap calculations as league members.

7.2 All normal matches will be scored using our standard 21-point system. See rule 5.1.

7.3 If a league member or substitute is late and shows up before his group tees off on the 3rd hole of play, it can be considered a legal match and he can make up the first 2 holes after the round and those scores will be used. The opponent should accompany the make-up holes. If he shows up after the group tees off on the 3rd hole of play, then he is considered absent and is playing for fun. (See Rule 8)

7.4 If a league member starts the round, and finishes one or more holes and is unable to complete the round for any reason, the holes not completed shall be scored in the same manner as an absentee match (See Rule 8), prorated for the number of holes remaining. The holes completed shall count for scoring purposes. If a league member completes less than 9 holes they shall be considered absent for handicap purposes and no score shall be posted. If a substitute player starts but cannot complete a round then it is considered an absentee match and Rule 8 applies in full.

## **8. ABSENTEE MATCH (defined as less than a foursome)**

### 8.1 Playing against Par (bye)

While playing against par, a player must compete against his own handicap. As an example: If a 9 handicap were to shoot one over par (bogey) on all 9 holes of his league round he would tie himself and earn ½ of the hole by hole match play points. The individual playing against par will receive a 2 stroke advantage.

## **Portable Golf Handicap System (PGHS)**

The PGHS is a proprietary handicapping formula that was developed in 2006 by Handicomp to satisfy league play. However, over time it has been recognized that there is a market for a "Basic" handicapping service to be used outside of league play. Beginning in the spring of 2014 the PGHS will be made available to clubs and golfers outside of league play. More information relating to the PGHS will be available at that time.

### **Computation Method**

The Portable Golf Handicap System is a formula applied to a set of scores that produces a Base Handicap. The Base Handicap is portable and is translated to a Tee Handicap relative to course difficulty. The formula is proprietary and is not published. However, it is applied equally to all who use it. The PGHS selects the best scores per the following chart:

Number of 9 hole scores	High Scores Thrown Out, Handicap Calculation
1 & 2	0
3 Through 5	1
6 & 7	2
8 Through 10	3
11 & 12	4
13 Through 15	5
16 & 17	6
18	7
19 & 20	8

The Portable Golf Handicap System is based on 9-hole scores. So, if you use the system for 18-hole play, all 18-hole scores are reduced to 9-hole scores, which are then applied to the chart. In effect, 9-hole Base Handicaps are computed from the best 12 of the last 20 9-hole scores, and 18-hole Base Handicaps are computed by multiplying the 9-hole Base Handicap by 2.

Note: The PGHS does not use any components of the USGA Handicap System including Slope and Course Rating. The PGHS was designed to be completely apart from the USGA's system so there would be no conflict or overlap between them.

## **9. HANDICAPS**

9.1 Substitutes handicaps will be calculated in the same manner as league members.

## **10. SUBSTITUTE RULE.**

10.1: A substitute (sub) player must be an amateur golfer at least 16 years old, male, and abide by all league rules. Securing a sub is the responsibility of the absent league member or his partner. Any player who is not a League member is considered a substitute.

10.2: During the last (3) three weeks of a half, Subs must have an established handicap.

10.3 Established Handicap: Minimum of (3) recorded 9 hole rounds.

**11. RAINOUTS / LIGHTNING.** If lightning is present, you are to immediately take the standard precautions prescribed for this condition. Rainouts will be determined by the club pro and/or the rules committee. Take cover if the course warning horn sounds during a round. You will be notified if the round is being postponed or canceled.