



Men's League 2025 Season

As of 1/31/25

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1. INTRODUCTION:

GCC Men's League, is a two-person team men's golf league. Full time league players must be a member of the Grayling Country Club and in good standings, 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 Tuesday and Wednesday; Tuesdays League will have three flights, Red, McIsaac and Gierke. Wednesdays League will have two flights, Red and Blue.

1.2 Tee Times

Tuesday Red and Wednesday Red Leagues are scheduled to start at 1:00 PM. And will be a shotgun start on both days.

Tuesday McIsaac, Gierke and Wednesday Blue Leagues are scheduled from 3:00 PM until 5:30 PM. Please make tee time arrangements with your opponent's prior to your scheduled match. Late Show, See Section 7.3

A team must tee off by 5:30 to avoid disqualification

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

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

2. LEAGUE COORDINATORS /ADMINISTRATORS:

The 2024 League Coordinators are Jensen Aubry, Dustin Schutt and Tyler Brigham. The 2024 League Administrators are, Travis Huber, Tom Coors, Joey Greenway & Kirk Bascom

2.1 Contact Names and Phone numbers.

League Coordinators

Jensen Aubry	Phone: 989-745-4305
Dustin Schutt	Phone: 989-390-0798
Tyler Brigham	Phone: 989-745-8287

League Administrators

Tuesday Red Flight: Travis Huber	Phone: 989-915-9242
Tuesday McIsaac Flight: Tom Coors	Phone: 989-390-1635
Tuesday Gierke Flight: Tom Coors	Phone: 989-390-1635
Wednesday Red Flight: Kirk Bascom	Phone: 989-745-4952
Wednesday Blue Flight: Joey Greenway	Phone: 989-889-0268

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 Administrator.

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 at the beginning of the season. 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 2024 season league fees will be \$45.00 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 a one-time \$30.00 league fee.

4.2 Breakdown of the League Fees.

\$15.00 will go for the end of season dinner. (One time)

\$30.00 will go for prize money at the end of the year. (This is applicable for each league). Also, to cover Golf League Network fees and administration expenses. (This is applicable for each league)

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 (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 1st 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 64 years old, members 65 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 for the entire season.

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.

6.4 **How to Handle:** Out of Bounds / Lost Ball / Provisional Ball / Penalty Areas (yellow & 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 three 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.

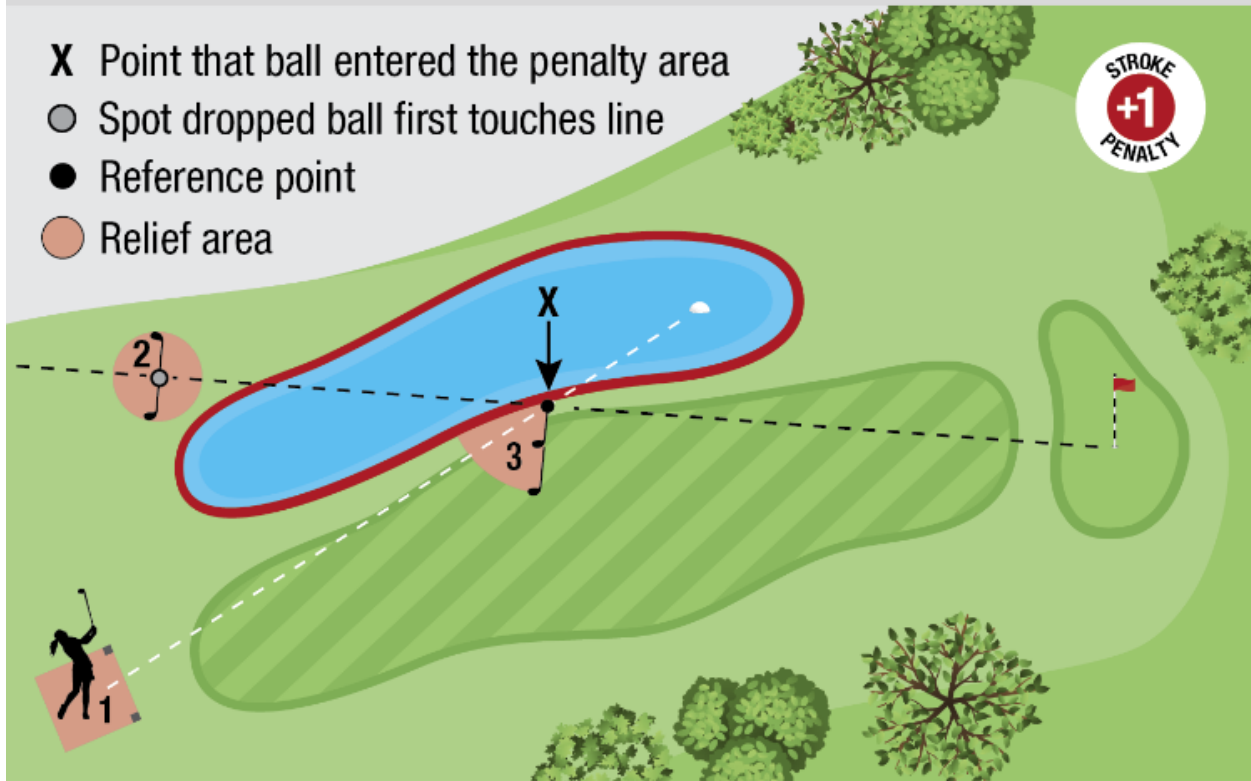
The provisional ball becomes the ball in play when the original ball is out of bounds or lost. The provisional also becomes the ball in play if the search for the original reaches three minutes in time. Once three minutes has elapsed, the player must proceed to the provisional ball and play from there.

PENALTY AREA / YELLOW STAKES / RED STAKES

Penalty areas are defined areas of the course and can be marked as either red or yellow. When your ball lies in a penalty area, you can play it as it lies or take relief outside the penalty area for one penalty stroke. For either red or yellow penalty areas, you can play from where your last stroke was made (stroke and distance) or take back-on-the-line relief by going back as far as you'd like on the line between the hole and where your ball last crossed the edge of the penalty area. In a red penalty area, you have one additional relief option, which is to take lateral relief within two club-lengths of where your ball crossed into the penalty area.

DIAGRAM #2 17.1d: RELIEF FOR BALL IN RED PENALTY AREA

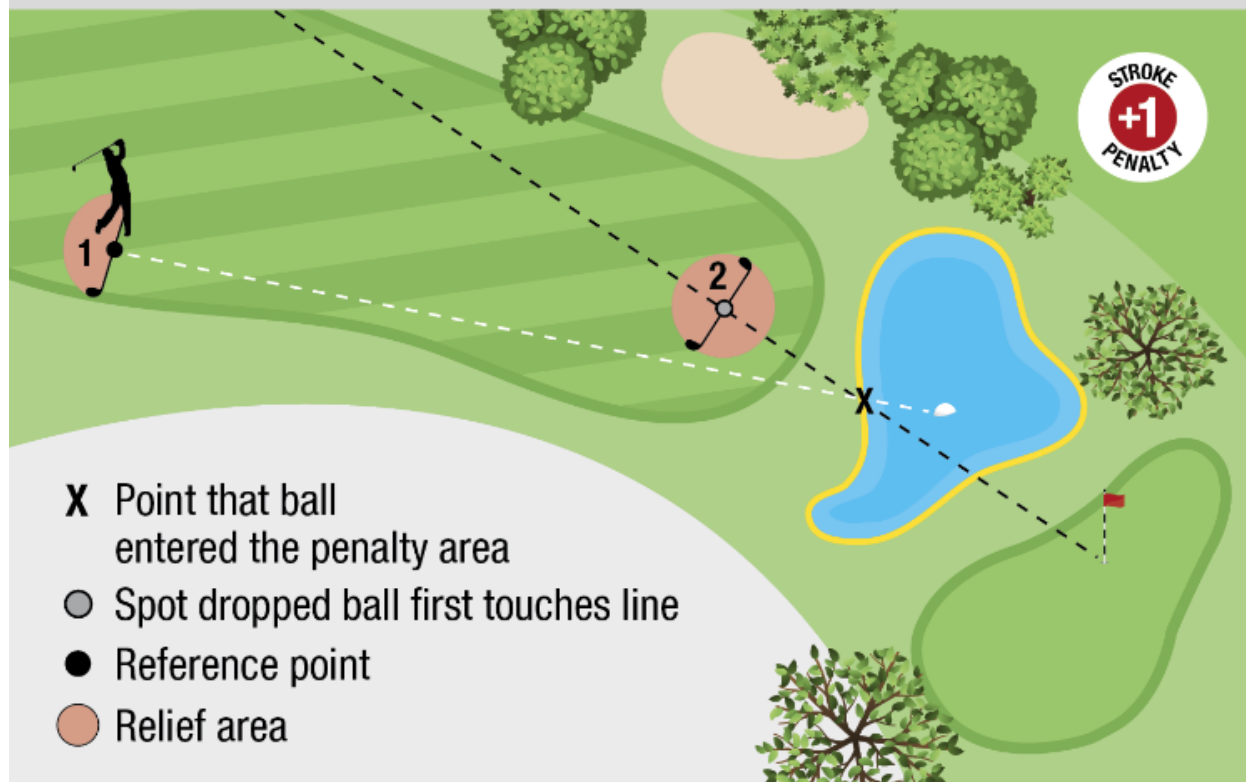
- X** Point that ball entered the penalty area
- Spot dropped ball first touches line
- Reference point
- Relief area



When it is known or virtually certain that a ball is in a red penalty area and the player wishes to take relief, the player has **three** options, each for one penalty stroke. The player may:

- (1) Take stroke-and-distance relief by playing a ball from a relief area based on where the previous stroke was made.
- (2) Take back-on-the-line relief by dropping a ball outside the penalty area, keeping point X between the hole and the spot where the ball is dropped.
- (3) Take lateral relief (red penalty area only). The reference point for taking relief is point X, and a ball must be dropped in and played from the two club-length relief area, which is no nearer the hole than point X.

DIAGRAM #1 17.1d: RELIEF FOR BALL IN YELLOW PENALTY AREA



- X** Point that ball entered the penalty area
- Spot dropped ball first touches line
- Reference point
- Relief area

When it is known or virtually certain that a ball is in a yellow penalty area and the player wishes to take relief, the player has **two** options, each for one penalty stroke. The player may:

- (1) Take stroke-and-distance relief by playing a ball from a relief area based on where the previous stroke was made.
- (2) Take back-on-the-line relief by dropping a ball outside the penalty area, keeping point X between the hole and the spot where the ball is dropped.



THE 20 MOST IMPORTANT CHANGES TO THE RULES OF GOLF 2019

1. SEARCH TIME - Reduced from 5 minutes to 3 minutes
2. BALL MOVED DURING SEARCH - Replace with NO penalty
3. EMBEDDED BALL - Free relief anywhere through the course
4. MEASURING A DROP - Use longest club (except putter)
5. DROPPING - Drop from knee height rather than shoulder
6. TAKING STANCE ON WRONG GREEN IS NOT PERMITTED
7. BALL UNINTENTIONALLY HITS PLAYER OR EQUIPMENT - NO penalty
8. DOUBLE HIT - NO penalty, now only counts as the 1 stroke
9. TOUCHING SAND IN BUNKER INCIDENTALLY IS PERMITTED
10. LOOSE IMPEDIMENTS CAN BE REMOVED ANYWHERE INCLUDING HAZARDS
11. DROPPING A BALL OUT OF BUNKER - 2 penalty strokes
12. WATER HAZARDS - now called "penalty areas"
13. TOUCHING GROUND IN PENALTY AREA - NO penalty
14. BALL MOVES ON GREEN AFTER BEING MARKED - replace without penalty
15. BALL ACCIDENTALLY MOVED ON PUTTING GREEN - replace NO penalty
16. ALL DAMAGE TO GREEN CAN NOW BE REPAIRED
17. POSITIONING A CLUB FOR ALIGNMENT IS NOT PERMITTED
18. CADDIE ASSISTING WITH ALIGNMENT IS NOW NOT PERMITTED
19. PUTTING WITH FLAG STICK IN HOLE IS NOW PERMITTED
20. BALL WEDGED AGAINST FLAG STICK AND SIDE OF HOLE IS DEEMED AS HOLED

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 penalty area, or area in which the ball is unplayable, which consists of holding the ball at knee height from the ground, and "dropping" it a maximum of two (2) club-lengths no closer to 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.

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 any mown area may be rolled within 6" of and not nearer the hole than where it originally lay, that is not in a hazard and not on a putting green.

The winter rule will be played through the entire league season.

6.7 **Sand Traps,** relief will be allowed if your ball is within a human or animal footprint. The ball is to be picked without cleaning, the location is then raked, and the ball placed in its original location.

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 shows up late, before his group tees off on the 3rd hole of play, it can be considered a legal match. The holes not played by the late member or substitute will receive a score of double par for the missed holes.

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 the Course (bye)

While playing against the course, 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, he would earn ½ point for each hole. The individual playing against the course will use his handicap plus 2 strokes.

9. HANDICAPS

League Handicap will be based on the best 5 of the last 7 rounds recorded.

Handicap are based on the Tee Box you are currently using. If you change Tee box, your handicap will be calculated based on your scores from that tee box.

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	0
2 through 5	1
6	2

The maximum Number of Recent Scores to be used in the Calculation: 7

The Number of Highest Scores to Drop Before Calculating: 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.

9.1 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. A substitute player does not have to be a member of the Grayling Country Club. 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. WEATHER RULE.

11.1 Inclement Weather (Rain/Cold): In case of inclement weather points will be awarded to all teams that played provided a minimum of 50% of the teams in the league finished their round.

11.2 Dangerous Weather: The club's General Manager, at his discretion, may stop play at any time when dangerous weather conditions exist. If play is not permitted to resume that day, no points will be awarded to any team. Rescheduling matches is not allowed.

11.3 LIGHTNING. If lightning is present, you are to immediately take the standard precautions prescribed for this condition. Take cover if the course warning horn sounds during a round. You will be notified if the round is being postponed or canceled.