

**2012 ELK RAPIDS MEN'S GOLF LEAGUE RULES** amended 9-7-11  
June 6 through September 5, 2012 (Fun Night, Prizes & Dinner September 12)  
(Except July 4 and August 1)

**I. LEAGUE MEMBERSHIP**

- A. All members and substitutes must be **stock or summer** members of the Elk Rapids Golf Club.
- B. Applications for league membership shall be submitted to the League Secretary. Previous substitutes will have priority in filling vacancies. Stock members will have priority in all matters through the yearly application deadline date.
- C. The league officers, at their discretion, will determine the number of teams in the league and will determine the team make-up by rebalancing teams. There shall be an even number of teams such as 14 or 16. (Amended 8-30-06)
- D. If a handicap has not been established, five score cards from the Elk Rapids Golf Course must be submitted before participating in the league.
- E. Five score cards are required in order to be placed on the approved substitute list.
- F. The officers will be the members of the team selected by a random drawing at the conclusion of the league and shall function as a Rules, Handicap, Prize, **Substitutes and Speed Up Play** Committee and shall exercise final authority in these matters in keeping with the best interest of the league. **The officers one year shall not be selected for the next year.** The league Secretary-Treasurer shall be exempt from paying the league entrance fee.

**II. LEAGUE PLAY (Shot Gun Start 1:30 PM)**

- A. Regular league play will be on Wednesdays for 12 nights from except for the weeks including the 4<sup>th</sup> of July and Harbor Days. For the league nights 1-11, teams will be playing each other, competing for points in match and medal. The 12<sup>th</sup> night will be position night with the first place team playing the second place team, third playing fourth, etc., to determine the champion. A tie will be resolved with sudden death playoff.
- B. Teams will consist of four players. Each team member will compete according to his handicap (lowest handicap player A against lowest opposing handicap player A, B vs. B, C vs. C, and D vs. D).
- C. The ABCD players **will** be realigned every 3 weeks based on the most recent handicaps.
- D. Play will be as follows for the team:

<u>First Week</u>	<u>Second Week</u>	<u>Third Week</u>	<u>Repeat</u>
A&B vs. A&B	A&C vs. A&C	A&D vs. A&D	
C&D vs. C&D	B&D vs. B&D	B&C vs. B&C	
- E. Regular team players must play more than 50% of their matches to be eligible to win a championship.
- F. The teams in first and second place, who play for the championship on the final night (12<sup>th</sup> week), should plan to play without substitutes. In the event a substitute is necessary, the substitute's handicap should be as close as possible to that of the player he is replacing.
- G. Rain Outs of regular league play will be the responsibility of a vote of the members present by the President. Rain Out rounds will be omitted from the schedule. (Amended 8-30-06)
- H. Play the ball from where it lies. All new trees with red stripes around them will allow a player, if hindered, to move ball one club length without penalty.
- I. When in your own fairway it is permissible to move the ball up to six inches not closer to the pin using the club head. When not in your own fairway, play the ball where it lies.
- I. Players with a handicap of 18 or more may, at their discretion, tee off from the Red Tees. If handicap was established from the white tees, players shall use the white tees.

**III. HANDICAPS**

- A. Handicaps will be established at 100% of difference between par, 36, and the average of the last 5 scores. USGA Equitable stroke control shall apply for handicap calculations.
1. Handicap 4 or less maximum hole score double bogey
  2. Handicap 5 – 9 maximum hole score 7
  3. Handicap 10 – 14 maximum hole score 8
  4. Handicap 15 – 19 maximum hole score 9
  5. Handicap 20 and over maximum hole score 10
- B. The maximum handicap will be 24 strokes. (amended 6-4-08)

#### IV. SCORING

- A. Match Play: The most holes won between 2 opposing players based on hole scores minus handicap. Handicap difference will be awarded to the higher handicap player, starting with the most difficult handicap hole.  
Medal Play: The lowest net score after deducting handicap from actual score.
- B. Regular matches will be played for a team total of 14 points, consisting of 8 match points and 6 medal points.
- C. Each team member will play for 2 match points per nine holes according to handicap (8 points). In case of a tie, points will be divided 1 & 1.
- D. Each individual will play for 1 point medal (4 points).
- E. Each team (4 members) will play for 2 points medal (low net total for all 4 team members).
- F. The “A” player of each team will be team captain and be responsible for getting the scorecards completed, signed, and delivered to the League Secretary.

#### V. SUBSTITUTES and ABSENT GOLFERS

- A. A league officer shall be in charge of finding substitutes needed for weekly play. Requests for substitutes must be made by 8:00 pm on the Monday preceding the day of golf play.
- B. In the event a blind score must be used because all four golfers on a team are not present, the base blind score shall be determined by using the missing golfers average score for the five latest rounds and adjusting the score by the number of strokes the league net score for the day differs from par.
- C. In the event a team does not have 4 regular golfers (the team is missing a golfer permanently) and a substitute can't be found for the vacant golfer, the vacant golfer shall be replaced by the base blind score.
- D. In the event one or more members of a team cannot play on a scheduled day, the team may obtain its own substitutes. A substitute may be requested by contacting the assigned league officer (See V.A above). If no substitute is available and the assigned league officer has been properly notified, the absent golfer shall be replaced by the base blind score plus 1 stroke. If no substitute plays and the assigned league officer has not been properly notified, the absent golfer shall be replaced by the base blind score plus 2 strokes.
- E. If any team member should be late for a league match, he shall call the Pro Shop 1 hour before tee off time.

#### VI. FORFEITS

- A. ~~If a team is unable to play its scheduled match, either on its regular date or at an agreed upon time within the following week, they will win no points for that match. The other team will be given all match points but still must play for medal points against each opponent's average, minus his handicap, plus 4.~~

- VII. In the event a team member cannot complete the season, his team may select a permanent replacement from the list of eligible substitutes. The new player's handicap shall approximate the handicap of the player being replaced.

VIII. Any rules changes must be approved by a vote of the league membership at the annual meeting.

IX. Play will be conducted under USGA rules with exceptions only as deemed necessary by the local rules committee, or when there is a conflict with local rules. If an infraction of the rules occurs, the individual in violation of the rules should call the penalty on himself. **It is permissible to concede a putt of an opponent.**

X. Special Award - Providing there are adequate funds a regular league member (not substitutes) who has a hole-in-one during regular league play (12 nights) shall receive a monetary award of \$250 on the final awards night of the league. If during a golf season more than one regular league member shall have hole-in-ones during regular league play the award shall be split evenly. (Added 10-21-2010)

XI. Slow Play – In an attempt to reduce slow play, one player in each foursome will be assigned the task of “Slow Play Monitor”. Their responsibility is to discuss with any player deemed to be playing slow possible steps to speed up play. Suggestions include:

**1. Keep up with the group ahead of you,** not in front of the group behind you.

**2. Play ready golf,** where order of play is based on whose ready, not on whose ball is away. When you are waiting for your turn to hit, note the wind, length of the shot, fairway contours, trees, bunkers, etc and make your club and shot selection well before your turn.

**3. Don't mark lag putts - go ahead and putt out. Concede short opponents putts.**

**4. Mark your scorecard after reaching the next tee,** not while lingering on or near the just-completed green.

**5. After putting out, don't stand around the green chatting.** Leave the green quickly so the group behind can play.

**6. Begin reading the green and lining up putts as soon as you reach the green.** Don't wait until it's your turn to start the process of reading the green. Do it as soon as you reach the green so that when it's your turn you can step right up and putt.

**7. When waiting on the tee for the group in front to clear the fairway, don't be strict about order of play.** Let the short hitter - who can't reach the group ahead anyway - go ahead and hit.

**8. When hitting a golf shot and return to your cart, don't stand there fussing with your club covers.** Get in the cart, drive to the next tee or ball, and then put your covers on your clubs.

**9. When using a cart, never park the cart in front of the green.** Park it only to the side or behind the green. And don't mark your scorecard while sitting in the cart next to the green. These practices open up the green for the group behind.

**10. Use the time you spend getting to your ball to think about the next shot -** the yardage, the club selection. When you reach your ball you'll need less time to figure out the shot.