

## 2017 Meadows Golf Club League Rules

### **This includes:**

**Monday 4 man**

**Tuesday 4 man**

**Tuesday 2 man**

**Thursday Augusta & Oakmont Leagues**

- League will begin the week of April 10<sup>th</sup> and conclude with fun night the week of August 28<sup>th</sup>.
- We will be using last year's handicaps. If you did not have a handicap from last year, you are considered a new player.
- New players will multiply the difference of their gross score minus par by 90% to determine their handicap and net score for the first night of league play. Once you have posted one (1) score you have an established league handicap. When a player has 5 or more posted scores the two (2) worst scores will be taken out and your handicap will be based off of the best 3 scores of the last five.
- Only handicaps from the current night league can be used. You may not use a Monday handicap for a Tuesday league etc.
  - Exception:** Players in Thursday 4-Man League will carry one handicap for the whole league. Subs or players **WILL NOT** need a handicap for Oakmont and Augusta. If you've established a handicap in Augusta, you may use it for Oakmont, etc.....
- **QUADRUPLE BOGEY RULE.** The maximum number of strokes you are allowed to score is a quadruple bogey. For example, if you are on a par 3 the max number of strokes you can take is 7. Same goes for par 4's with an 8 and par 5's with a 9.
- **PACE OF PLAY**-----Teams will be allowed 15 minutes to complete each hole. Rounds should last no more than 2 hours 15 minutes..... The following procedure will be put in place: 1<sup>st</sup> offense of slow play a warning will be given along with new time limits to catch up. 2<sup>nd</sup> offense of slow play your 3 possible team points for the night will be forfeited. 3<sup>rd</sup> and final offense for slow play will be loss of all possible points for your match.
  - \*\*\* If every golfer plays ready golf this should not be an issue!!!**
- If a team does not field a full team they will automatically forfeit the team points, however, the players that are present can still win individual points in the matches.  
**Teams that don't field a full team must leave the D position empty. If missing two players leave the C and D slots empty, etc.**
- All players are welcome to play the white tees. However, once you begin a season on a certain set of tees (white or blue), you must stay on those tees throughout the remainder of the season for handicapping purposes.
- New this year, we will have a rotating schedule for roster line-ups. Check the league table for the appropriate line-up for the evening. This gives everyone a chance to play with different members

- of their team throughout the year.
- All lost balls will be played as a LATERAL HAZARD. Drop a ball within 2 club lengths from the spot where the ball LAST crossed the O.B. or hazard. Also, you can drop a ball behind where the ball LAST crossed the O.B. or hazard, keeping that point in line with the flag with no limit to how far back the ball may be dropped (ball can't be played from out of bounds). The player and his opponent must determine the appropriate drop area.
- Any sub **without** an established league handicap must be inserted into the lineup where the team feels his skill level would place him. The sub is not to be automatically inserted into the position for the player he is subbing for.
- Subs without an established league handicap (one posted league score) **will not** be allowed to sub on a position night.
- A player must hole out unless his opponent has conceded a putt.
- Any player searching for a lost ball will be given a **MAXIMUM** of 5 minutes' search time. If the 5 minutes expires and the ball is not found, the player must proceed under the lateral hazard ruling.
- Teams must turn scorecards into the golf shop in a timely manner when finished with their round. If a team does not turn their scorecard in **they will receive 0 points for that week.**
- If the course is CART PATH ONLY, everyone will be playing lift, clean & place on the course and also rake, clean and place in the bunkers. Bunkers will be in play unless posted by Meadows Staff.
- Team entry fees will be \$100 for all 4 person leagues, and \$50 for 2 person leagues.
- **75%** of league pot will be paid out to all teams based on final results. The other **25%** will be paid to the top 3 teams in the year end league standings.
- In the Thursday 4 Man League, the league will be divided into two separate leagues based on total team handicap after the 3<sup>rd</sup> week of play. This is for handicapping purposes and the number of strokes given per hole.
- **At no time can a player receive more than 2 strokes per hole regardless of handicap index.**
- Non-members will not be permitted to play extra holes prior to, or after their scheduled match. Unlimited playing privileges are covered in purchasing membership to The Meadows, not a league green fee. However, there will be an additional \$10 green fee offered beginning at 3:30pm for those players who would like to play early and/or after their match. An additional \$5 cart fee will also be available.
- All players must have a valid receipt prior to league play and be able to display the receipt upon request by Meadows staff.
- If your team has a designated starting hole you **MUST START ON THAT HOLE!** No lagging on the 1<sup>st</sup> hole.