

Fermilab's Tuesday Fox Valley Golf League

Special Rules for the End-Of-Year Tournament

1. **Rules of Play.** All regular league rules of play apply.
2. **Format of Play.** The first two rounds shall be normal 9-hole, medal and match play matches. If possible, the championship round shall be 18 hole match and medal play matches.
3. **Team Rosters.** Each team competes through the entire tournament with five specific players: Their four regular players and one specific substitute. No floating substitutes shall be used. Four of these five players shall play in each round.

The five players on a team's Tournament Roster shall be identified in writing (or email) to the League Reps *and* to the Scorekeeper before the beginning of play of the first round of the tournament. If no roster is submitted, then the League Reps' assumption on the roster is final. The sub you designate at the outset is the only sub you may use. No substitutes for a player are allowed in a round once the player has teed off.

The substitute shall have posted a minimum of three (3) scores in the league. If, in the judgement of the scorekeeper and the League Reps, a substitute's handicap is unfair, they may change his/her handicap as they see fit, in consultation with the substitute's captain.

4. **Number of Players.** Teams shall compete in each round with three or with four players. If only two players show up, then that team shall be disqualified.

The teams are always arranged with the lowest handicap as the A player, etc. For example, if the D player (20 handicap) is absent and the substitute (5 handicap) is playing, and the other players are 10, 12 and 15 handicaps, then the substitute plays as the A player, the "10" is B, the "12" is C and the "15" is D.

If both teams are competing with three players, then the players shall be arranged as the A, B and C players according to handicap, and only 16 total points shall be awarded.

5. **Scoring and Handicapping.** Normal league scoring and handicapping rules apply. The team that earns the most points, including team points, wins the match and advances to the next round. The winner of the match shall be determined *on the night of the competition*, and both captains shall sign off on the winner.

A player's handicap for the 18-hole finals match is twice his/her league-play 9-hole handicap.

6. **Disputes.** Disputes shall be resolved by the Fox Valley Golf Course club professional and the League Reps on the night of the competition.

If the dispute involves one of the League Reps, then the other captains in attendance shall help the Club Professional mediate the dispute.

If both parties agree that the dispute is irresolvable at the course, then it shall be resolved by the League Reps of the other official Fermilab Golf Leagues (Tuesday Bliss, Wednesday Fox Valley and Wednesday St. Andrews) as soon as possible. If a party involved with the dispute leaves before the dispute is resolved (or before they agree that the dispute cannot be resolved), then the party that remains, in conjunction with the Club Professional and the League Reps, shall resolve the dispute.

7. **Tiebreakers.** If both teams earn equal points, then the following tiebreakers are applied, in order:

First tiebreaker: Number of holes won in handicapped match play per team.

Final tiebreaker: 30-foot (or greater) putt-off involving all competing team player.

Rules for Putting Playoff. An impartial observer, preferably a League Rep, shall set up two coins, two feet apart, no less than 30 feet from the hole, but on the green, to represent the "Tee Marker." A convenient hole on the course shall be used; the practice green may not be used unless a regulation hole is cut into this green. Each player on both teams shall attempt to make one putt (no practice putts) from behind the Tee Marker. A player from each team putts alternately, that is, first a player from "Team X" putts, and then a player from "Team Y" putts. The order that the players putt within a team is at the discretion of the captain, but must be stated before the first player on either team putts. If the player misses this putt, then s/he shall continue putting until the ball is holed. The impartial observer shall keep track of the number of putts required to hole each putt. There are no "gimmies." The team that holes the most putts on the first try of each contestant wins. If no putts are holed on the first try, or if each team holes the same number of first putts, then the total number of strokes needed for all four players to hole their putts determines the winner. If *this* determination ends in a tie, then the process is repeated (moving the Tee Markers to another location on the green, no less than 30 feet from the hole) until a winner is determined.

No one except the putting contestant and an optional and impartial flag tender shall be on the green during the putt. All USGA rules governing putting apply.

If a team that ties has only three players and is competing against a team with four players, then the highest handicap player on that team (that competed that day) shall putt twice from the Tee Marker.