

Fermilab Golf League

Tuesday Fox Valley

Sub-League Rules

(Adopted April 13, 2005)

The Fermilab Golf League Rules govern all areas of League organization. The exceptions and variations that follow are the Sub-League Rules.

TFSL.I. Rules of Play

All league play is governed by the USGA *Rules of Golf*, except for the items noted here and for the local rules of the course (see attached and the scorecard). The USGA rule may *always* be used in any situation. (*Note: There are no provisions for moving your ball above and beyond the USGA rules—i.e., winter rules are gone.*)

A. Lost Ball.

Instead of the USGA penalty (re-hitting the shot), a new ball may be dropped with a one stroke penalty. The drop area should be as near as possible to where the ball was seen to go. If any question of placement arises, mutually agree with your opponent. This applies to all lost balls, including those in the fairway.

B. Ball hit out of bounds.

Instead of the USGA penalty (re-hitting the shot), the player may elect to drop a new ball within two club lengths of the point of exit, no nearer the hole, with a one stroke penalty.

C. Ball in Any Water Hazard.

When the ball lands in a water hazard, the player shall drop a ball on the tee side of the hazard along the original ball's line of flight.

D. Tall Grass.

If the ball lands in tall grass the player shall either play it where it lies or s/he shall drop a ball two club lengths from the point of entry into the tall grass with one stroke penalty (no closer to the hole).

E. Calling Fouls on Your Opponent.

In the interest of fun and fair play, anyone who feels that his/her opponent has done something to merit penalty stroke(s) or disqualification shall call his/her opponent's attention to the matter before they tee off on the next tee. *The matter does not have to be resolved then and there.* Mark your scores and a note as a reminder to resolve it after the round. If the matter is not resolved in the clubhouse, then it shall be resolved by Committee according to the Fermilab Golf League Rules.

F. Playing the Same Course.

A player must always play the same nine holes as his or her opponent each week.

G. Rain Dates.

Rain Dates shall be made up on the dates shown on the schedule. If more dates are needed, they will be added to the end of the season.

TFSL.II. Substitutes

If a dispute arises concerning the substitute, the Fermilab Golf League Committee will resolve the dispute and the Committee's decision will be final.

A. There is a "pool" of Substitutes. A team may ask any Sub to play.

B. It is up to the team and its members to find a Substitute.

C. A Substitute may accept or decline to play on any team that invites them.

D. A team must have at least one team member and can not use more than two substitutes on a given week.

E. A Substitute's average or a Ghost can not be used for a No-Show.

F. Substitutes must meet the qualification for Golf League Members as specified in the Fermilab Golf League Rules.

G. Substitutes will pay an entrance fee, determined by the Fermilab Golf League.

H. Substitutes are eligible for one league trophy and prizes in the final outing.

I. When a Substitute is playing for a team, all team members shall cooperate in notifying their opponents and organizing their A thru D players.

TFSL.III. League Play Format & Handicaps

A. The low handicap player of one team will play the low handicap player from the opposing team. The second low handicap player will play the second low handicap player, etc. for all players and subs on each team.

B. To encourage faster play, each player must only wait for his/her opponent before Teeing off. The course management encourages foursomes, but they need not be from the same team.

C. All players will start with last years "season average". If a player does not have a "season average" a handicap will be established when their first score is posted. Handicaps will be calculated each week using their season average and all posted scores until 5 scores are posted. There after handicaps will be determined by the average of the five (5) previous scores throwing out the highest score.

D. A player's handicap shall be computed as 90% of the difference between par and that player's average.

TFSL.IV. Scoring

Twenty (20) points can be awarded per team match each week. Individuals will play for Match (most holes won), Medal (low net score) play, and team points (total team net strokes). See example score sheet for Golfer -vs- Golfer.

A. The score for each player and for each team shall be determined in the clubhouse after the stipulated matches are completed. It is the responsibility of the players (not the scorekeeper or captains only) to calculate the scores. This means that you have to add up the strokes for each player to determine the Medal Play winners, and determine the hole-by-hole winners to calculate the Match Play winners.

1. The score sheet is the official reckoning of the stipulated match.
2. One player from each team shall sign the score sheet, attesting to the fact that the scores and the points are agreed to be correct.
3. The scorekeeper shall verify the scoring and if there is a problem with the signed score sheets, the score keeper shall contact the two team captains involved and the league representatives (if necessary) with details on the problem.

B. The winner in Medal Play (total net strokes per round) is awarded two (2) points. Both players receive one (1) point for a tie.

C. The winner in Match Play (winner of the most individual holes) is awarded two (2) points. Both players receive one (1) point for a tie.

D. The team with lowest net team strokes is awarded four (4) points. Both teams receive two (2) points for a tie.

1. All players, Ghosts, and Absentees net strokes are added to get net team strokes.

a. A team must have at least 2 players, with at least one team member, to earn team points. If only one player, they can not earn team points and the opposing team has to earn them.

E. **Absent Golfers.**

Players whose opponents are absent compete for Medal, Match, and team points as follows.

1. The present player competes against their own average and the present player's handicap is increased by 3 strokes. On the score sheet for the absent player, mark them as absent and enter your average, handicap and net score.

2. The present player has to earn the two (2) points for Match play and the two (2) points for Medal play. See the attached example score sheet.

F. **Bye Week Scoring, "Ghost Team"**

In the event the league has an odd number of teams, one team is unopposed each week. This team is called the “Bye Team”. The Bye Team shall compete with a Ghost Team. Both teams compete for points.

1. Each player shall compete in Match and Medal play against a fictional “Ghost” opponent. You play against your own average and your handicap is increased by 2 strokes. On the score sheet, enter your average, handicap and net score for the Ghost. See the attached example score sheet.
2. Both teams play a real match with both teams playing for Match, Medal, and team points. The Ghost team will have points and move up and down in the standings.
3. If you are absent, Ghost receives 4 points and you receive 0 points. Use your net score for you and the Ghost to figure team net strokes and points.

G. Ghost Member Scoring (Team without a full roster).

If a team ends up not being a 4 member team, a “Ghost Member” will fill the open slots and be used as a full time golfer. The Ghost Member will earn points just like a full time golfer would. The A to D position of the Ghost Member will be randomly assigned at the beginning of the season, for the whole season. If during the season a member drops out, a Ghost Member will be used and the A to D position will be randomly assigned for the remainder of the season.

1. When playing a Ghost Member you play against your average and increase your handicap by 1 stroke. On the score sheet for the Ghost Member, enter your average, handicap, and net score. See the attached example score sheet.
2. If you are absent, Ghost receives 4 points and you receive 0 points. Use your net score for you and the Ghost to figure team net strokes and points.