

# Fermilab Golf League

*Tuesday Fox Valley*

## League Rules

**Adopted: April 28, 2002**

**Updated: March, 2003; June, 2004**

The Fermilab Golf League has Rules that govern all areas of League organization except for these items, which are covered in these Sub-League Rules. Aside from these specific areas, the Fermilab Golf League retains all control and jurisdiction. (Differences from the traditional Fermilab Rules are indicated by underlining.)

### I. Rules of Play

All leagues play is governed by the USGA *Rules of Golf*, except for the items noted here and for the local rules of the course. 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 stroke(s) penalty or disqualification, shall call his/her opponent on that before they tee off on the next tee or before they leave the green on the last hole. This is to prevent someone from calling his/her opponent on a penalty after they find out they had lost the match or team points.

#### F. **Playing the Same Course.**

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

### II. Substitutes

Each team has the option to have one permanent substitute on their team or it may use a substitute from the league pool of 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. It is an option; your team does not have to have a permanent substitute.

- B. It is up to the Captain to find a substitute; the League Representatives will help in finding a substitute if needed.
- C. A substitute may play on another team if his/her team does not need a substitute that week.
- D. A team may use up to two substitutes on a given week.
- E. The Substitute can play in any position from A to D player, but the position of the substitute each week depends on his/her average.
- F. A Substitute's average cannot be used for a No-Show. Their average only counts when he/she plays.
- G. The Substitute must meet the qualification for Golf League Members as specified in the Fermilab Golf League Rules.
- H. The Substitute will pay an entrance fee, determined by the Fermilab Golf League.
- I. Substitutes are eligible for trophies and prizes in the final outing.
- J. Captains should know ahead of time when a Substitute is playing for his team. He can then let the other team know a substitute is playing, and who will be playing whom.

### 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 four players on each team. The position of the substitute player(s) is determined from his/her handicap.
- 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. A player's **average**, after the sixth round, will be determined by the averages of the five (5) previous best scores, throwing out the highest round. If a player does not have six scores, then the following table is used:

Rounds Played	Average best
1	1
2	2
3	3
4	4
5	4

- D. A player's **handicap** shall be computed as 90% of the difference between par and that player's average.
- E. When you have a substitute, you re-arrange the players according to their handicap. For example, the substitute for a D player with a 1 handicap is almost certainly going to play in the A position.

### IV. Scoring

Twenty (20) points can be awarded per team match each week.

- A. The score for each player and for each team shall be determined according to the Rules. The scores shall be determined in the clubhouse after the stipulated matches are completed. It is the responsibility of the players (not the scorekeeper) 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 correct.
  3. The scorekeeper shall verify the scoring—if there is a problem with the signed score sheets, the score keeper shall contact the two team captains involved and the league representatives with details on the problem.
- B. Low net player in Medal Play (total 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. Additional team points for the stipulated match are computed as follows. The average of the net scores for each team (gross score minus handicap) is computed. If these average net scores are the same, then both teams are awarded two (2) points. Otherwise, the team with the lowest net score is awarded four (4) points.
1. An absent player's score shall not be used in computing the average team score.
  2. Only teams with three or four players are eligible to win team points.
  3. If a player with three or four players is competing against a team with two or fewer players, they shall earn the points in the same manner as described above. But if they do not win the points, the short-handed team does not win them either.
- E. Players whose opponents, except for the Bye Team (see below), are absent compete for player Medal and Match points as follows.
1. The present player competes against the average of the absent player, and the present player's handicap is increased by 2 strokes.
  2. The present player shall be awarded two points for the match play component.
  3. The present player shall earn one point for tying the absent player's net score (computed as the average minus the handicap).
  4. The present player shall earn two points for beating the absent players net score.
- F. Bye Week Scoring. In the event the league has an odd number of teams, then one team is unopposed each week. This team is called the "Bye Team." The Bye Team shall earn points as follows:
1. Each player shall compete in Match and Medal play against a fictional opponent who shoots a net 37. This fictional player shall be assigned a net par on each hole except for the hardest hole (by the course-assigned handicap of each hole), on which it shall be assigned a net bogey.
  2. Medal play: If the player gets a net 37, s/he wins one point; s/he gets 2 points for shooting a net 36 or better.
  3. Match play: the Bye Team player wins a hole with a net birdie (or a net par on the hardest hole). S/he gets one point if the match ends in a tie; two points for the win.
  4. The Bye Team gets 2 team points if the average of the net scores is 37; they get 4 team points if their average net score is less than 37. No team points shall be awarded if two or fewer players are present.