

# Fermilab Golf League

## *Wed. Fox-Valley Sub-League*

# Rules

*April, 2003*

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.

### **I. Rules of Play**

The USGA *Rules of Golf* governs all golf play, except for the items noted here.

#### **A. Lost Ball**

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**

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, OR use the stroke and distance penalty.

#### **C. Ball in Any Water Hazard**

When the ball lands in a water hazard, drop a ball on the tee side of the hazard along the original ball's line of flight, with a ONE STROKE penalty.

#### **D. Tall Grass**

If the ball lands in tall grass, you can either play it where it lies or you can drop a ball two-club lengths from the point of entry into the tall grass with a 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, must 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.

## **II. Substitutes**

Each team has the option to have a permanent substitute on their team; these are the guidelines for the substitute. 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 substitute.
- B. It is up to the Captain to find a substitute; the League Representatives will help in finding a substitute if needed.
- C. The Substitute's average will be determined the first night they golf, unless they have an established average from last year which then would be used.
- D. The Substitute can play in any position from A to D player, depending on their average.
- E. The Substitute's average cannot be used for a No-Show. Their average only counts when they play.
- F. The substitute must meet the qualification for Golf League Members as specified in the Fermilab Golf League Rules.
- G. The substitute will pay an entrance fee, determined by the Leagues Reps, and they will be eligible for trophies and prizes in the final outing.
- H. 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**

- 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. 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.
- B. A player's average will be determined by averaging the lowest five (5) of his/her last six (6) scores. A player's average will be carried over from season to season (the first week of the year, your average is based on the last five scores from the previous year). Handicaps are computed using "League Manager" software in a method similar to that used by the USGA.
- C. In the case of new players, opponents will be assigned arbitrarily and that night's handicap will determine the match opponents. The new player receives a handicap based on that round only. After the first time they play, the new player's average/handicap will be based on all previous posted scores until they have played six (6) times, after which their average/handicap will be determined as described in (B.).

### **IV. Scoring**

Sixteen (16) points can be awarded per team match each week.

- A. Low net player in Medal play is awarded two (2) points. Each player receives one (1) point for a tie.
- B. The winner in Match play is awarded two (2) points. Each player receives one (1) point for a tie.
- C. Total team points for the match are the summation of the points awarded the individual team members in Match and Medal play.
- D. An absent player cannot receive any points.