

Teams

- The league consists of Two Divisions. The American Division with a North and South flight and a National Division with an East and West flight.
- The league Limit is 52 teams.
- A Team is 2 to 4 players designated on the team roster; roster cannot be changed after 8th week.
- Teams will be assigned to a division and flight by random draw.
- Entry fee will be set prior to the start of the season per 2 man team to cover league expenses, if fees are not paid by the 4th week your membership can be terminated.
- The league tee time is Wed. 4:00pm to 5:00pm. (Playing other than Wed. is permissible with both teams agreeing and playing prior to the following next Wed. league play.
- The league will play from the White tees, unless a player is 70 yrs.(turns 70 any month of the current season) or older have the option to play from the forward tees, if the forward tees are played, they are to be played the entire season.
- If a team arrives after 5:00pm with no prior notice to the course or opponents their match is forfeited. (The No Opponents rule will apply to the present team).
- Each team member is responsible for registering at the course desk and paying their green fee, if score cards are turned in and no team member registered as paid, their team match is forfeited. The course has the right to refuse to let the offender(s) play the remaining season.
- If a player does not have a Village League handicap, their handicap is established after their first round of play (see wildcard exception). The match is played blind and the score card will be calculated after the match.
- Sign Up to join the league is by first come bases. Current members will have the opportunity to rejoin the league by signing up before the current season ends. The signup sheet will be available at the score table Weeks 14,15,16,17 and at the annual outing. After the outing any openings will be filled by the first team on the wait list maintained by the secretary.
- If a team is totally absent for 3 weeks without any notice to the course or the league officers their membership can be terminated.

Handicap

- Forest Park Par is 36-Front, 34-Back. Therefore, for ease of calculation Par 35 (average) will be used for the Front and Back nine.

League handicap calculation:

Scores from the last 6 weeks: 43, 44, 43, 40, 44, 41 **Total:** 255

Calculate the average: $255 \div 6 = 42.5$

(truncate to one decimal place. If the decimal is between .6 and .9, round up to the next whole number.)

Subtract par: $42 - 35 = 7$

Apply the 90% factor: $7 \times 0.9 = 6.3$

(If the decimal is between .6 and .9, round up to the next whole number)

Final handicap: 6

Scoring

(How to keep score example See Appendix A)

Regular competition consists of 17 (9-hole) weeks alternating front and back nine. Each two-member team is competing for a total of 6 points. Two individual Match points, two individual Stroke points, one team Match point, one team Stroke point.

- **Individual Match Up**

The two lowest handicap golfers are to be opponents. If handicaps are the same for a team, then the team with the same handicaps will choose their opponents. When the low handicaps are the same the team MUST clearly indicate on the score card what opponents are playing each other.

- **Score Cards (how to fill out card example See Appendix C)**

Score cards MUST CLEARLY indicate what team numbers and opponent's last names are playing each other. If a sub is playing First and Last name required. If the card is not clearly designated, then the points can be forfeited at the discretion of the secretary.

Score Cards must be signed (signed cards are final) placed in the BOX that is marked as Village League after the round is finished. Missing cards will be considered as a forfeited match, no points won.

- **Each Player can win 2 Individual points (1pt match, 1pt stroke):**

1 point for individual Stroke play lowest net (gross score – handicap = net)

Example: TeamA player1 gross = 42, HC is 7; therefore, $42-7=35$

TeamB player1 gross = 49, HC is 11; therefore, $49-11=38$

TeamA player1 (35) wins the 1 point If ties occur; then split evenly $\frac{1}{2}$ point each

1 point for individual total Match holes won (with handicap).

Example: player1 HC = 7, player2 HC = 10, player2 gets 1 stroke on the 3 lowest handicaps number holes indicated on the score card.

For instance: hole 2 is lowest handicap hole, player1 scores a 5, and player2 scores a 7

(Player2 gets 1 stroke $7-1=$ for a net of 6) therefore; player1 still wins the hole 5 being less than 6.

The player that wins the most holes win the 1 point. If ties occur, there is no winner on the hole If ties occur on the total holes won; then split evenly $\frac{1}{2}$ point each

(Note: The simplest denotation on the card to indicate what holes are to be handicap adjusted is use a **dot**. The simplest denotation on the card to indicate who won the hole is to circle the number scored on the hole)

Hole	4
Player 1	7 •
Player 2	5

- **Each Team can win 2 Team Points (1pt team match, 1pt team stroke):**

1 point for team combined total of Stroke play low nets.

Example: TeamA player1 low net = 38, player2 low net = 35

Team total low net = $38 + 35 = 73$

TeamB player1 low net: 43, player2 low net: 33

Team total low net: $43 + 33 = 76$

TeamA (73) wins the 1 point.

1 point for team combined total Match holes won.

Example: Add up all the holes circled for both players on TeamA

8 total holes won.

Add up all the holes circled for both players on Team B

5 total holes won.

Team A (8 holes) wins the 1 point, ties are split evenly ½ point each.

BYE Scoring

If a BYE situation occurs because of an odd number of teams, the team that has the BYE the (2) team points will automatically be won. The team that has the BYE team will play blind and the Individual points will be determined by playing against the next available team # in their division/flight. Example: Team 11 has the bye (no opponents); Team 11 score card will play against Team 12 score card. If the team that has the BYE does not play no points will be won.

- **No Opponents (this does not apply to tournament play)**

When a team has no opponents; the team points (2) will be automatically be won; the team will play blind and the individual points will be determined by playing against the next team # of the team that was a no show in their division/flight. Example: Team 4 has no opponents; Team 4 was to play Team 5, Team 4 score card will play against Team 6 score card.

- **Sub Player Scoring**

It is the responsibility of the team captain to find a substitute player when a regular member cannot play. (A printed sub list is available at scores table and can also be found on the League's web site). League members can substitute for other league members.

Use the Individual match up rule above to determine opponents.

A team that has one team member with no sub, the most points possible to win is 2; team points and the absent individual points are forfeited.

A team that has no golfers, wins 0 points. (No Opponents rule applies to present team)

A team that has one sub with no team member, the most points possible to win is 2; team points and the absent individual points are forfeited.

A team that has no golfers, wins 0 points. (No Opponents rule applies to present team)

A team may use TWO sub golfers for all regular season competition.

- **Wildcard sub rules during weeks 14,15,16,17**

For a team's total net to be included in the wildcard at least one player from their team's roster must play; and each player must have a handicap based on a minimum of two rounds in the current season.

- **Tournament sub rules:**

Two players from their team's roster must play throughout the tournament and each player must have a handicap based on a minimum of two rounds in the current season. (Any exceptions will be reviewed and agreed upon by the rules committee).

Tournament

Tournament competition follows the regular season competition. The top 3 winners of each divisional flight plus 1 wild card winner from each division will play 9-hole match single elimination tournament to establish the League Champions.

- Wild card winners are determined by the teams combined total net scores of the last four weeks (14, 15, 16, and 17) of regular competition. The lowest team net totals in each flight are the wild card winners.
- If a tie breaker is need: 1st breaker is the lowest team net, 2nd breaker is most team birdies, 3rd breaker is most team pars, of the last wild card round. (This also applies to determining divisional winners as well)
- See Wildcard and Tournament sub rules above in Sub Player scoring

Tournament ties will be broken by replaying sudden death hole(s) in the same order the round started. Handicap strokes apply and the lowest team net for the hole wins. The American Champions will Complete against the National Champions in an 18-hole consecutive playoff, scoring is the same as the regular season.

(Green fees for the final championship round are paid out of the league funds unless donated by Forest Park)

Prize Monies are as follows:

- 1st Round winners receive \$40.00 / Team
- 2nd Round winners receive \$80.00 / Team
- 3rd Round winners receive \$100.00 / Team
- League Champions receives \$140.00 / Team

Challenge Games - (Closet Pin, Skins, Hot Hole, Low Net) Cost is \$1 for each game each week.

Paid up Front for the entire season (at kick the off meeting or by week 3) all events are optional.

1-Event(\$17) 2-Events(\$34) 3-Events(\$51) 4-Events(\$68)

- For Skins and Hot Hole, it is the player's responsibility to record their scores at the score table after the round is finished.
- If you have a sub play, they will be in whatever event the member signed up for.
- **A minimum of 2 rounds played in the current season is required to compete in low net.** (New members only need to pay \$15 for 15 weeks).
- 70 yrs. players competing for the Closest to The Pin, must tee from the white tees.
- No Refunds (exceptions at secretary discretion).
- Hot Hole requires a minimum of a birdie to win, multiple birdies will split the monies,
- If no skins awarded the winnings will carry over to the following week.
- If no pin(s) awarded the winnings will distributed evenly over the remaining weeks
- American and National will compete only in their division (Pin, Skin, Hot Hole).
- Teams that play other than on Wed. league night will forfeit winning that week's monies.
- If the hot hole is not won on the first draw of the last night of play, redrawing will occur until a winner is determined.
- If closest to the pin or skins are not won on the last night of play, the winnings will be added to the outing's prize money.
- Weekly 50/50 drawing, one team # will be drawn randomly to win \$40, limited to one win per season.
- If rainout, then that week's monies will be divided by the remaining number of weeks of play and applied to each remaining week's total.

Schedule

- The regular season will consist of 17 weeks of play, starting the 1st Wednesday of May.

- Each flight will play each team within their flight at least once. A position round will be played on last night of league play (position round may be forfeited due to rainouts).

Rainouts

- Rainouts will be determined by either the course or the league officers. If a rainout has not been declared and you choose to leave the course your scores will be forfeited.
- The last foursome must finish 7 holes for the weeks round to count. Par for the last 2 holes will be added to each team's score to determine the stroke points. Match points will be determined based on the 7 holes completed.

Annual Golf Outing

The league golf outing is played after the regular season, date and course are TBD. The outing is funded by the league entry fees, a percentage of the closest to the pin, and an additional nominal fee per golfer playing in the outing. Golfers that are not members of the league are charged an additional \$10 and must have a Village League handicap to play in the outing. The outing signup sheet will be available around week 8 at the scores table.

Club Limit: Adhere to PGA club limit rule of 14 clubs per bag including a putter.

Ethical Practices:

All members of the league agree to abide by the rules documented in the most recent dated League Rules. Any practice witnessed and deemed to be unethical may be brought before the rules committee by any league member(s). (See Rules committee responsibilities)

League Officers

Secretary – volunteer

Compensation: All league fees paid by the league

Responsibilities (but not limited to):

- Maintain league scoring/handicaps and roster of members and sub golfers
- Provide weekly updates of league scoring
- Coordinate weekly challenge games
- Assist in outing coordination.
- Maintain updated copy of the league rules
- Appoint rules committee

President/Assistant Secretary/Outing Coordinator – volunteer

Compensation: All league fees paid by the league.

Responsibilities (but not limited to):

- Assist in weekly scoring
- Coordination of annual outing
- Responsible for league funds
- Coordinate league meetings
- Appoint rules committee

Rules committee (Four league members) – appointed by the league officers

Responsibilities:

- Compensation: the outing fee will be paid by the league.
- Meet annually or when required, review rules, and provide updates to the secretary.

- When required consult as a committee and make a unanimous decision on the interpretation of rule(s) based the information provided if a unanimous decision cannot be reached; then either league officer may vote.
- When required consult as a committee and make a unanimous decision of disqualifying a score, removing any team, or removing a player from the league for unethical practices.

Drops and Penalties (the purpose of these provisions is to speed up play)

NOTE: Drops are not required but are encouraged to speed up play.

- **Lost Ball:** After looking for ball for 5 minutes, a ball is to be dropped 1 club length from deemed area no nearer to the hole with 1 stroke penalty.
- **Lies:** Balls may be rolled without penalty.
- **Sand Traps:** Playing out of the sand traps is Optional. This rule applies to all traps regardless of their condition. If you choose to not play out of the sand trap you can take a Free Drop BEHIND(implies the front of sand trap faces the green) the sand trap no nearer to the hole.
- **Hazard Holes: (#3)** Balls hit into the water hazard or OB left, ball may be dropped at the Red tee with 1 stroke penalty.
- (#15) Balls hit into the ravine, OB left, or OB right, ball may be dropped at the Red tee with 1 stroke penalty.
- **Forest Park Course Rules**

USGA rules of golf apply, except

Out of bounds-
 No. 1 thru 9 – marked by white stakes or lines
 No. 2 – marked by white stakes or lines right and left
 No. 6 – out of bounds, left only
 No. 13 – out of bounds defined by edge of road behind green
 No. 14 – out of bounds defined by edge of road to left
 No. 16 thru 18 – out of bounds marked by white stakes or lines

Environmentally sensitive area-
 Marked and defined by white stakes with green caps on top. Treated as ground under repair area. Golfers may enter by foot to search for ball.

Water hazards-
 Marked and defined by yellow stakes

Lateral water hazards-
 Marked and defined by red stakes

Local rules
 Players do not play down #6 fairway when you are playing Hole #2. It is out of bounds!
 Free drop allowed in flower beds, mulched areas and rain gardens
 Environmentally sensitive areas are to be treated as ground under repair areas
 Take relief in accordance with the rules of golf

All Other:

Any other circumstances not covered in this document may be brought to the rules committee for the committee’s ruling. (See Rules committee responsibilities)

Appendix C

Village Golf League		HOLE									Total	10 11 12 13 14 15 16 17 18									Total									
Team No.	Points																													
HC	14	4.5																												
13	Last Name	Pomeroy	5	6	5	5	4	7	4	5	6	47																		
	Last Name																													
	PAR		4	4	3	4	3	5	3	4	4	34	4	3	4	5	3	4	3	4	4	4	34							
Team No.	Points																													
HC	8	1.5																												
9	Last Name	Finley	4	4	5	6	3	6	5	4	5	42																		
	Last Name																													
	Handicap		6	1	5	2	7	9	8	4	3		1	8	2	7	5	9	4	6	3									

Appendix A

HOLE	1	2	3	4	5	6	7	8	9	Out	IN	TOT
Blue	360	406	180	388	125	483	137	383	360	2802	351	5667
White	317	367	100	384	115	383	137	303	309	2315	286	4831
Dee Snyder ⁶	6	5	4	4	3	4	4	8	6	44	DS	38
Rick James ¹¹	7	5	5	6	3	6	6	6	5	49	RJ	38
Team #69 N.L.											#69	76
⁸ + 1/2 Points												
Par	4	4	3	4	3	5	3	4	4	34		68
Dr. Dre ⁴	6	5	3	4	4	5	3	5	4	39	DD	35
Snoop Dogg ¹⁵	5	6	6	7	5	7	4	4	6	50	SD	35
Team #420 N.L.											#420	70
⁸ + 5-1/2 Points												
Orange												
HOLE	1	2	3	4	5	6	7	8	9	Out	IN	TOT
Handicap	11	5	3	1	17	13	15	9	7		4	14

HOW TO KEEP SCORE

- Player's full name with handicap. The players on the top line of each team are competing against each other, i.e. Dee Snyder vs. Dr. Dre.
- Team number and league.
- The dot ⁶ symbolizes a handicap stroke for this hole.
Since Dr. Dre is a 4 handicap and Dee Snyder is a 6 handicap, Dr. Dre must give Dee Snyder two strokes.
Dee Snyder will apply these strokes to the two hardest (lowest handicap) holes on this (front) nine holes.
- The circle ⁴ represents a winning hole for that player. It may also represent a winning round, in the TOT column.
Looking at hole #4, Dee Snyder and Dr. Dre both scored a 4. Since Dee Snyder received a handicap stroke on this hole, he wins the hole with a 3.
Looking at hole #4 again, Rick James had to give a stroke to Snoop Dogg, so Snoop's 7 is actually a 6. They tie on the hole and nobody wins.
- The "Out" or "In" score is actual strokes played. Handicaps are not applied to this score, it is "straight-up" scoring.
- The "TOT" (or Net) score has the handicaps applied. i.e. Dee Snyder shot a 44 and his handicap is 6, thus his Net score is 44 - 6 = 38.
- Team "Net" score is the sum of the two players "TOT" scores.
- Points won by each team.

THERE ARE 6 POINTS AVAILABLE FOR EACH MATCH

- Point #1 - Top player's total holes won. The two top players on the card are Dee Snyder and Dr. Dre.
Dee Snyder won 3 holes and Dr. Dre. won 3 holes. Each team receives 1/2 point.
- Point #2 - Bottom player's total holes won. The two bottom players on the card are Rick James and Snoop Dogg.
Rick James won 2 holes and Snoop Dogg won 3 holes. Team #420 receives 1 point.
- Point #3 - Team total holes won. Team #69 won 5 holes total. Team #420 won 6 holes total. Team #420 receives 1 point.
- Point #4 - Top player's Net score. The two top players on the card are Dee Snyder and Dr. Dre.
Dee Snyder's Net score is 38. Dr. Dre's Net score is 35. Team #420 receives 1 point.
- Point #5 - Bottom player's Net Score. The two bottom players on the card are Rick James and Snoop Dogg.
Rick James' Net score is 38. Snoop Dogg's Net score is 35. Team #420 receives 1 point.
- Point #6 - Team total Net score. Team #69's Total Net score is 76. Team #420's Total Net score is 70.
Team #420 receives 1 point.

Team	#69	#420
Point #1	1/2	1/2
Point #2	0	1
Point #3	0	1
Point #4	0	1
Point #5	0	1
Point #6	0	1
Total	1/2	5-1/2