

2017-18 Shadow Hills Men's Golf League Rules

Revised October 30, 2017

League Officials: The League Committee will consist of a League Director (Ken Plam) and a League Co-Director (Marc Goldberg), with the Men's Club President (Bruce Marley) and Tournament Chairman (John Long) as ad hoc members of the Committee, working with the League Director and Co-Director as required, especially on any issues needing a third party resolution.

League Teams: There will be 14 Teams, 7 in each of two Conferences, American and National. Teams will be assigned to Conferences by the League Director, based on previous year's Final Standings. Each League Team shall consist of not less than 6 players or more than 10 players. Exceptions may be approved by the League Director. The deadline for registering a League Team is October 1, 2017. After that date, registered players may not change League Teams. Players may be added to bring a League Team up to the 10 maximum at any time during the season. If a League Team wishes to permanently remove and replace a player during the year for the duration of the league schedule, the team captain may petition the League Committee for permission to make this change. The League Committee may grant or deny the request, and their decision is final.

Competition Teams: Captains will designate 4 players from their Team Roster to each League Play Event to compete in each scheduled League Match. The 4 designated players will compete against 4 players from their respective League Team opponent, in two foursomes. The League Director will establish the Individual matches each week, based upon current handicaps. The PRO SHOP will prepare the Score Cards for all three matches played by every foursome, clearly marking the holes where each player gets a stroke, if any, in accordance with handicap differences.

Frequency: League play will consist of 7 Qualifying Matches and one Championship Match over the course of the season, with play taking place on Monday mornings during the 7:30 shotgun. The season will consist of two 3-Match Sessions, Match 7 (see *Competition Format* on Page 4) and

the Championship Match. The days of Qualifying Matches will be (1) Session 1 : 11/13/2017, 11/27/2017 and 12/04/2017; Session 2 : 01/22/2018, 01/29/2018 and 02/12/2018; and Match 7 (see on 02/26/2018). The Championship Matches (Conference Winners will compete for 1st and 2nd Place; Conference Runners-Up will compete for 3rd and 4th Place) will take place on 03/12/2018. The date of 03/19/2018 has been reserved in case play has to be cancelled on any specific day. Should that happen, all Matches will be moved back one slot.

Deadlines: Team Captains must provide the League Director the names of their 4 players **by 5:00 PM on the Tuesday preceding** the next scheduled League round. Any substitutions team Captains make before the Monday tee-off must be reported in advance to the League Director. Substitutions may be reported either by email or by phone to the League Director. Substitutions can be made without penalty up to **5:00 PM on the Saturday preceding** the League round. Any player substituted after 5:00 PM on the Saturday preceding play, will play to his own handicap or to that of the player he is replacing, **whichever is lower**. The team Captain must justify to the League Committee the reason for the substitution. The League Committee will usually allow the change only for such matters as medical or family emergency by the originally selected player. Once play has commenced, no substitutions are allowed.

Pairings: As noted above, prior to each scheduled match, team Captains will submit a list of 4 players who will play in the scheduled matches. The designated A and B players from one team will compete against the A and B players from the other team, and the C and D players will compete against the C and D players of the other team. Once submitted, a team may only be changed according to the Substitution Rule above.

For the **GREEN TEES ONLY** Matches, the player with the lowest index will be designated the "A" player; second lowest the "B" player, etc. If the index of any two or more players is identical, we will use previous handicaps to determine which will be the A player, the B player, etc.

For the two **GREEN/WHITE TEE** Matches, the Team Captain may specify which 2 players will play from the WHITE TEES and which two players will play from the GREEN TEES, regardless of handicaps. For the designated WHITE TEE players, the player with the lower index of the two, will be the A player and the other will be the B player. For the designated GREEN TEE players, the player with the lower index of the two, will be the C player and the other will be the D player. If the Team Captain fails to

specify TEE selections, the two players with the lower indices will play from the WHITE TEES and the other two from the GREEN TEES. Once published, TEE selections may not be changed.

Handicaps: Current, full handicaps will be used to determine “stroke allocation” in the match. There will be no limit on the difference in handicaps between the two A/B partners or C/D partners. All players from the GREEN TEES will use their current, full GREEN TEE handicaps. All players from the WHITE TEES will use their current, full WHITE TEE handicaps.

Format: Each Team will play four players, two players in each of two different foursomes. Each foursome will play (1) two **Individual** matches, A players vs A and B player vs B, **or** C player vs C and D player vs D, for one point each; and (2) a **Two-Man Best Ball** match for one point, for a total of three points for each foursome. Ties will be worth ½ point. In the **Two-Man Best Ball** match, only the lowest net score for each team will be used on each hole. The second ball will not be used to break a tie.

Stroke Allocation: For **Individual Play**, if the two opponents have the same handicap, their match will play even up with no strokes. If their handicaps differ, the opponent with the lower handicap will play with no strokes and the other will have “individual play” strokes equal to the difference in strokes, the strokes played where they fall. For the **Two-Man Best Ball** match, strokes will be determined as follows: The player with the lowest handicap in the foursome will play with no strokes and the other 3 players will have “team play” strokes equal to their own handicap, less the handicap of the player with the lowest handicap, the strokes played where they fall. **Note:** for players who get strokes, most often their “individual play” strokes will differ from their “team play” strokes.

Order of Play: In Qualifying Matches (A vs A, B vs B and Better Ball), after the initial tee shots, the player furthest away from the hole **must** play next, **unless** otherwise agreed upon by all players. In Championship Matches (Better Ball only) the player furthest away from the hole may ask his partner to play first.

Late and No-Shows: If only one player of a Team pairing shows up, he may elect to either forfeit all three matches, or play alone against the opponent's Two-Man Best Ball, as well as, his own Individual Match. Should his partner show up later, the late player will be deemed to have lost the hole(s) he missed. For those missed holes, his partner will have played alone against the better ball of the opposing team, as well as his own individual match. If neither player from a team shows up on time, that team is deemed to have forfeited all three matches. Finally, if only one player from each team shows up, they will compete for 1 point, with no best ball competition.

Penalties and Disputes: Players are responsible for knowing the Rules of Golf and for assessing penalties on their scorecards as applicable. If a doubt or dispute arises between the players on any given hole, follow **Rule 2-5** and **Rule 34-1a**.

“2-5. Doubt as to Procedure; Disputes and Claims; In match play, if a doubt or dispute arises between the players, a player may make a claim. If no duly authorized representative of the Committee is available within a reasonable time, the players must continue the match without delay. The Committee may consider a claim only if it has been made in a timely manner and if the player making the claim has notified his opponent at the time (i) that he is making a claim or wants a ruling and (ii) of the facts upon which the claim or ruling is to be based.”

“A claim is considered to have been made in a timely manner if, upon discovery of circumstances giving rise to a claim, the player makes his claim (i) before any player in the match plays from the next teeing ground ...” (parts omitted ... see Official Rules for complete explanation)

“....Note 2: In match play, if a player is doubtful of his rights or the correct procedure, he may not complete the play of the hole with two balls.”

Conditions of the Competition: In the absence of a posted notice or announcement to the contrary, such as ground under repair or casual water, players are to play the ball as it lies (down) through the green. Competitors may concede putts to one another. If a putt is conceded, the subject putt may NOT be putted and must be removed from play.

Scorekeeping: Separate scorecards will be prepared by the pro shop for League play. Enter gross scores only for each player. **DO NOT ENTER NET SCORES!** To avoid disqualification, the scores **MUST** be totaled, and signed by one member of each team verifying the accuracy of the card.

Scorecards and Posting of Scores: Scorecards for League Play must be turned in to the pro shop upon completion of play. **DO NOT DROP THE CARDS IN THE BOX BY THE COMPUTER.** Members of the League Committee will collect the cards for review and calculation of points earned. **Each player is responsible for posting his score at the completion of the round.**

Hole-in-One: Any golfer scoring a hole-in-one during League play will **not** be entitled to receive the proceeds in the Hole-in-One Insurance Fund. The Men's Club will not provide any additional subsidy.

COMPETITION FORMAT & TIE-BREAKING RULES

Competition Format

The season format will have some similarities to a "Nassau" format. The Qualifying Matches will be divided into 2 SESSIONS ... Session 1 will be the 1st Three (3) Qualifying Matches ... Session 2 will be the next Three (3) Qualifying Matches ... Match 7 is not part of either Session ... counts only towards overall, season record.

Qualifying Match Cash Prizes will be awarded to winners and runners-up in each Conference for each Session 1 and Session 2.

Overall Match Cash Prizes will be awarded to the top 2 Teams in each Conference. Conference Winners will compete for 1st and 2nd Place Awards and Conference Runners-Up will compete for 3rd and 4th Place Awards.

Tie-Breaking Rules for Qualifying Matches

As there are only a few games in each of **Session 1 and Session 2**, chances of ties are quite possible. To break a two or three way tie ...

- First look at head to head competition to determine the winner ... if still tied ...
- for a two way tie ... compare results against the 3rd place team ... then 4th place ... 5th ... 6th ... still tied, split the money.
- for a three way tie ... compare the total points scored in the 3 matches played against each other ... if 2 or 3 are still tied ... compare results against 4th place team, then 5th , then 6th ... still tied, split the money.
- although unlikely, for a 4 or 5 way tie, use similar procedure.

Should the **Overall Conference** competition (all 7 matches) come down to a tie ... for the Conference Winning Team or the Conference Runners-Up, the winner will be determined by playing a "Tie-Breaker." The Tie-Breaker will be played from the GREEN TEES, as follows ... Team Captains will select 2 players from his Roster to represent his Team as the A and B player, playing as follows : FIRST, in a 3-hole play-off, Match-Play, Better-Ball-of-Partners, using net score with full handicaps, where they fall; If still tied, playoff continues in a similar manner, hole by hole, in a "Sudden Death" format. This Tie-Breaker Match will be played on the Saturday, following the Final Qualifying Match, during the Morning Shotgun, or sooner, if agreed upon by all teams involved.

Championship Matches

Championship Matches will compete the 2 Conference Winners for 1st and 2nd Place ... and ... the 2 Conference Runners-up for 3rd and 4th Place. Play will be from the GREEN TEES, unless both Teams agree to play from the WHITE TEES. Format will be Match Play, Better-Ball-of-Partners, adding the holes won by the A/B players to those of the C/D players. In case of a Tie after 18 holes, the A/B players, only, will continue : FIRST, in a 3-hole play-off, Match-Play, Better-Ball-of-Partners, using net score with full handicaps, where they fall; If still tied, playoff continues in a similar manner, hole by hole, in a "Sudden Death" format.

PAYOUTS

Budget

14 Teams x \$200.00 = \$2,800

Payout

Trophies ...	\$360.00
Session 1, American Conference 1st	\$160.00 per Team
Session 1, American Conference 2nd	\$ 80.00 per Team
Session 1, National Conference 1st	\$160.00 per Team
Session 1, National Conference 2nd	\$ 80.00 per Team
Session 2, American Conference 1st	\$160.00 per Team
Session 2, American Conference 2nd	\$ 80.00 per Team
Session 2, National Conference 1st	\$160.00 per Team
Session 2, National Conference 2nd	\$ 80.00 per Team
Championship, 4 th Place	\$160.00 per Team
Championship, 3 rd Place	\$240.00 per Team
Championship, 2 nd Place	\$360.00 per Team
Championship, 1 st Place	\$720.00 per Team