

WESTERVILLE ROTARY GOLF LEAGUE

2016 RULES

RULE 1: LEAGUE SCHEDULE

- A. Divided into two halves, each half shall consist of seven rounds to determine the winners for each half.
- B. A practice rounds to establish handicaps are held prior to the league start and green fees are to be paid by the participants.
- C. The last night will be a championship round between the players that placed 1st in each half to determine the Champion and Runner-Up for the year. All first and second half participants are invited to play and the cost is included in the league fee.

RULE 2: RESPONSIBILITIES

- A. Each member is responsible for getting their own SUB. First choice for Subs shall be from the approved paid-up list of Subs. **The member will be responsible for collecting a \$10.00 sub fee for a non-registered sub.** Use the golf league's web site (www.westervillerotarygolf.com) to broadcast your Sub request to the entire list and accept the first to respond. Subs need to reply to all when responding.
- B. Each member's handicap shall be adjusted weekly based on the previous week's performance.
- C. Call your opponent prior to 3:45 P.M. if you expect to be late or need to forfeit match.

RULE 3: STARTING TIME

- A. League TEE-TIME is between 3:45 and 4:30 PM Mondays. Everyone should arrive and be ready to play between 3:45 and 4:15. If your opponent does not arrive by 4:15 P.M., you MAY tee off with or after the last group. A late arrival may catch up to his opponent but will forfeit any holes not played. Any player who tees off before 4:15 without their opponent will forfeit any holes completed prior to the arrival of their opponent.
- B. If you make arrangements with your opponent to play your match prior to or after the scheduled league time, you must make your own arrangements with the course and turn in your score card to Tim Bullock by the day after the scheduled match date. Failure to do so will constitute a double forfeit.
- C. **A Player who does not show up and fails to send a substitute shall automatically forfeit all points for the match. If a sub fails to show, the Player does not forfeit points and his opponent will play the Ghost for that Flight.**
- D. In case of double forfeiture between players, one point will be awarded to both players.

RULE 4: HANDICAPS

- A. Handicaps shall be calculated based on the average of the 10 lowest scores of the previous 20 rounds and will be adjusted weekly.
- B. Initial HANDICAPS for new participants, are computed based on the actual score of the first round and adjusted weekly.
- C. HANDICAP MAXIMUM – **There are a no handicap limits and strokes given will be the difference between the opponent's handicaps.** When a Player picks up, they score double the par for that hole.
- D. MAXIMUM STROKES – Regular Players do not have to give substitute players more than one (1) stroke per hole.
- E. Substitute players that are not on the Sub List will be **handicapped same as a Ghost Player until sufficient rounds have been played and a handicap is established.**

RULE 5: SCORING

- A. Individual match scoring shall be done on a two point system which consists of one point for match play and one point for stroke play .
 - 1. Computed as follows:

- a. Match Play –The player who wins the most holes, after adjusted for player's handicap, wins the match. Players score 1 point for win and 1/2 point for a tie.
 - b. Stroke Play – One (1) point for the Player with the low net score after adjusted for player's handicap and 1/2 point each for a tie.
2. When your opponent is a Ghost the scoring is the same as A.1 above except the computer will calculate the Ghost's handicap based on the Flight's average scores for that day's round which is determined by the official score keeper.

RULE 6: RAIN-OUTS

- A. It is each member's responsibility to check with the course, as to, course being open and if the league is playing.
 1. Arrowhead Lakes Golf Course determines if course is open and leagues can play. The course phone number is 740-965-5422.

RULE 7: PLAYING RULES

- A. U.S.G.A. Rules shall prevail with the following exceptions and /or additions:
 1. A ball may be rolled with the club head within 6" to improve lie but the ball must remain in the same medium such as rough or fairway excluding bunkers. A one (1) stroke penalty can be assessed by your opponent if you touch or lift your ball except when a ball is plugged. Plugged balls can be cleaned and replaced.
 2. If any shot goes out-of-bounds, take one stroke penalty and drop at the point of entry **as determined by your opponent.**
 3. One (1) stroke penalty for having an unplayable lie or lifting a ball out of a lake or stream (surface water is an EXCEPTION). The ball may be dropped two (2) club lengths not closer to the hole.
 4. A free drop is allowed (two club lengths) not closer to the hole, from the landscaped area or a tree that is staked or not higher than the player's head or from standing water.
 5. Whiffs do not count as strokes if the ball does not move.
 6. No MULIGANS are allowed.
 7. Double par on any hole is MAXIMUM, pick-up after that. Do not play out the hole.
 8. If your opponent concedes your putt, you must pick-up your ball and count it as (1) stroke. If you continue to play your putt, all strokes taken will be counted.
 9. SPEED-UP PLAY: Observe the five (5) minute rule for lost ball. Play a new ball first, before looking for a lost ball or retrieving one from a water hazard. Look for the lost ball after completing play. Don't hold up play by having the entire foursome looking for your ball.
 10. SPEED-UP-PLAY: Whether riding or walking, continue to your ball and select your club and take practice swings until the fairway or green is clear. Then move out of the way and wait for other players in your group that are further away to take their shot.
 11. SPEED-UP-PLAY: After all players are on the green, let each player continue putting until holing out or being conceded the putt.
 12. League Committee will resolve all other rule conflicts **but it is up to the foursome to make a ruling and continue playing. If the group's ruling is found to be incorrect, the score will be adjusted after completion of the round.**
 13. **Flight D players will play from the senior tees regardless of age.**
 14. **DO NOT LEAVE CARTS PARKED IN THE FAIRWAY WHILE PUTTING. MOVE THEM TO THE CART PATH BEYOND THE GREEN.**

THIS IS A WESTERVILLE ROTARY CLUB GOLF LEAGUE, PLEASE OBSERVE ALL COMMON CURTESY ASSOCIATED WITH THE GOLF COURSE.