

# *St Robert's Golf League-Rules 2010*

## **1. LEAGUE COMMITTEE**

Jim Parent (H 942-5463 ) .....	Co-Chairman
Rick Thomas (H 676-0205 W 356-2627#15 ) .....	Co-Chairman
Jim Burke.....	Rules Committee
Dave Flowers.....	Rules Committee
Lee Donaldson.....	Rules Committee
Mike Stegges .....	Rules Committee
Tom Finazzi.....	Rules Committee
Chad Hanis .....	Rules Committee

## **2. GOLF SEASON**

- A. Starts – Practice round - not included in pre-pay, with league play beginning May 3 and ending August 30TH. Flight playoffs are September 13<sup>th</sup> and the League Championship is September 20<sup>th</sup>. No play on May 31 (Memorial Day) and July 5 (Independence Day) The league banquet will be September 24<sup>th</sup> (tentative).
- B. Saskatoon Golf Course – Phone 891-9229

## **3. GOLF DUES**

- A. The league is a prepay league, \$52.00 for league fee, plus 16 weeks of golf for \$208.00 for a total of \$260.00 paid at registration.
- B. Make all checks payable to St. Robert's Golf League. The league will be responsible for the league co-chairmen's league fees and greens fees.

## **4. LEAGUE COMPOSITION**

- A. Players- Total membership will be 112 players. Two man teams made up of St. Roberts church members unless approved by the Co-chairmen.
- B. Four flights – (based on combined team handicaps)
1. Flight A - lower ¼ combined team handicap.
  2. Flight B - middle ¼ combined team handicap.
  3. Flight C - higher ¼ combined team handicap
  4. Flight D - highest ¼ combined team handicap.
- C. All members must be at least 18 years or older by June 1, 2009 or be a graduating high school senior.

## **5. Awards**

- The season will be divided into two halves. Overall 1<sup>st</sup> and second place will be determined by playoffs based on the standings at the end of each half.
- A. Prizes will be awarded for the following places:
- Overall league champions
  - 1<sup>st</sup> place team in each flight
  - 2<sup>nd</sup> place team in each flight
  - Consolation prizes

- B. League champion – The 1<sup>st</sup> place team from each flight will be involved in a playoff to determine the league championship. The winning team will have their names engraved on the plaque displayed in the Church.
  - 1. The league championship will be played on September 20<sup>th</sup>, 201 on Saskatoon's Blue nine (Red nine if Blue course is closed). The flight champion from each of the four flights will compete. The flight champions from the A and B flights will form the first foursome and the flight champions from the C and D flights will form the second foursome and will follow the A and B flights. The players will play the course for low net. After the foursomes have finished, partners will add their net scores together to determine league champion. Low combined net score wins.
  - 2. In the event of a tie the winner will be determined by a sudden death "match play" playoff. (See rule #10B for definition of match play.)
  - 3. **Teams that are not present for the championship forfeit their right to compete for the title.**

## 6. ***STARTING TIMES***

- A. Each match will be assigned a starting time; first tee time will be 5:15 PM. All four nines will be used. Your course rotation is included with your roster and pairings. "Check in" is with the starter at your assigned nine.
- B. **All teams should be on the tee, ready to go, ten minutes before scheduled tee time.**
- C. A missed tee time constitutes a forfeit, a match will be considered to be forfeited if a team does not arrive on the designated starting tee time at the time of the scheduled tee time. **Please call your opponents or Saskatoon** to advise them if you or your team is not going to play its scheduled match.
- D. **If you know you will be late, please call your opponent or partner, or call Saskatoon and give your name and flight. (891-9229)**
- E. **NO MAKE-UP MATCHES** will be allowed.

## 7. ***JUDGEMENT IN RULES OR PLAY***

When a judgment in rules or play is needed, the procedure will be as follows:

- A. A person or team will present their issue that night to a league co-chairman as well as at least three of the rules committee members. The league chairman will advise that person or team upon the decision made by the committee.

## 8. ***FOUL WEATHER***

- A. Unless the course is closed, plan on playing your match. There will be no make-up matches.
- B. The league committee will determine playing during severe weather.
- C. If during the course of play, severe weather develops and players wish to seek shelter: match points will be split evenly for the remaining holes, and each team will receive 2 medal points (if four players are playing). All forfeiture rules apply per paragraph 12 of the St Roberts rules.
- D. Players that finish their rounds will keep their score as played.
- E. If, during the course of play, foul weather develops to the point that the league committee suspends play the following will be in effect:
  - 1. Holes played will be scored as played.
  - 2. Match points will be split evenly for the remaining holes.
  - 3. No medal points will be awarded to any team for the evening regardless of holes played.
  - 4. Attendance points will be awarded as usual.
  - 5. Therefore, maximum possible points on a suspended night will be 22 per scorecard; all forfeiture rules apply per paragraph 12.

## 9. **HANDICAPS**

- A. Handicaps are based on 96% of the differential between your score and the United States Golf Association course rating.
- B. Handicaps will be calculated and updated weekly.
- C. The league limits the maximum 9-hole handicap to 25.
- D. At the beginning of each new season, individuals who played last year will be assigned their ending handicap from the previous season. New members will be assigned their handicap as follows:
  - 1. A current confirmed handicap from a country club or another league might be used. The handicap will be based on 80% of the difference between the actual score and par. Three nine hole scores must be submitted to the co-chairman no later than April 24<sup>th</sup>. The April 24<sup>th</sup> score may be used as one of the required three nine holes scored.
  - 2. Players not submitting scores will have their handicap based on 70% of their average nine hole score.

## 10. **SCORING**

Low handicap player of your team will play the low handicap player of the opposing team. If players on a team have the same handicap, then a coin shall be flipped prior to tee off time to determine who plays whom.

- A. **Medal play** – 2 points will be awarded to the player or opponent with the lower net score for 9 holes. (Gross score – handicap = net score.) If there is a tie, each player will be awarded 1 point.
- B. **Match play** – 1 point will be awarded to the player or opponent for the fewest net strokes on each hole. (Gross strokes – handicap for the hole = net strokes.) If there is a tie on a hole, ½ point will be awarded to each player.
- C. **Attendance points** – Each player in attendance will receive 1 point for participation in the match.
- D. Total points per foursome:
  - 1. Possible medal points.....4 points
  - 2. Possible match points.....18 points
  - 3. Attendance points.....4 points26 points

## 11. **Scorecards**

- A. The low handicap player of the foursome will be the scorekeeper.
- B. Scorecards must be turned in to one of the league chairman (Jim Parent or Rick Thomas) the night of play. Scorecards not turned in on league night will result in zero points of both teams.
- C. Zero (0) points will be given to both teams if the scorecard does not indicate the
  - Team number,
  - Last names,
  - The total individual scores,
  - The total team points awarded to each team,
  - Signed by the scorekeeper,
  - And attested by an opponent.Players must “total” their team points in the boxes provided on the St Robert’s-Saskatoon scorecard.
- D. A scorecard signed and attested stands as is. Make sure your cards are accurate.

## **12. FORFEITS**

- A. One player forfeits:
- 1) The total points on the card will be 25. (21 on weather suspended nights.)
  - 2) Forfeiting player will lose one attendance point.
  - 3) Partner of forfeiting team will play both opponents separately for 9 match points each and the 4 medal points.
  - 4) Total possible points that can be won by forfeiting team are 18 match points, plus 1 attendance point, plus 4 medal points.
  - 5) Total possible points that can be won by opponents of the forfeiting team are 18 match points, 4 medal points, and 2 attendance points.
- B. One player from each team forfeits:
- 1) The total points on the card will be 22. (20 on weather suspended nights.)
  - 2) Each forfeiting player will receive 4-1/2 match play points (zero medal points and zero attendance points.
  - 3) Players present will play for 9 match points (one per hole) and 2 medal points. Each present player will be awarded one attendance point.
  - 4) Total points one team can win are: 13-1/2 match (9 and 4-1/2) points, 2 medal and 1 attendance for a total of 16-1/2.
- C. Three players forfeit:
- 1) The total points on the card will be 12. (10 on weather suspended nights.)
  - 2) If one player from either team shows, that team will receive 9 match points, 2 medal points, and 1 attendance point. (12 points.)
  - 3) Player must play to be awarded points.
- D. Team forfeits:
- 1) Opponents of the forfeiting team will be awarded 15 points.
  - 2) Team must play to be awarded points.
  - 3) On weather suspended nights, 11 points will be awarded.
- E. *Player arriving late, leaving early. (2007)*
- 1) *Player forfeits the match points for the holes missed.*
  - 2) *Player forfeits the 2 medal points.*

## **13. POSITION NIGHT**

- A. Position night will be held on June 28 and August 30 in each flight.
- B. Team in position 1 plays team in position 2; team in position 3 plays team in position 4 etc., as ranked by total points in each respective half.
- C. On position night the following format will be used:
- A flight plays the see schedule
  - B flight plays the see schedule
  - C flight plays the see schedule
  - D flight plays the see schedule
- D. One regular full time player must represent your team on position night.
- E. Points earned on position night will NOT apply towards the scoring for awards at the end of the season.

- F. Rain outs. If league play on position night has been cancelled due to inclement weather or closing of the course, team standings for the 1<sup>st</sup> or 2<sup>nd</sup> half of the year will be determined by the standings prior to position night. Position night will not be rescheduled or made up. (2007 rule)

## 14. ST ROBERT'S SPECIAL RULES

All members of the St Robert's Golf League will be expected to conduct themselves according to the principle that golf is a gentleman's game. Club throwing, unsportsman like conduct, etc., will not take place in this league. Any person or team violating this rule will be subject to ejection from the league.

- A. United States Golf Association rules will govern all play with the exception of local rules and special St. Robert's Golf League rules.
- B. Improving Lies – We play winter rules all season. You may only improve your lie in your own fairway. Maximum improvement is 12 inches. Anyone moving their ball in the rough, another fairway, etc., can be called by their opponent, which will result in loss of the hole and a 2 stroke penalty.
- C. Hazards
- 1) Immovable Obstruction - A ball behind an immovable obstruction may be dropped without penalty within two club lengths of the nearest point of relief, but no nearer the hole.
  - 2) Water Hazards – If your ball goes into the water, you have the following options:
    - a) Play another ball from the place where you hit you hit the “water ball” and take a one-stroke penalty. If you hit from the tee, you may tee up the second shot.
    - b) If you are in a water hazard, you may hit from the hazard with no penalty.
    - c) You may drop another ball behind the water hazard, keeping the spot where the ball last crossed the margin of the hazard between you and the flight of the ball. Add one stroke penalty for this option.
    - d) In a lateral water hazard, you may drop a ball within two club lengths of the spot it went in, not nearer the hole, and in the line of flight of the original shot. Add one stroke penalty.
  - 3) Railroad Ties – Ball coming to rest in a washed out area adjoining railroad ties that border ponds will be given a free drop and two club lengths no nearer the hole. **Ball resting near or on all other railroad ties will be played as is or moved two club lengths with a 1-stroke penalty.**
  - 4) Gold Nine
    - a) If your tee shot on holes number five, six, or eight does not reach the fairway, you may move the ball two club lengths into the fairway, forward of the tall grass and you must take a one stroke penalty.
    - b) On #8. Hit a provisional ball and take a 1 stroke penalty if it is suspected that the approach shot went beyond the green and into the water. If the original ball is found, it will be played with no penalty. If the original ball is not found, the provisional ball will be played with the one stroke penalty being assessed.
  - 5) Blue Nine

Hole number eight- If your ball comes to rest on the hill near the railroad ties, and if you want relief, you have two options. You may drop your ball two club lengths no closer to the hole (up the hill, not down into the fairway), or you may drop on the line of flight, Add one stroke regardless of which option you choose.
- D. Out Of Bounds
- A ball hit out of bounds will cost one stroke penalty. The ball will be brought in bounds at the point of entry, not where it lies. Use a line of flight from where the ball was last hit.

- E. Unplayable Lie  
An unplayable lie may be brought into play with a one-stroke penalty and the ball being dropped not closer to the hole, but on the line of flight of the ball as it entered an unplayable lie situation.
- F. Lost Ball
- 1) A lost ball on *your own fairway only* may be replaced to approximately the location as agreed to by opponents without penalty.
  - 2) A one-stroke penalty will apply to a lost ball in any other place: trees, rough, neighboring fairway, etc. Ball is to be placed on a line of flight from where it was hit.
  - 3) A five-minute time limit to find a lost ball will be enforced.
- G. Sand Traps  
In Sand traps filled with water, you may drop your ball outside the trap not closer to the hole if there are no dry areas available in the sand trap. If there are dry areas in the trap, the ball must be dropped in the trap, not closer to the hole.
- H. Fences  
If a fence hinders your swing or stance, relief of one club length will be allowed no nearer the whole and without penalty.
- I. Slow Play  
**Slow play in the game of golf shows no common courtesy to fellow players. Please keep moving. There should never be an empty hole ahead of you. Please try extra hard on the Gold Nine since this is always the slowest course.**
- J. The “Old Man” rule  
In an effort to keep up the pace of play anyone that is 65 or older AND has a handicap of at least 20 may improve their lie even if they are in the rough. You may not move the ball any closer to the hole. Also, be smart about this, if you are in a sand trap you will not be allowed to improve your lie by moving your ball out of the sand trap.
- K. 10 stroke limit. In an effort to keep up the pace of play, regardless of flight, the maximum number of strokes a player can card is a 10. Please pick up your ball after 10 strokes. (2007 rule)
- L. ***PLAYERS AGE 70 AND OLDER WITH A HANDICAP OF 15 OR MORE WILL BE ALLOWED TO HIT TEE SHOTS FROM THE RED TEE MARKERS. (2009 RULE)***

