

# SUBURBAN GOLF LEAGUE RULES

Colonial GC – 2019

## RULES OF PLAY

1. All play will be from the **GREEN TEES**.
2. Winter rules. This means you can move your ball 1 club length from where it lies, but no closer to the hole. You also cannot improve the lie (i.e.: cannot move the ball from the rough to the fairway). You **CANNOT** move any ball in a hazard (sand, water, etc) or on the green.
3. All O.B., lost balls and Hazards are stroke and **NO** distance. This means take one penalty stroke then drop a ball no closer to the hole than where the ball was lost (hint: if drive was hit in water, drive is stroke 1, penalty is stroke 2, and you are hitting 3).
4. Net better ball of partners.
5. Strokes are given by using the handicap holes on the scorecard.
6. **Strokes WILL be applied on Par 3 holes.**
7. Scoring - information below.
8. Every effort is expected to play all matches will be played on the scheduled Tuesday, at 4:00pm. If a match **MUST** be rescheduled it **MUST** be played prior to the next scheduled week. For example: If a week 5 match is rescheduled, it must occur after the week 4 match **AND** before the week 6 match.
9. Substitutes may be used in place of an absent partner. League members handicaps are 80% of their average. Substitute handicaps are 50% of their average. Anyone may substitute, but if they are not on the sub list a first time handicap will need to be determined.

If a Colonial member is used as a sub to get their 50% nine hole hcp take their posted Green Tee hcp and divide by 4. For example: If member-sub is a 12 from the green tees, that is an 18 hole hcp. Half of 12 is 6, which is their full 9 hole hcp. Half of 6 is 3, which is their handicap for the league. You can see the simplest way to get here is to divide by 4.

Also, in place of a real sub you may choose to use a ghost player that will receive a score of par +5 score. The ghost strokes will be applied to the 5 easiest holes. The ghost hole scores are listed below:

Hole #	1	2	3	4	5	6	7	8	9	Total
<b>Ghost Sub Score</b>	<b>4</b>	<b>5</b>	<b>4</b>	<b>5</b>	<b>4</b>	<b>6</b>	<b>4</b>	<b>5</b>	<b>4</b>	<b>41</b>

Hole #	10	11	12	13	14	15	16	17	18	Total
<b>Ghost Sub Score</b>	<b>5</b>	<b>6</b>	<b>4</b>	<b>4</b>	<b>5</b>	<b>4</b>	<b>5</b>	<b>4</b>	<b>4</b>	<b>41</b>

10. If course is open, we play. If we must cancel I will send a group email to everyone and also try to update the golf website home page.
11. Opposing teams must play together. If a member of either team is not present to participate in the match, his score does **NOT** count in the match. See rule #9 for substitutions.

## HANDICAPPING SYSTEM

1. Handicaps will be adjusted each week as described below:
  - Week 1 handicap will be assigned to start the season.
  - Week 2 Hcp – ((Initial Hcp X 3) + wk1 score) avg. Subtract 36 and take 80%.

- Week 3 Hcp - ((Initial Hcp X 2) + wk1 & wk2 scores) avg. Subtract 36 and take 80%.
  - Week 4 Hcp - ((Initial Hcp X 1) + wk1 to wk3 scores) avg. Subtract 36 and take 80%.
  - Week 5 thru 10 Hcp – Wk1 to prior wk scores avg. subtract 36 and take 80%.
2. An individuals handicap will be applied to their round using the hole handicap on the score card. If you are to receive 5 strokes, you will get them on the 5 hardest holes.
  3. Max gross score allowed is par + 3.
  4. Each player's gross score will be entered on the scorecard. Each team will then determine which partner has the better **NET** score for a hole. This best **NET** score will be matched against the other team's best **NET** score to determine the winner of the hole.

## **SCORING SYSTEM**

1. There are 11 points available in each match.
2. Each hole won will be worth 1 point. Tied holes will be worth ½ point to each team.
3. The team that wins the match (most holes won) gets 1 extra point. If the match is a tie then each team gets ½ point.
4. Each team's net better ball score will be added and the team with the lower score will get 1 extra point. If the net better ball score is tied then each team gets ½ point.

Example - If Team A wins 4 holes (4 points - 1 pt per hole won) and ties 4 holes (2 points – ½ pt per hole tied) then Team B has won 1 hole (1 point - 1 pt per hole won) and tied 4 holes (2 points – ½ pt per hole tied). Team A wins the match and get 1 extra point. If Team A shoots a net better ball score of 32 and Team B shoots a net better ball score of 34 then Team A will get 1 extra point. Match totals:

	Team A	Team B
Points from holes won	4	1
Points from holes tied	2	2
Points from match results	1	0
Points from net score	1	0
<b>Totals</b>	<b>8</b>	<b>3</b>

5. **NOTE:** It is possible that a match can be won before the 9<sup>th</sup> hole of the round (Team A wins the 1<sup>st</sup> five holes). The round must be completed because each remaining hole is still worth 1 point. Also, the net better ball score is still worth 1 point.
6. A forfeited match results in a 9-0 win for the opposing team.
7. Standings are determined by total points accumulated over the course of the season.
8. The championship match will be between the 2 teams with the most points at the end of the regular season. If there is a tie for 2<sup>nd</sup> place the tie breakers are as follows:
  - 1) Head-to-head record in matches between tied teams.
  - 2) Total points in matches between tied teams.
  - 3) Low net average for season.
9. If the championship match ends in a tie the tie breakers are as follows:
  - 1) Regular season standings (1<sup>st</sup> gets win).
  - 2) Regular season head-to-head match.
  - 3) Match cards by hardest handicap holes first.
10. To break a tie for the end of season tourney for non-championship teams we will match cards by hardest handicap holes first.