

Lyman Orchards Golf League Rules

Monday Tuesday & Thursdays

(Revised 3-30-2022)

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The following rules will govern the play in the Monday Tuesday & Thursday golf leagues. If the teams have any questions about the application of the rules, they should call or text Pete Glenewinkel with the issue after the match. Pete will review it with the Rules Committee and get back to the teams.

1. Rules and GHIN handicaps

USGA rules will be used except for the following modifications documented in this write up to speed up play or to avoid unnecessary damage to golf clubs. There are penalties for not following the rules. Under USGA Rule 1-2, "A player must not take any action to influence the position or the movement of the ball except in accordance with the Rules. **Penalty is loss of the hole and a two-stroke penalty.**" Also Rule 1.3 is "Players must not agree to exclude the operation of any rule or waive any penalty incurred. In 2019, the USGA made significant changes to the rules. One change was to restate the 5 areas of the course. The 5 areas are the teeing area, the putting green, the bunkers, the penalty areas, and all other areas that are not out of bounds. Penalty areas are bodies of water and other areas where a ball is often lost or unable to be played. Hazards were removed from rules and replaced by penalty areas.

Starting in 2021, the league will use a new way to record and update handicaps. We will use the Golf Handicap Information Network (GHIN) which is provided by the USGA. It is a world-wide tool to record the scores of golfers who are playing under USGA rules on any course and to create a standardized index for each golfer. This index would indicate on average how many strokes above par the golfer is recording on a course of average difficulty. The GHIN is based on results for 18 holes. Since the golf league is only playing 9 holes, we will use ½ of the golfer's GHIN to compute the handicap and the slope rating you are playing. These calculations will be done within the GHIN and you will see your published handicap each week for the course you are playing. It is possible your handicap will be lower on the Player Course than the Jones course, as it has been in the past.

2. Etiquette

All players are expected to conduct themselves in a professional manner. Any verbal outbursts, throwing of equipment or damage to the course will not be tolerated. **There are no coolers allowed on the course at any time.** Violators of these rules will not be allowed to participate in this league.

3. Dress Code

Proper golf attire is required at all times.

4. Golf Cart Policy / GPS

Good conditions – 90 Degree Rule at all times. Please drive your cart in the roughs or the cart paths and only crisscross the fairways at a 90-degree angle. Do not drive straight up and down the middle of the Fairways!

Wet Conditions – When course conditions are wet Lyman Orchards will institute a Cart Path Only ruling. This means all players are to remain on the cart path 100% of the time. The new **GPS** system will set the carts for cart path only!

All golfers are requested to police the course and make sure that all league members abide to the Cart Path Only rules.

Golf Carts are not allowed any closer than within **30 yards** of the greens, keep carts away from the bunkers and on the cart paths around all the tees and greens.

5. Choice of Tees to Play

Men will play from the white tees. Senior golfers 62 years of age and older can choose to play from the shorter gold tees. If the male golfer starts out playing from the white or gold tees and they decide to change, they can do so once during the season. Handicaps will automatically adjust to the change in distance.

For the Ladies, they will also play from the gold tees. On the 3rd hole of the Player course, the ladies will tee up on the green side of the ravine where the former red tees were located.

The senior men will use the front tee box closest to the ravine and playing over it.

The setup for the “Gold” tees will be closely monitored to ensure that the Ladies and Seniors are playing a course close to the yardage on the scorecards. However, to avoid wear and tear of the turf, the tees will still need to be moved a few yards at a time by the grounds crew.

6. Match Play Setups

The lower handicaps from each team will play each other and the two higher handicaps will play the other match. If two teammates have the same handicap the official scorekeeper will provide details to determine the A or B player.

7. Maximum Strokes Per Hole

Please note that the maximum strokes on any hole are 10. When you reach this total and you still have not completed the hole, pick up your ball and it is an automatic loss of the hole. If both players competing against each other both have to pick up, NO one wins the hole.

8. Move the Ball (6 Inch Rule) Winter Rules

Normally under USGA rules, a golfer must play the ball as it lies. However, the condition of the course may have areas that should be marked as ground under repair but they are so numerous that they cannot all be marked. Maybe there are overly wet areas. Maybe there was activity that exposed a lot of small rocks that would be hit by a club. To speed up play, the golf league will use a local rule to permit a player may move the ball six (6) inches anywhere except in a penalty area. (Penalty areas are indicated by red or yellow stakes). The ball cannot be moved any closer to the hole and cannot be moved from the rough to the fairway or out of a penalty area to improve your lie. If in doubt ask your opponents. Move all balls from areas marked as ground under repair. If after moving 6 inches the ball is still located in an area that could jeopardize a player or the player’s club, consult with the other members of the foursome to move it sufficiently to avoid danger but no closer to the hole. This situation could occur when the area should be marked ground under repair but is not. Construction on the course could result in more areas that should be ground under repair.

- Note – The golf ball can only be moved by club head. Placing the ball by hand is not acceptable!

9. Out of Bounds

If a player should hit the ball out of bounds as marked by white stakes, USGA rules provide two options.

One is to determine where the ball crossed the out of bounds line. Create an imaginary perpendicular line from that point to the fairway. Drop the ball within two club lengths behind this line and anywhere along this line from the penalty area up to and including one club onto the fairway. Remember, no closer to the hole with a **2-stroke** penalty.

The second option is to return to the location of the prior shot, take a 1 stroke penalty and then take the next stroke. This extra time will delay all the golfers who are playing after you but it is an option for the golfer. So, if the ball was hit out of bounds from the tee, re-hitting from the same location would be a one stroke penalty.

In theory, both these methods should result in the golfer (hopefully) in the fairway approximately the same distance off the tee now hitting the 4th shot.

All roads for motor vehicle traffic are out of bounds on the Player course. These areas may not be marked with the normal white stakes or white paint. Thus, on the Player course for the right side of holes 1 and 2, the left side of hole 9, the right side of hole 12, and behind the green on hole 13, the road marks an out of bounds marker. Play these situations as provided in the rules above. The point where the ball crosses into the road (line of flight) is where the drop will be based, not where the ball may have come to rest down the road.

10. Balls hit into a penalty area

A penalty area will be marked with yellow or red stakes and includes any lake, sea, river, ditch, or other open water. Generally, yellow stakes mark areas that are water that are located in the fairway between the tee and the

pin. **(Jones #11 and Player #3 are examples of areas which should be marked with yellow stakes but may be marked in red or not at all.)**

If your ball is inside the Yellow penalty area, the golfer has the following options:

1. Play the ball where it lies within the yellow stakes if you can Under the 2019 rules, you are now permitted to ground your club in this penalty area. No Penalty!
2. Return to where the last shot was played and play from there with a one stroke penalty.
3. Take the back-on-the-line relief by dropping a ball on the line back from the hole through where the ball entered the penalty area. There is no limit on how far back the golfer wants to drop. This also is a 1 stroke penalty!

A penalty area can also be marked with **RED** stakes. These areas were previously called lateral hazards. Generally, these are bodies of water or wooded areas that are located on the sides of the fairway. While the USGA rules have three ways to take relief with a one stroke penalty, for simplicity **the league will use just two methods:**

1. Play the ball where it lies within the Red stakes if you can Under the 2019 rules, you are permitted to ground your club in this penalty area. No Penalty!
2. Determine where the ball crossed the red stakes into the penalty area. Now drop a ball two club lengths from where the ball entered the penalty area and no closer to the hole with a one stroke penalty. Note the reference point is where the ball crossed the red stakes on its route into the penalty, not where it finally landed in the penalty area which may be closer to the hole. For example, a ball hit off the tee on the 10th hole of the Jones course may go into the water to the left or above the water pump shed. The drop should be where it entered the water. This will leave a next shot over the corner of the lake. Do not drop to the right side of the lake to get a closer and clearer shot to the green.

Note that Lyman has a **local rule** for playing from protected areas on the **Player Course on holes 3,5, & 8** that permit drops of the ball on the other side of the penalty area with a one stroke penalty. These local rules for these holes should be followed as exceptions to our above rules. **See RULE #44 for additional details on this local rule!**

This rule also applies to balls declared unplayable, such as under trees with no ability to hit the ball. You can take a 1 stroke penalty and drop two club lengths from where the ball entered the tree area no closer to the hole. You could also return to where the shot was played and play from there again with a one stroke penalty. Those are your only options.

11. Playing Wrong Ball

If a player should play the wrong ball, it is an automatic loss of hole plus a two-shot penalty to the final score on the hole. Identify your ball. Put a marking on it. When in doubt, check the ball before hitting it, especially in the rough. If two players hit the ball into the same area and the first person to play hits the wrong ball, then the automatic loss of hole and two stroke penalty is assessed against the first player. The fact that the other person hits the remaining ball (which is not his ball) does not create a penalty for him. The two wrong actions don't cancel out each other. The second person records the score based on the number of strokes he took with the two balls. (Note: The official USGA rules are more complex. If the player has not finished the hole when the wrong ball is discovered, the player would have to return to the spot where the wrong ball was hit and replay the hole with the two-shot penalty. This would cause a delay for the entire league if the golfer had to replay the hole. Thus, the golf league will use this local rule rather than the USGA rule. If the wrong ball is discovered after the hole is completed, there is just the two-shot penalty and no need to replay the hole. Our rules will just assess the two-shot penalty and automatic loss of the hole.) Also, in 2019, the USGA changed the rule if a ball accidentally moves by a player in the process of searching for the player's ball. There used to be a one stroke penalty. Now there is no penalty. The ball once found should be replaced in the estimated original spot.

12. Identifying your ball in a penalty area or bunker

In 2008 USGA modified the rules for this situation. Previously, players were not permitted to lift a ball for identification when the ball lay in a penalty area or a sand bunker). The player did not incur a penalty if the only

strokes made with the wrong ball were made while the ball was in the penalty area or bunker. Under new rules, players are permitted to lift a ball lying in a penalty area in order to identify it but will incur a two-stroke penalty and loss of the hole if the wrong ball is played from any part of the course (including bunkers). The only exception is a ball that is in moving water in a penalty does not have to be identified to avoid the penalty. After the player lifts the ball for identification, it must be placed back into the penalty area in its original condition.

13. Ground under Repair

For the many areas on the course where the grounds crew is clearing out the trees and brush, these areas may be ground under repair. The USGA defines ground under repair to include “material piled for removal.” The rule goes on to say that ground under repair does not include grass clippings or other material left on the course that has been abandoned and not intended to be removed, unless it is marked with white lines or stakes. Normally, ground under repair areas should be marked with white paint but may not be so marked. There are areas where trees and brush are being removed that should be marked but may not be correctly marked. The foursome must agree that this area constitutes an area that is still in the process of being cleaned out and thus should be deemed ground under repair. If a ball is hit into a ground under repair area, the player is permitted to take the nearest point of relief no closer to the hole and there is no penalty. If the area has already been cleared out (such as the right side of the green on the 7th hole on the Player course), then the player will have to play the ball as it lies in that area and no relief is permitted under the ground under repair rules. Old tree stumps on the course that remain after a tree has been cut down are treated as a normal tree and there is no relief. If there is recent damage to the course after a storm and downed trees are creating blocked shots, those conditions should be treated as ground under repair and penalty free relief is available.

14. Balls lying on or near a cart path

If the ball is on or near a cart path that will interfere with your taking a stance or your swing, you are permitted to take a free lift, even if the cart path is not asphalt. The ball should be dropped within one club length of and not nearer to the hole from the nearest point of relief which avoids the interference. Consult with the rest of your foursome if you are unsure as to where the nearest point of relief is.

15. Balls in sand bunkers

A sand trap or bunker is one of the 5 areas of the course. Your club head cannot touch the sand until you strike the ball. When addressing the ball or on your back swing, the club head cannot touch the sand. The penalty is automatic loss of the hole and a two-stroke penalty. The penalized player is still expected to finish playing the hole and add the two-stroke penalty.

- There is no penalty if the golfer should lose his/her balance in getting into the bunker and the club touches the sand.

If your ball should land in an un-raked sand trap in a foot print or an impression deep enough to affect your shot, you should notify your opponent and then rake the sand and place your ball. Under the league rules, there will be no penalty. Also, likewise if there have been rain and the ball sits in solid mud that has not been raked out by the Lyman staff, the golfer can lift, rake and place the ball without any penalty. **This is a local league ruling**, not a USGA rule. The rationale is that prior golfers don't rake the bunkers correctly after they have played out of the bunker. If the player could take relief in the bunker but chooses not to, the USGA rule change in 2019 permits taking relief from bunker by taking relief directly behind the bunker (no closer to the hole) and take a two-stroke penalty.

16. Stones in bunkers

In 2019 USGA rules, stones and other loose impediments (such as twigs or leaves) may be removed with no penalty.”

17. Water in Bunkers

There is water in the bunkers after a rain storm, the water has not been removed by the course staff, and your ball lies in this water. (If a player should hit a ball and the consensus of the players is that the ball entered the bunker filled with water but the ball could not be found, then the ball should be considered to be in the water. It is not considered a lost ball. The player would follow the same options as if the ball had been found in the water.) You have several options. The player can lift the ball and drop it without penalty at the nearest point of relief from the water no closer to the hole and still within the bunker. If the water has filled the bunker such that there is no place to take relief, then the bunker should have been declared ground under repair. Our local rule will permit the player to drop the ball outside of the bunker no closer to the hole with no penalty

18. Lost ball in fairway or rough

If a ball is hit in a fairway or rough and is declared lost after a search of a maximum of **3** minutes, all players must agree as to where the ball should have been and a new ball is dropped no nearer hole with a 1 stroke penalty. If a ball is hit into high grass areas and the ball cannot be found, a new ball can be dropped outside of the tall grass no closer to the hole with a one stroke penalty. If the ball is found within the high grass, the golfer has the option to try to hit the ball where it lies out of the grass. There is no penalty. This is a golf league rule which differs from USGA rules which requires going back and hitting another ball from the prior location. This rule is made for speed of play.

*** If you should find your first ball after you hit the newly dropped ball, you cannot play it. The penalty stands***.

19. Lost Ball off a tree

A ball striking a tree and determined to be lost will be played from the location that it struck the tree regardless of distance. Drop a new ball and add a 1 stroke penalty. *** If you should find your first ball after you hit the newly dropped ball, you cannot play it. The penalty stands***. USGA rules would provide for taking a one stroke penalty and returning to the prior location for the next stroke. This is a league rule to speed up play.

20. Ball lost in a Storm Drain

If a player hits a ball and it goes into a storm drain, the player will get a free drop without penalty if the player is able to identify the ball. If a ball is hit near a storm drain and the drain does not have a mesh to catch balls, we will have a local rule. If the 4 players agree the ball was hit in the area but cannot be found and it is reasonable that it went into the drain, the players should look in the drain. If players are not able to remove the grate to identify or search for any ball in the storm drain, we will not delay the matches to the search for the ball. The player would get a free drop without penalty. Normal USGA rules would require the ball be identified in order to get the free drop.

21. Casual water

Casual water is a temporary accumulation of water on the course which is visible before or after the player takes his/her stance and is not in a water penalty area. The player may take relief from this abnormal ground condition without a stroke penalty by lifting the ball and dropping it within one club length of and not nearer to the hole than the nearest point of relief which avoids interference by this abnormal ground condition. Sometimes the streams at Lyman overflow their normal path. This water outside of the normal river bed would be considered "casual water" and relief can be taken without penalty no closer to the hole.

22. Hitting Power Lines

If a ball strikes the power lines on the 6th, 8th, or 9th hole on the Jones Course, the player must disregard that stroke, abandon the ball and play another ball as nearly as possible at the spot from which the original ball was played in accordance with Rule 20-5 (Playing Next Stroke from Where Previous Stroke Played)." There is no penalty. The shot is an automatic do-over, not an option.

23. Hitting Power Lines Poles

Ball is in play! If your shot hits the Power Line Poles you will have to play the ball where it comes to rest.

24. Repairing Greens

In 2019 the USGA now permits repair to almost any damage on the green such as spike marks, shoe damage, indentations from a club or flagstick, animal damage etc.

25. Unattended Flags

In 2019 the USGA changed the rules. It is no longer a penalty if a ball played from the putting green hits an unattended flagstick in the hole. Hitting the flagstaff could cause the putt to bounce away or finish in the hole. Each golfer on the green can request the flag to remain or be removed.

26. Accidentally hitting your ball that is deflected off a player or Equipment

In 2019, the USGA changed the rules. If your ball in motion accidentally hits any person including you, any other player or equipment, there is no penalty. The ball must be played as it lies without any penalty except if the ball lands on a person or equipment. Then the ball should be dropped without penalty. "Accidentally" is the key word. If a golfer on the putting green should hit another ball on the green, then there is a two-stroke penalty and loss of the hole.

27. Double hitting the ball

Previously there was a penalty of one additional stroke if during your swing the club hit the ball twice. In 2019, the USGA changed the rules and there is no penalty stroke. The golfer will make the next stroke from where the ball came to rest.

28. Embedded Ball

A golfer's ball is considered to be embedded if any part of the ball is embedded in its own pitch-mark that is below the level of the ground. The golfer is permitted to lift, clean and drop within one club length of the pitch mark but no closer to the hole. No penalty.

If the embedded ball is on the green, the golfer marks the spot, can lift and clean the ball, repair the damage on the green and then replace the ball. No penalty.

WEATHER RELATED

29. Lightning

If there is lightning in the area, get off the course immediately and ALL league play is temporarily suspended. Players should return to the club house and notify other players on the course to do likewise. When the players return to the club house, they should notify the staff to sound the horn or other warning. Players should wait in the club house area until a decision is made as to whether it is feasible to wait out the storm and resume play or to cancel the rest of the golf matches for the night. Lyman Orchards staff and the rules committee will decide if a majority of the league completes enough holes to count the matches. Those players who have not completed 5 holes or even started their rounds will be asked to make arrangements with Lyman Orchards Golf Course to find a date, time, and course to play their match. The results of the rescheduled matches will then count.

30. Rainout

If golf is cancelled because of the weather, an announcement will be made to the league members. Players can also call the Pro Shop at Lyman to verify if they did not receive an email or text. Updated messages will be sent repeatedly on the day of inclement weather.

31. What to do when the horn sounds?

If you hear the horn or other alarm warning from the course staff, immediately stop play. No additional strokes should be taken. Mark the location of your ball in case we are able to resume play or note the approximate location of your ball. Immediately, evacuate the course.

32. Darkness and rain occurring after the start of the matches.

In case of darkness setting in before the completion of the match or heavy rain requiring a stoppage of play, a minimum of five holes must be played to make the match official. If all the teams have completed at least the 5 holes, the matches count for the night. If there are teams that have not completed 5 holes, their results will not count. The teams should make arrangements with Lyman Orchards Golf Course to find a date, time and course to play their match. The results of the rescheduled matches will then count. In terms of scoring, the points for winning the most holes will be based on the number of holes actually played. To determine the winner of the net points, the chairman will compute your score for the remaining holes for handicap purpose using the USGA formula. Un-played holes will be scored based on your handicap. For example, let's assume you had two holes to play and you have an 8 handicap. Let's assume that based on the handicap rating of the holes, that you would have gotten one stroke on one hole and none on the other. Then for scoring purposes, the chairman will record a bogey on the first un-played hole and par on the second un-played hole. Now the total score will be calculated for the 9 holes. Using the players handicaps, the net score for 9 holes would be determined. Comparison of the net score between the two players in the match will determine who wins the net score point. These computed scores for 9 holes will be used by the chairman as your recorded scores for updating the handicaps.

33. SCORING MATCHES

Completing the Golf League Score Sheet

1. Each team will play for a total of **(5)** points each week.
 - Both players on a team will be playing for **(2)** points each plus **(1)** team point.

POINT #1 WILL BE FOR THE 9 HOLE HEAD-TO- HEAD MATCH PLAY.
A TIE WOULD RESULT IN A ½ POINT FOR EACH PLAYER.

POINT #2 IS YOUR TOTAL NET SCORE FOR 9 HOLES. TAKE YOUR GROSS SCORE MINUS YOUR HANDICAP VS. YOUR OPPONENTS TOTAL NET SCORE. A ½ POINT CAN BE AWARDED TO BOTH PLAYERS IF THE NET SCORE IS THE SAME.

POINT #5 IS THE TOTAL TEAM NET SCORE VS YOUR OPPONENTS NET TOTAL. A ½ POINT CAN BE SHARED BY BOTH TEAMS IF THE TOTAL FOR BOTH TEAMS IS THE SAME.
The 5th team point is not eligible for a team using two subs together

34. How to calculate who wins the most holes (or match point)

A player from team 1 is matched up with a player from team two. If 2 players from each team are playing, the lower handicaps on each team should be matched. If one team has only one player, that player should be matched against the player on the other team with the closer handicap. The captains arrange for this in advance. The person with the higher handicap gets 1 shot per hole for the difference between the handicaps and these shots are assigned to the holes in order of descending difficulty. For example, if player from team 1 has a 20 handicap and is matched with someone with a 17 handicap, the team 1 player gets 3 strokes. To determine the most difficult holes, look at the score card. For the front 9, the holes are ranked with odd numbers, with a handicap of 1 being the most difficult hole and 17 being the easiest. For the back 9, the holes are ranked with even numbers, with a handicap of 2 being the most difficult hole and 18 being the easiest. For example, if the players were two males playing the front 9 on the Jones course, the higher handicap golfer would get a stroke on holes, in order, 3rd, 1st, and 5th. (Note: the handicaps of holes are different for men vs. women. The women's handicaps are shown on the scorecard next to the distances and pars from the red (or women's) tees. For example, the three most difficult holes from the red tees are, in order, the 9th, 4th, and 3rd. If a man and woman are matched up, use the women's rankings if the woman is getting strokes and the men's ranking if the woman is giving strokes.) If the difference in handicaps is more than 9 strokes, the higher handicap golfer gets one stroke on each hole and then

gets the excess (I e. one additional stroke per hole up to the number of excess strokes) on the holes in descending order of difficulty.

At the end of each hole, you match up the scores for the two players on the score card and reduce the score of the higher handicap player by the number of strokes the person is entitled to if it is a hole on which the player gets a stroke reduction. After the calculation, the person with the lowest net score is said to have won the hole. If the two net scores are the same, neither person wins the hole. At the end of 9 holes, count the number of holes each person has won. The person who has won the most holes is considered to win the match point and gets one point in the scoring. If the number of holes won is equal, then each person gets ½ point.

35. How to Score the Medal Point

The two players are matched up as described above for match play. At the end of the 9 holes, you take the gross score of each person and reduce each person's 9-hole score by his or her respective handicap. The person with the lowest net score gets 1 point. If there is a tie, each person gets ½ point.

36. How to Score the Team point?

Calculate the gross scoreless handicap for each member of the team and add up the net scores. The team with the lowest score gets 1 team point. If there is a tie, each team gets ½ point. If both players from a team are not present, the two subs cannot win the final team point for total net. The opposing team automatically wins the 5th point.

37. Completing the Score Sheet and Calculating the Adjusted Score

A sample scoresheet and flow chart will be available upon completion of your league match. The samples will assist the golfers in completing all required fields on the scoresheet. Included, will be a new handicapping chart on the reverse side of the scoresheet. This chart will assist the golfers in making any adjustments to scores that exceed the maximum allowed on any given hole.

If a foursome does not submit the scoresheet before leaving the course, the results of that match will not be counted. Every golfer will get zero points. This is a penalty for the entire foursome. So, if one twosome leaves it up to the other twosome to complete the scoresheet and it is not turned in, both teams are penalized. There were too many times last year when scoresheets were not submitted on the night of the match. This makes it very difficult to complete the scoring for the entire night.

MATCH RELATED ITEMS

38. Substitutes and When a Substitute is not available

There will be times when a scheduled golfer is not able to play due to illness, work, family issues, injury or other reasons. It is every team's responsibility to **communicate** with Pete whenever a sub is needed. Even on very short notice due to an emergency. 99% of the time he has enough subs available to fill all vacancies. The earlier the notification the better chance he will have to secure an available sub. Subs will be filled on a first come first serve basis.

In the case where two players from one team are playing a team with only one player, the scoring will be different. The team with the one player will play whichever player he/she would have played on the posted schedule for 2 points. In the other match, the team with one player will play against the other opponent for just the match play point. He/she will not be able to win the net point and the team with one player cannot win the team 5th point for total net. So, under the best of circumstances, the team with one player could only win 3 points.

In the case where only one player is available for each team, those two players would play for match point and net point. There can be no team. So, the maximum number of points that can be won that night is 2 points.

If there is only 1 player from one team and no players from the other team, the unopposed player will automatically win the gross and net points regardless of his/her score. Although, if the unopposed player should

score more than 3 strokes above his/her handicap without any adjustments, that score will be reduced to 3 strokes above the handicap and then used to update the handicap. This is to avoid any sandbagging for a higher handicap. Lower scores will be calculated. Thus, the maximum number of points that can be earned is two points. If there are two players on one team and no players on the other team, the unopposed players will automatically win the gross and net points regardless of their scores. They would also win the team point so they get a total of 5 points. Lower scores will be calculated.

For the playoff matches, if any of the teams need a sub for the match, the sub must have played at least 5 rounds during the current league season. If there is no sub who has played 5 times available as a sub, then subs who have played 4 rounds would be available to play. Continue to go down the list of subs by the number of rounds played to find a sub. As we score matches during the regular season, the sub can win the match and net points and the team can win the team point.

If two subs are playing for one team in any league match, the team point cannot be won by the two subs.

39. Missed tee time

If a player misses his/her tee time and joins the rest of the foursome at a later hole, the late player and the team each lose the respective medal (low net) points. In addition, the player has lost the missed hole(s) could possibly win the match point for most holes won of the 9 holes. A player has officially joined his group when he/she has hit the first shot before the rest of the group has hit their second shots. If a team is not ready to tee off because one player is missing, the foursome can let the foursome with the next tee time tee off ahead of them if **all** the golfers are agreeable to wait. But if delaying could jeopardize the ability to complete the match before darkness or there is no assurance that the missing golfer will in fact show up soon, then the opposing team could insist that the golfers tee off at the scheduled tee time order.

MISCELLANEOUS GOLF INFO

40. GPS

The use of GPS or laser range finders to determine distances are now permitted in the golf league. The USGA in 2008 also amended the rules to permit the sharing of distance information with fellow golfers without any penalties. Thus, the player with the GPS unit can provide distances for other golfers. The golf carts at Lyman are currently equipped with GPS!

41. Temporary Greens

There may be times when Lyman has to perform maintenance on a hole and has to close down a green. A temporary green will be created in the fairway which shortens the hole and changes its characteristics. For our league play, if a hole is marked as having temporary greens, that hole will not count in the match. No score should be posted for that hole. To score the match, use the above rules that discuss how to score a match with less than 9 holes due to darkness or rain.

42. Establishing initial handicap for new golf league members

If the person has no handicap, the GHIN coordinator at Lyman Orchards Golf Course will establish the criteria for what scores are required to create an initial GHIN. The league director will monitor the first 4 scores in the golf league play to determine if the handicap is reasonable for the Lyman courses. The handicaps will be manually adjusted up or down based on these first 4 scores.

READY GOLF – PACE OF PLAY

43. Ready Golf to Reduce Slow Play

1. Arrive at least 20 minutes before your tee time. Check your team in with the starter. Let him know if the entire foursome is there so we can take advantage of openings on all tees.
2. Be ready to hit your next shot at all times.
3. Carry extra clubs when walking to your ball. Avoid wasting trips back to the cart.
4. Normally the person furthest from the hole hits first. Around the green, it is possible the person furthest from the hole could be on the green putting and the next person could be still off the green. If the furthest person from the hole is not ready to hit then the next person who is ready to play should then take their turn. **THIS IS THE ONE KEY ITEM THAT WOULD SPEED UP PLAY AND ALLOW EVERYONE TO FINISH IN A REASONABLE AMOUNT OF TIME.**
5. Keep an eye on yours and your opponent's shots at all times.
6. Park your carts even with your current shot or slightly ahead. Do not leave them behind and then have to walk back into the path of the following foursomes.
7. When putting out it is recommended that each golfer continue to putt until they are through when possible. Marking and replacing the ball wastes time especially on tap ins.
8. Please leave the greens immediately and go to the next tee and mark your score cards at that time. Clearing the greens quickly will reduce backups on the course.
9. The standard time for completing 9 holes is 2 hours and 10 minutes.
10. Reasonable speed of play is important for the ability to complete rounds in a reasonable time period. **Your goal is not to stay ahead of the group behind you but to stay up with the group ahead of you. You are playing too slow if there is there is no one playing on the next hole.** For example, except for the par 3s, when you are on the tee box, you are playing too slow if the group in front of you has completed the hole. You should be in position to hit your shots when the group ahead of you has moved safely out of distance.
11. If you are holding up play, the Lyman Orchards ranger may ask you to skip the next hole in order to catch up. If that is the case, for scoring purposes, consider it as if you just played 8 holes that night and see Pete about how to score the match.

LOCAL COURSE RULES – GARY PLAYER COURSE

44. Local Rules for the Gary Player Course

Hole #8 **The 8th hole will always be played as a par 5 for both the men and women. The men using the white tees will use the most forward teeing area located near the pond.** This is where the white tee is usually located when the hole is set up as a par 5 for the men. There may not be a tee marker there because Lyman Orchards could set it up differently and put the white tee on the top of the hill to play as a par 4. Again, the league will always play from this lower teeing area as a par 5. For men who are playing from the gold tees, they will tee off at the top of the hill where the gold tees are located. The women will use the gold tee or a designated tee at the top of the hill and always play it as a par 5.

The following are local rules for playing specific holes (3, 5, 8) on the Player course:

Hole #3: If you should drive your tee shot into the ravine, do not tee up again. The drop area is located on the other side of the ravine to the left in front of the tee box. This is a one stroke penalty and you will be hitting your third shot. If you should severely slice your shot and it lands in the trees to the right without clearing the ravine, it is still considered in the penalty area and you will take your drop in front of the tee box to the left mentioned above. If your drive makes it over the ravine but then goes into the trees on the right side, you will have crossed the red stakes. Follow the rules above for handling balls hit into the penalty area.

Hole #5

If your tee shot or approach shot should end up in the ravine, there is a drop area on the other side of the ravine to the right near the big tree. This also is a one stroke penalty. If the ball enters the penalty area and slices into the trees, the ball is considered to have landed in the ravine.

Hole #8

If your approach shot to the green should enter the wetlands area in front of the green, this is a lift forward. Drop the ball in front of the wetlands with a one stroke penalty and proceed to finish the hole. Do not play from the wetlands area. If the ball should enter this wetland area but land into the trees on the left side of the wetlands, the ball should be treated as if it landed in the wetlands.

Lastly on the 8th hole, there is a patch of grass on the top of the hill on the right side. This grass is allowed to grow wild. At one time this was a protected area. But it is no longer treated by the course as such. If you can find your ball in the high grass, you can try to hit the ball as it lies with no penalty. If the ball is lost in the high grass, you can take a drop two club lengths from where the ball was assumed to have entered the high grass, take a one stroke penalty and play from there.

PLAYOFFS

45. Process for breaking ties to determine who plays in the playoffs

The following are the tie breakers to be used in the following order to break the ties:

1. Most team points won (5th point) during the entire year
2. Results if the teams played head-to-head in their division during the year
3. Most points scored against other teams in the division, starting with the highest ranked teams. For example, if two teams were tied for the wild card position, compare their scores against the top team in the division and then work down the standings until the tie is broken.

46. Determining playoff teams for each night

For each night of the golf league, there will be separate playoffs. The top two teams in each division will qualify for the 8 team playoffs. Ties will be broken if necessary. Then from the remaining teams in the three divisions, the next two teams with the highest points will be the wild card entries into the playoffs. In the first round, the team with the most number of points will play the team with the lowest number of points. The team with the second most number of points will play the team with the next to lowest number of points. Etc to determine the match ups. The 4 winning teams will advance to the second round. The winners of the second round will then play in the finals. Due to the short time between the end of the regular season and the awards banquet, these playoff matches may have to be played on different day from your normal league night or at a different time during the day.

Tie Breakers - If any matches end with a 2.5 versus 2.5 points tie, there is a need for a tie breaker in order to determine who advances to the championship matches. The first tie breaker is which team won the team point. If the two teams split the team point, then use the following tie breakers. Using the handicaps of the golfers, the chairman will look at the net combined scores for each team on the holes starting with the most difficult hole based on the men's handicap ranking. For example, chairman would determine the gross score minus the applicable handicap for team A and Team B on the 3rd hole on the Jones course which is the #1 handicap. If they tie on these net strokes, then check on the net scores on the first hole which is the next most difficult hole. Continue until the tie is broken.