

2014 Sawmill Monday's R/S League
Rules and Regulations
The Sawmill Golf Club (989-793-2692)

- 1) This league will follow the U.S.G.A. Rules of Golf 2012-2015 Edition and The Sawmill Golf Club "Rules of Play", except as follows:
 - a) Rule 27-1b "Ball Lost or Out of Bounds" may be regarded as Rule 26-1a or 26-1c "Water Hazards".
 - b) The ONLY Designated Drop Areas we recognize for use in league play with requirements.
 - i) Hole #4 behind green, only for balls that go into pond.
 - ii) Hole #11 just after bridge, only for balls hit over bridge.
 - iii) Hole #13 just after bridge in left rough, only for balls hit over bridge.
 - c) Sand Traps, if in wet, unmaintained or compacted sand, may lift, clean, rake and replace. If in standing water take relief at nearest point still in bunker, no closer to hole.
 - d) "Preferred Lies" or "Winter Rules" will be allowed, except in a hazard or on the putting green. An approximate 3" bump, no closer to hole using club head may be taken.
 - e) "Gimmies" or "Conceded Putts" as granted by opponent(s) will be allowed, except for scores that would result in par or better.
- 2) This league has established the following regulations:
 - a) Handicaps (hdcp.) will be established at 85% vs. par on a four round rolling average. (If you only have one round, then your hdcp. is based on 85% of that score, after two rounds, it's 85% of two rounds, after three rounds, it's 85% of three rounds, and then a rolling average of your last four rounds.) Consider the following scores: 45, 43, 44, 41, 43. Having played 5 rounds, your current hdcp. will be calculated on the last four rounds played. Thus $(43+44+41+43)= 171/4=42.75$ (always round down in all calculations) yields 42-36 (par)=6 and $6 \times 85\%= 5.1$ or a 5 hdcp. To further show the hdcp. calculations, Round 1= 7, Round 2= 6, Round 3= 6, and Round 4= 5.
 - i) The maximum hdcp. allowed is (18) for 9 holes of play.
 - ii) The maximum strokes given on a par 3 is (2).
 - iii) The maximum strokes given is (16) for 9 holes of play.
 - iv) **The maximum strokes taken on any hole is capped at 2x par (3-6, 4-8, 5-10).****
 - b) League scoring is based upon two-man teams. Handicaps are applied on a hole by hole basis starting with the #1 hdcp. hole. Ties split points. Potential of 40 points per week.
 - i) 2 Hole Points for Individual Match Play: The lower hdcp. vs. lower hdcp. from other team and higher hdcp. vs. higher hdcp. from other team for individual hole competition. This results in a total of 36 possible points for individual hole competition for a team. **** (If player picks up for max without making the green and opponent completes hole for same score, he wins the two points. Player will receive score of max +.)**
 - ii) 4 Team Points for Team Stroke Play (Net): Team total competition will use both team players scores minus hdcp. (individual net + individual net) vs. opponents.
 - c) No Shows: (A team with only one player cannot win the 4 team points)
 - i) If one person from a team doesn't show up, then the person who did show up uses their score against both opponents. (Can't earn team points)
 - ii) If one person from each team doesn't show up, you just play each other.
 - iii) If both players for a team don't show, a player in attendance will be chosen at random to be the Mystery Player for that week. The Mystery Player's score will be used in place of both players from the absent team against you/your team.
 - iv) A substitute can take the place of an absent league member, but their score will not be allowed on position nights unless they have 3 rounds played during that half.
 - d) Weather: The Rules Committee will make all decisions regarding weather situations. If rain delay, must wait minimum of 20 minutes to allow Rules Committee time to decide.
 - e) Tee Times: Are scheduled every 9 minutes.
 - i) Weekly schedules will show match tee times. If you can't make your scheduled tee time, it is your responsibility to notify your opponents.
 - ii) If your entire group is not ready when it is your scheduled tee time, you must let the next group that is ready play through. (Arrive early as you may go off ahead of schedule if others are late.)

- iii) We will attempt to alternate front and back nines each week, but there may be times when we will be required to play the same nine on consecutive weeks.
 - iv) All matches must be played on scheduled league night.
 - v) We will be playing from the "White Tee's". **Seniors may elect to play from the Gold Tee's.**
 - f) Scorecard must be given to Secretary or left in the Pro Shop or with a Bar attendant following the round.
- 3) League Format and Schedule. (See "League Schedule" for Dates, Pairings and Tee Times)
- a) A position night playoff will be used to determine placement of teams for the first half. Another position night playoff will be used to determine placement of teams for the second half.
 - b) Position night playoff placement will be used to determine team payouts for first half and second half. (See "League Fee Sheet" for payouts)
 - c) Any League Outing will be coordinated into an equitable format. Payouts to be determined at that time.
- 4) League Fees and required payments. (See "League Fee Sheet" for costs and due dates)
- a) League Fees will be on a per team basis and will cover payouts, prizes and League Secretary compensation.
 - b) Green Fees: each individual is responsible for paying their green fees in advance. (If a round is cancelled the Pro Shop will issue a "Rain Check". Members of The Sawmill are exempt.)
 - c) If using a golf cart make arrangements through Pro Shop and pay directly.
 - d) Green Fees for any League Outing are to be paid directly to Pro Shop on day of outing.
- 5) Games and Contests: (See "League Fee Sheet" for costs, due dates and payouts)
- a) Skill contest(s) each week on selected holes. (ex. Closest to Pin, Longest Drive, Least Putts, Most Accurate Drive, Longest Putt) **Subs are not eligible. It is the league member and/or playing partners responsibility to inform and enforce.**
 - b) Skins Game(s) OPTIONAL: (each week on all 9 holes, may play one, both or neither.)
 - i) Straight Individual Skins. It takes par or better to win a skin. Two tie – all tie. Unless they are playing partners. Playing partners don't cancel each other.
 - ii) Blind Draw Hdcp. Skins. Each week a hole (except par 3's) will be selected at random, hdcp. applied and low net will win the skin. Two tie – all tie. **Subs are not eligible for Blind Draw.**
 - c) If round is cancelled, ante will carry-over and be added to the pot for the next round.
 - d) If there are carry-overs after the 2nd Half Position Playoff, the money will be used for the League Outing and apply toward prizes/payouts or carried over to next year.
 - e) **Substitutes may participate in the "straight individual skins" competition as follows:**
 - i) If the player they are representing is participating, the sub may play under that payment if there are no carryovers. If carryover(s) exist they must match the previous week(s) ante to be eligible.
 - ii) If the player they are representing is not involved, the sub may ante (and must match any previous week(s) ante in the event of carryovers) to be eligible.
 - iii) **It is the league member and/or playing partners responsibility to inform subs of this and to declare intention to opponents or League Secretary prior to beginning round.**
- 6) Rules Committee: will be responsible for any and all disputes and amendments to league rules and their decision will be final.
Brad Beyer – Carl Portner – Jeff Kipfmiller
- 7) League Secretary: will be responsible for providing scorecards, recording and reporting results and coordinating league rules, roster, schedule, fees and payouts. League Secretary will be compensated by the coverage of their green fees w/ cart.
Tim Fickes