

2020 Bay Valley Wednesday's Hook & Slice League  
Rules and Regulations  
Bay Valley Hotel and Resort (989-686-5400)

- 1) This league will follow the R&A and U.S.G.A. Rules of Golf Effective January 2019 and Bay Valley "Rules of Play", except as follows:
  - a) Rule 18-2 "only for Ball Out of Bounds" may be dropped within two club lengths under Rule 17.1.d (3) "Penalty Area-Lateral Relief-Red Penalty Area". No loss of distance".
  - b) The ONLY Designated Drop Areas we recognize for use in league play with requirements.
    - i) Hole #3 for shots hit into ditch, may drop in middle of fairway behind cart path.
    - ii) Hole #5 has a drop area short and left of green.
  - c) Sand Traps, if wet, unmaintained or compacted sand, may lift, clean, rake and replace. If stance or ball is 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 penalty area 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 so on, and then a rolling average of your last four rounds.)
    - i) The maximum hdcp. allowed is (18) for 9 holes of play.
    - ii) The maximum strokes given on a par 3 is (1).
    - 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 10 minutes and start at 4:10 pm.
    - 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 group is not ready when it is your scheduled tee time, you must let the next group that is ready play through. **(PLEASE 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 "Blue Tee's". Seniors may elect to play from the White Tee's.

- f) **Each team will be provided a scorecard which must be completed.** Scorecards must be given to Secretary or left with a Pro Shop attendant following the round.
- 3) League Format and Schedule. (See "League Schedule" for Dates, Pairings and Tee Times)
- 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.
  - Position night playoff placement will be used to determine team payouts for first half and second half. (See "League Fee Sheet" for payouts)
  - A 9 hole Fun Night 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)
- League Fees will be on an individual basis and will cover games,** payouts, prizes and League Secretary compensation.
  - Greens Fees: each individual is responsible for paying their greens fees to the Pro Shop each week. (If you have a sub play in your place, you (or sub) is still responsible for greens fee.)
  - If using a golf cart make arrangements through Pro Shop and pay directly.
  - Greens Fees for Fun Night are to be paid directly to Pro Shop on day of outing.
- 5) **Games and Contests: (See "League Fee Sheet" for payouts)**
- Subs are not eligible.**
    - 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.
    - Blind Draw Hdcp. Skin. 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.
    - Low Putts. Record number of putts taken from the green surface. If you putt off the green, add 1 putt penalty to your total putt count on that hole. Two tie – all tie.**
    - Low Net. Two tie – all tie. Unless they are playing partners. Playing partners don't cancel each other.**
  - If round is cancelled, ante will carry-over and be added to the pot for the next round.
  - If there are carry-overs after the 2<sup>nd</sup> Half Position Playoff, the money will be used for Fun Night.
- 6) Rules Committee: will be responsible for any and all disputes and amendments to league rules and their decision will be final.  
Chris Douglass – Wayne Hofmann – Paul Mrozinski
- 7) League Secretary: will be responsible for collecting 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