

MANADA FRIDAY EVENING COUPLES GOLF LEAGUE

ENTRANCE FEE & PRIZE MONEY - \$70.00 per team. Ten dollars of this is for handicap processing, the balance is for league prizes.

COST - \$17.00 walking, \$22.00 riding.

GOVERNING BODY - One representative from each team.

COMPETITION - One point for each hole played and one point for total score. Total of 10 points/team.

100% of the handicap will be used for stroke allocation and total point. *Due to the Scramble Format the Maximum strokes given per hole will be 1.*

ABSENT PLAYERS - In the event a team is short a player the evening of league play a substitute player may play that evening. *In the couples league the team must consist of one male and one female when a substitute is used.* A player that is registered to play in the league may play for another team, provided the team he/she is assigned to is not short a player that evening.

When one player is absent, the present player may only play **ONE** ball.

When a team is absent, play the match and record the actual score for the present team. The league handicap software program will then match the card with a random team in our league.

If a *team quits during a match*, the match will be scored as follows: Points will be determined for the team that quit the match for their holes played. The team completing the match will play a ghost team for the remaining holes for points and will be awarded the total point for the match.

Playoffs - For playoff matches One team member must be present. *A sub from any other team or outside the league may be used, but the team will be assigned a handicap one shot less than the team handicap.*

In the case of ties at the end of nine holes a sudden-death play-off will commence from the next hole. In the event the match cannot be completed due to darkness or weather, the match will be continued the next week as scheduled. Both teams will tee off with the team already in the playoffs and play as a 6-some until the previous weeks match is decided.

HANDICAP SYSTEM - Handicaps are based on average of the lowest 3 out of the last 5 scores. Until a player records 5 scores the following table is to be used.

<u>SCORES AVAILABLE</u>	<u>SCORES TO BE USED</u>
1 -----	-1
2 -----	-1
3 -----	-2
4 -----	-2
5 -----	-3

Handicap shall be based on 95% of the differential between average score and course par using the above table as to the number of scores to be used. *Note – The handicap system will adjust scores with a maximum of 2 over net par. Adjusted scores will be noted with an “R” on a player’s record to indicate the score was reduced.*

Handicap for **new teams** or a **team using a substitute player** will be determined off of the match score using **75%** of the **score shot**.

Example: A team plays a par 35 course and records a score of 45. The team handicap for the match would be an 8. ($45 - 35 = 10 \times 75\% = 7.5$).

INCLEMENT WEATHER - In case of rain, all teams are to show up. Players **must** be in the clubhouse 5:00 pm and will vote as to whether or not the league will play. If the majority of players decide the league will play that evening, and any team does not play, a forfeit will be declared.

If play is suspended and cannot be continued due to weather, the rules committee will determine the number of holes to be counted for that evenings play.

RULES - All play will generally be in accordance with USGA Rules of Golf except the following rules adopted by this league:

"Preferred Lies" ~ will apply every part of the golf course. The ball may be lifted, cleaned and replaced within one club length of original lie, but not nearer the hole. Ball must be played from the original condition. (*i.e.- if ball lies in the rough it must remain in the rough, if ball lies in a bunker, it must be played from the bunker*).

Staked Trees ~ Players may take relief from Staked Trees if the tree or stakes will impede a players swing. Relief ~ One Club Length from the nearest point of relief ~ No Closer to Hole. The 1 club-length relief cannot be used to move a ball from the rough to the fairway. If a ball comes to rest in the rough it must be played from the rough.

Bunkers ~ If a ball comes to rest in a footprint in a bunker, it may be lifted, the footprint smoothed, and the ball replaced at the same spot. Notify your opponent that you are making use of this rule prior to moving the ball.

Lost Ball ~ No more than *three minutes* shall be allowed to locate a ball. Another ball may be dropped within two (2) club lengths from the point of entry into the condition where the ball was lost, no closer to the hole than the point of entry and with a two (2) stroke penalty.

Embedded Ball ~ Ball embedded in its own pitch mark in the ground in general area (the whole area of the course except teeing ground & putting green of hole being played, bunkers and penalty areas) may be lifted, cleaned & dropped without penalty, as near as possible to the spot where it lay but not closer to the hole.

Casual Water ~ Any temporary accumulation of water on the course that is not in a penalty area and is visible before or after a player takes his stance. If a ball is lost in casual water in general area, using the spot where the ball last crossed into the condition, player may substitute another ball, **without penalty** and drop it within one club length of and not nearer the hole than the nearest point of relief. The nearest point of relief must not be in a penalty area or on a putting green.

Out of bounds ~ USGA rules apply (stroke and distance). If your ball could have possibly gone out of bounds please hit a provisional ball prior to looking for your first ball.

TEES:

MEN (*64 & under*) play from white tees, MEN (*65 & over*) may play from the gold tees, WOMEN may play from red tees.

A player may not change tees played from after the first week of play.

Range Finders/GPS Units are permitted for distance only.