

Lyman Orchards Golf League Rules

Monday Tuesday & Thursdays

(Revised 3-24-2018)

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The following rules will govern the play in both the Monday Tuesday & Thursday golf leagues. For the Monday night league, if players have any question about the interpretations of the rules, they should present their question to rules Chairperson, **Joe Cordero**. For the Thursday night league, if players have any question about the interpretation of the rules during the match, they should present their question to the rules Chairperson **Fred Heimann**. Any challenges must be presented before the teams leave the course on Thursday to be considered. Tuesday Rules Chairman is pending!

Page 2.1 Rules

USGA rules will be used except for the following modifications 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."

Page 2.2 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.

Page 2.3 Dress Code

Proper golf attire is required at all times. Lyman Orchards will permit collared golf shirts and the new mock collared shirts. No sweatpants, cutoffs, gym shorts, tank tops (men & women), tube tops, ripped jeans, boots, heels or non golf style cleats.

Page 2.4 Golf Cart Policy

Good conditions – 90 Degree Rule at all times. Please drive your cart in the roughs and only criss-cross 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.

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 then within 30 yards of the greens, keep carts away from the bunkers and on the cart paths around all the tees and greens.

Page 2.5 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.

Page 2.6 Maximum Strokes Per Hole

Please note that the maximum strokes on any hole are **12**. 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. (Note: Don't confuse this maximum strokes that you record on the score card with the maximum number of strokes you report for handicap calculations that varies with your handicap. For example, a 20 handicap golfer could record on the score card for par 5 hole a maximum of 12 stokes but report only a maximum of 10 strokes for determining the adjusted gross score for the round on the final score sheet.)

Page 2.7 Move The Ball (6 Inch Rule) Winter Rules

A player may move the ball six (6) inches anywhere except in a hazard. (Hazards 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 hazard 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 sufficient 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!

Page 2.8 Out Of Bounds

If a player should hit the ball out of bounds as marked by white stakes, determine where the ball crossed the out of bounds line, add 1 stroke penalty, and take two club lengths from that point. **All players** should agree on the location the ball is to be dropped. This rule is in effect to speed up play.

Please Note** * A player may choose to hit a provisional ball from the location of the prior stroke with a one stroke penalty if the ball appears to have gone out of bounds or returning to the prior stroke location after verifying the ball is out of bounds and hit again with a one stroke penalty.

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 our local golf league rules for out of bounds.

Page 3.1 Balls hit into a hazards

A water hazard as marked with yellow or red stakes and are any lake, sea, river, ditch, or other open water. For 2013, the league will adopt a rule to limit the options. (Note sometimes the course is marked with red stakes along wooded areas to speed up play instead of marking it with white stakes for out of bounds.)

1. Play the ball where it lies in the hazard if you can ** Please remember that you cannot ground your club head in a hazard at any time addressing the ball. The penalty is automatic loss of the hole and a two stroke penalty.*
2. Take a 1 stroke penalty and drop the ball within two club lengths from where it went into the hazard.
3. Return to where the last shot was played and play from there again with a one stroke penalty.

The league will no longer permit the option of going back on the line formed by the pin and the place where the ball crossed the hazard and dropping with a one stroke penalty. This option was not being correctly played. By establishing the drop two club lengths from where it entered the hazard, the rules will simplify the option.

Note that Lyman has a local rule for playing hazards and protected areas on holes 3,5,8, and 10 that permit drops of the ball on the other side of the hazard with a one stroke penalty. These local rules for these holes should be followed as exceptions to our above rules.

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. You could also return to where the shot was played and play there again with a one stroke penalty. Those are your only options.

Page 3.2 Playing Wrong Ball

If a player should play the wrong ball, it is an automatic loss of hole plus a 2 shot penalty to his 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. 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.)

Page 3.3 Identifying your ball in a hazard

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 hazard (including 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 hazard. Under new rules, players are permitted to lift a ball lying in a hazard in order to identify it and will incur a 2 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 water hazard 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 hazard in its original condition.

Page 3.4 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. These areas where trees and brush are being removed will not be 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 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 will be evaluated as to whether the golfers will get any relief.

Page 3.5 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.

Page 4.1 Balls in sand bunkers

A sand trap or bunker is a hazard. 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 2 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 unraked 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. There will be no penalty. Also likewise if there have been rain and the ball lies 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.

Page 4.2 Stones in bunkers

Such stones may be removed with no penalty by declaring them to be “movable obstructions.”

Page 4.3 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. If the player could take relief in the bunker but chooses not to, then the player can take relief by dropping two clubs lengths outside the bunker with a one stroke penalty.

Page 4.4 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 drop a new ball with a 1 stroke penalty. No loss of distance.

*** If you should find your first ball after you hit the newly dropped ball, you cannot play it. The penalty stands.***. This rule is in effect to speed up play.

Page 4.5 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***. This rule is in effect to speed up play.

Page 4.6 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.

Page 4.7 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 hazard. 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 as 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.

Page 4.8 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.

Page 4.9 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.

Page 5.1 Repairing Greens

A local rule will permit repair to almost any damage on the green (such as spike marks, shoe damage, indentations from a club or flagstick, animal damage, etc.).

Page 5.2 Unattended Flags

A local rule, it is no longer a penalty if a ball played from the putting green hits an unattended flagstick in the hole. Hitting the flagstick could cause the putt to bounce away or finish in the hole.

Page 5.3 Accidentally hitting your ball that is deflected off a player or Equipment

In 2008 the USGA changed the rule when a ball is accidentally deflected by a player, his partner or their equipment (carts or bags). If a player's ball is accidentally deflected or stopped by himself, his partner or their equipment, the player incurs a penalty of one stroke. The ball must be played as it lies, except when it comes to rest in their clothes or equipment. In that case, the ball should be dropped under where the ball came to rest. (The previous rule called for a 2 stroke penalty.) If a player's ball is accidentally deflected or stopped by an opponent or his equipment, there is no penalty. The player may cancel the stroke and play a ball without penalty from the spot where the original ball was played. Or the player may play the ball where it lies without penalty. If the player elects the second option and the ball lies in the opponent's equipment or clothes, then the ball should be dropped under where the ball came to rest.

WEATHER RELATED

Page 5.4 Lightning

If there is lightning in the area, get off the course immediately and ALL league play is 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. If play is not able to be resumed and any players have not completed 5 holes, all league play for the night is cancelled.

Page 5.5 Rainout

If golf is cancelled because of the weather, an announcement will be made via the email. Players can call the Pro Shop at Lyman if they do not have email access.

Page 5.6 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.

Page 5.7 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 even one team does not complete 5 holes, all the matches are cancelled for the night. 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. Unplayed 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 unplayed hole and par on the second unplayed 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.

SCORING MATCHES

Page 5.8 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

Page 6.1 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.

Page 6.2 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.

Page 6.3 How to Score the Team point?

Calculate the gross score less handicap for each member of the team and add up the net scores. The team with the lowest score get 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.

Page 6.4 Adjusted Score

The adjusted score on the score sheet is to adjust the scores for the maximum strokes on all holes for future handicap calculation purposes. For example, if your current handicap is from 13 to 16, then the maximum number of strokes on a par 5 to be used in updating your handicap is 9. (Note: you still count all strokes for medal play up to the maximum of 12 strokes established as a limited on any hole .) If you scored a 12 on a hole, put 3 in the column labeled "Adjusted Strokes."

In addition, effective in 2010, the league instituted an "anti-sandbagging" rule. This rule was modified for 2012 and then simplified again in 2015. . If either player in a match has won the match point for the most number of holes won by the 8th hole played, the two players might have an incentive to deliberately record very high scores on the remaining hole in an attempt to increase the player's handicap. In this case, the players will examine the results after the match to determine if a sandbagging adjustment should be made to remove any excess strokes. **The both golfers will still record the actual number of strokes played on the last hole. It could have a factor in determining the medal or net stroke point in their match and could certainly influence the team point.** Again, if the match point has been determined by the 8th hole, the golfers must look to see if a sandbagging adjustment is necessary. After applying the normal adjustments described in the above paragraph, the golfers will look at the scores on the 9th hole. Use the following table to determine how many strokes above par the golfer can record before a sandbagging adjustment is made.

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Sndbg	Adj	Sndbg	Adj
Men		Women	
Hndcp	Adj	Hndcp	Adj
0 to 5	1		
6 to 13	2	0 to 10	2
14 to 20	3	11 to 20	3

For example, if a man has a 4 handicap, that person can bogie the last hole and not need a sandbagging adjustment. But if this golfer scored a double bogie, one stroke would have to be recorded as a sandbagging adjustment. For a male golfer with a 12 handicap, that golfer would only adjust his scores if he scored more than a double bogie.

In filling out the scoresheet, the golfer would reduce the gross score for the stroke adjustment and the sandbagging adjustment to produce the adjusted gross score. This is the score that is used to compute future handicaps.

As part of the normal adjustments for handicap purposes, golfers have to adjust their scores based on exceeding a maximum number of strokes based on the golfer's handicap and also whether it is a par 3, 4 or 5. These adjustments pertain to all nine holes and are detailed on the score sheet. We don't want to double count the adjustments for the sandbagging rule. For example, if a golfer already had to reduce his score on the 9th hole because he scored a very high score, he should reduce his score on the 9th hole by this first handicap adjustment to determine if he needs to make a sandbagging adjustment.

Page 7.1 Update to Handicaps

Each week, the chairperson calculates the difference between the adjusted net score and what is par for the course. Par is 36 for both sides of the Jones course and the back side of the Player course. The front nine of the Player course will always be a par 35 because the 8th hole will always be a par 5. The chairperson will calculate the handicap by adding up the differences between the adjusted gross score and par for the last 7 times. The highest score will then be dropped and the handicap will be based on the remaining 6 scores. This sum is then compared with a USGA table to calculate the handicap for the next match. The chairperson will calculate separate handicaps for both men and women for the Jones and Player courses and those specific handicaps will be used in future matches. Effective in 2009, the maximum handicap will be 20 strokes.

MATCH RELATED ITEMS

Page 7.2 Unopposed player

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 that player would have played based on closeness to matching handicaps. In that match, there is one point for net strokes and one point for holes. Now the team with one player can have that same player play a simultaneous match against the second player on the other team. In this match, the team short a player will not be able to win the net point in the second match but would be able to win the match point. Also the team that is short one player would not be able to win the team point. So under the best of circumstances, the team with one player could 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 point since neither team had a full 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. Although, if the unopposed players should score more than 3 strokes above his 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.

For the championship and runner-up matches on the last night of the season, if any of those four 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 these matches, the team point can't be won by the two subs. For the semi-finals and championship matches, if one team is short a player at the tee time, see the above rules on how to score matches without 4 players.

Page 8.1 Missed tee time

If a player misses his 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), but 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.

Page 8.2 Conceded Putts

If an opponent's ball is determined to be at rest, a player may concede the opponent to have holed out with his next stroke and the ball may be removed by either side with a club or otherwise. The concession of a stroke, hole or match may not be declined or withdrawn. If the opponent wants to still attempt the putt, that is permitted provided it does not significantly slow down play. Whether the putt is made or missed, the concession still stands. The opponent obviously includes the conceded putt in the total strokes for that hole.

MISCELLANEOUS GOLF INFO

Page 8.3 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.

Page 8.4 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.

Page 8.5 Establishing initial handicap for new golf league members

If the person has no handicap, the person will submit 5 recent scores. The lowest 4 scores in relation to par will be averaged. 90% of this average will be the starting handicap. 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

Page 8.6 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 following foursomes path.
- 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

Page 9.1 Local Rules for the Gary Player Course

In 2015, the league will return to having the men play from the white tees on all holes on the Player course. The handicap chairman will calculate separate handicaps for both men and women for the Jones and the Player courses. (The Jones course will always be played from the white tees for the men.)

Hole #8 **The 8th hole will always be played as a par 5 for both the men and women. The men 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. The women will use the red tee at the top of the hill and always play it as a par 5.

The following are local rules for playing specific holes 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 red tees. 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 on the end of the hazard, it is still considered in the hazard and you will drop on the other side of the hazard. 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 hazard. Also for Hole #3, any golfer over 62 years old and a 10 or higher

Continued Page 9

handicap has the option of teeing up from the very front tee box just before the ravine regardless of where the white tee markers are located. The tee shot still has to carry the ravine or the golfer must use the drop area on the other side. The reason for this local rule is that sometimes the white tee markers are set far back from the ravine and create too long a carry shot for these senior golfers. Also on the 3rd hole, if a ball is hit to the left of the green where the cart path is near the creek, it may be lying close to the stone wall. If the player tries to take a normal stance to hit the ball and one or more feet are on the cart path, the player is entitled to free relief. The player must find a location no closer to the hole to take the free drop. This location may be near the sand trap.

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 hazard 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

Page 9.2 Process for breaking ties to determine who plays in the championship and runner up matches

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

1. Most team points won 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.

Page 10.1 Determining top 4 teams for championship matches

The team from each of the three divisions with the most amount of points wins their division. The team with the next highest amount of total points from any of the three divisions is the fourth team to make the playoffs as the wild card team. The four teams will be matched up in the semi-finals such that the team with the most points will play the team with the fewest points and the other two teams will play each other. The winners of each match will play for the championship. All matches are nine holes.

If the semi-final 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 less 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.

If the championship match ends with a 2.5 versus 2.5 points, the chairman will use the same tie breaker mechanism as used in the semi-finals.

PAYMENTS

Page 10.2 Golf Fees and Payment Schedule Need to be updated for 2018

Registration Fee	\$20 per player – Full Time and Substitute Golfers (One Time Fee)
League Fee	\$80 fee covers team & indiv prizes, banquet, cttp, hole in one pool, pasta buffet, door prizes
Weekly Golf & Cart	\$30 per player
Lyman Memberships	\$ 8 per week for Lyman Memberships without a cart plan.

Payment Schedule for Both the Monday & Thursday Night Leagues

January 31 st 2018	\$ 20 Registration Fee
April 1 st 2018	\$230 for full time players (5 Weeks Golf + League Fee)
May 1 st 2018	\$120 for 4 Weeks Golf
June 1 st 2018	\$120 for 4 Weeks Golf
July 1 st 2018	\$TBD Balance based on remaining weeks, substitutes used and rained out weeks.

Substitutes \$20 per week for golf and cart. Full time player is responsible for \$10

- Please note – As long as the golfer remains paid in advance of two weeks they can pay weekly if preferred!
- Credit Card payments must be made in the Pro Shop.
- Checks and cash can be given to Pete on any League night to be logged in. They will be deposited by Lyman Orchards the following AM.

Contacts

Page 10.3

League Coordinator Pete Glenewinkel
203-631-2789 Cell (Call or Text)
pglenewinkel@lymangolf.com

Lyman Orchards GC 860-349-6031 Pro Shop

Web Site Search [Lyman Orchards Golf Leagues](#)
 Locate “**Golf Leagues Lyman Orchards Golf**” Tab
 Scroll down the right side to league information
 You will find Rosters, Handicaps, Standings and much more!

2018 LOGC League Scoresheet

Date / / 2018

Circle Course Played		
Player	Front	Back

Circle Course Played		
Jones	Front	Back

Team # _____

Last Name	Gross Score	Handicap	Net Score	Match Point	Net Point	Total Points	Stroke Adj	Sndbg Adj	Adjusted Gross	Birdies
A Player - Lower Handicap Player									GROSS	HOLE#
B Player - Higher handicap Player									GROSS	HOLE#
			Team Net Score	→	→	Team Point	No Team Point if 2 Subs Playing Together			
						Total Points	What Hole did the matches end on?		A Match	B Match

Team # _____

Last Name	Gross Score	Handicap	Net Score	Match Point	Net Point	Total Points	Stroke Adj	Sndbg Adj	Adjusted Gross	Birdies
A Player - Lower Handicap Player									GROSS	HOLE#
B Player - Higher handicap Player									GROSS	HOLE#
			Team Net Score	→	→	Team Point	No Team Point if 2 Subs Playing Together			
						Total Points				

How to Determine your Adjusted Gross Score & Sandbag Adjustment Strokes

Two adjustments to your gross score: One for stroke adjustment on each hole and one for potential sandbagging on the 9th Hole
 Locate your handicap range below and determine the maximum score allowed on the chart on the left side based on par for the hole
 If score exceeds the maximum allowed, record the total of such adjustments in the "Stroke Adj column."

The Sandbag Adjustment is calculated if the match point was determined by the 8th hole.

Adjust the 9th Hole only

The table below shows the maximum strokes over par before a sandbag adj is required and posted in the column "Sndbg Adj"

Indv Hole Hncp Range	Par 3	Par 4	Par 5
0 to 4	5	6	7
5 to 8	5	7	8
9 to 12	6	7	8
13 to 20	7	8	9

Sndbg	Adj	Sndbg	Adj
Men		Women	
Hndcp	Adj	Hndcp	Adj
0 to 5	1	0 to 10	2
6 to 13	2	11 to 20	3
14 to 20	3		