

# 2024 PEBBLEWOOD SENIOR MEN'S GOLF LEAGUE RULES

**STARTING DATE:** May 1, 2024

**STARTING TIME:** Scheduled tee times through August begin at 7:30 AM. Rounds played in September begin at 8:00 A.M.

**Revised April 19, 2024**

*Membership requirement: 55 or older and clear enough of mind to play a round of golf on your own, keep your own score and protect yourself from errant shots when your hear "fore!"*

## How We're Organized:

- A. League policies are set by a nine-member officers committee. The secretary presides over their meetings. The Treasurer is one of these nine. The secretary can't also be the treasurer. Officers serve until they resign or are voted out by the officers committee. We appoint new officers to fill openings. New appointees must be voted on by League members at the next year-end banquet. At that time, other nominations will also be allowed from the floor. The secretary is a paid position, receiving \$16.00 per league member. Current officers are Bob Hopkins (secretary), **Mark Derry**, Wayne Koebel (Treasurer), Herb Kramer, Lloyd MacTavish, **Dick Malenfant**, Ike Muhlenkamp, Bob Rechner and Bob Williams.
- B. The league has eighteen four-man teams. Each team picks one of its members to be the team captain. If the team can't pick a captain, the secretary will choose one for them. Team memberships can't be split between two or more players.
- C. We play 9-hole matches on Wednesday mornings using the front and back nines. If there aren't any rain-outs, teams get to play the same number of rounds on each nine over the year.
- D. Teams have an "A" player (lowest handicap), a "B" player (2<sup>nd</sup> lowest handicap), a "C" player (3<sup>rd</sup> lowest handicap) and a "D" player (highest handicap). Each week, Teams are split into twosomes and, with their opponents, play their match as a foursome. We split teams up so that all 4 team members get to play together over the course of three weeks. The 1<sup>st</sup> week twosome split is A&B and C&D. Next week's split will be A&C and B&D. The 3<sup>rd</sup> week's split will be A&D and B&C. This rotation repeats throughout the season.
- E. Our yearly schedule is 20 weeks long. The season normally begins the 1<sup>st</sup> Wednesday in May. We split the season into two halves. Each half has 9 weeks of competitive play. The team winning the most points over those 9 weeks wins that half. The 10<sup>th</sup> week is a league outing. At the end of the season, the team winning the most points over both halves is the League Champion. There are cash awards (at the Year-end Banquet) for the winners of each half and the League Champs. In the event of a tie for League Champ, winning teams will split the cash award, and the team that won the most points when those teams played against each another during the year will be team #1 the following year. Near the end of the first half, the league officers will review rain-outs. If we've missed too many rounds, we may cancel the mid-year outing and extend the season to make up missed rounds. If we make that change, it's possible we'll decide to play the season as one whole instead of two halves. The Year-end outing will be scheduled no later than the last Wednesday in September.

## Operating Procedures:

- A. All league information (scheduled tee times, upcoming matches, foursomes) are on our webpage at <http://www.grumpyoldgolfers.com> . Wednesday afternoons after play, you can find out how you did in this morning's match: whether you won any low net awards or "skins", how many points your team won and their new ranking in the team standings. You can also find out who you'll be golfing with next week.
- B. Whenever the golf course does not allow power carts on the course, league play is **automatically canceled** and the secretary will email all players before 6:45 AM. On questionable mornings, you should go to the course because the decision to delay or cancel play due to rain is made by the rules committee at the golf course. If they decide to go ahead with play, they will meet again after the round has been completed. They'll decide if that round should be cancelled based on how bad conditions were. We don't make up cancelled rounds, except for the mid-year or year-end outings. If either of those is rained out, it will be played the following week.
- C. Foursomes must tee off as scheduled. Players who come late or leave early forfeit the holes they miss. Late arrivals will join their foursome on the course and begin play on that hole. They cannot tee off on the starting hole and catch up. If a player doesn't join their scheduled round in progress by the third hole, his teammate will be playing against both opponents. If a team is missing two players on any week, that team captain must insure that the remaining two team members are split up so that each of them is playing against two opponents. If a captain fails to split up his only remaining two players, that team will forfeit the rounds missed.
- D. For handicap purposes, missed holes will be scored as follows: par plus the number of strokes his handicap would give him for that hole (equitable stroke control).
- E. Twelve points are at stake in each match. Golfers win 1 point for each hole won and one-half point for each hole tied. They can't win points for holes they don't play. The lowest net score for each round wins 3 match points. These are split in the event of a tie. Golfers who miss any holes in the round can't win match points.
- F. Weekly team pairings on our web page list each foursomes' tee time and player handicaps. A printout is also available at the course before play begins. Foursomes keep their scores on Pebblewood's score cards. You'll find them in the pro shop, and at the tee boxes on holes #2 & #11. Check your scores on the score card to make sure they're right. Team Captains will initial or sign their teams' score cards. Score cards will not be changed after they're turned in to the secretary's score card box. When you review your scores on our web page, notify the secretary (429-6314) if any look wrong. He'll check your score card and change your score if it doesn't match your score card.
- G. Teams are numbered, not named. Team numbers show final standings position from the previous year. **League fees are \$25.00 for Pebblewood members and \$260 for non-members.** Players with an 8-round established handicap who wish to compete in a weekly "Low Net" contest must add \$18.00 to their League fees. The Low Net purse is a **net** skins game on each nine. We also offer a gross skins game on each nine. Players may buy into the **Skins game for the season by adding \$18.00 to their League fees.** Net skins and gross skins game payouts are made at our League Outings.

- H. If a player is missing, their captain may use a “blind” to fill in for that player. In a blind, the score of the missing player’s team partner is used against both opponents in the foursome. Captains can also decide to use substitute golfers for his missing players (up to 3 subs per week). Subs replace the missing golfer in that golfer’s match. At least one regular team member must play every week to avoid forfeits. We keep a list of Subs on our web page. Captains may use subs that aren’t listed if they give the secretary the sub’s name. SUBSTITUTE GOLFERS MUST PAY \$5.00 EACH WEEK THEY PLAY. The team captain (or his designee) lines up subs for his players when needed, and makes sure each sub signs the Sub’s List and puts \$5.00 into the Sub’s Fees box before play. The League treasurer collects these fees weekly. Captains may have their players arrange for their own subs.
- I. If a player is absent from both opposing teams in a foursome, the two players who are present will play against each other. The two absent players will get 6 points each.
- J. If a player becomes unable to play for at least six continuous weeks (or until the end of the season if that is less than six weeks) at any time during the year, the team captain may bring in a replacement player to cover for his “disabled” player. The replacement player becomes the team’s fourth man. The replacement is not a substitute player, but a temporary team player who plays as long as necessary. The team captain, along with his “disabled” player and the replacement player, decide whether the replacement player will reimburse the “disabled” player, and whether the “disabled” player will return to the same team when he recovers. This rule may be applied as often as it becomes necessary.

## Handicaps:

- A. We have **no stroke limits**, so a golfer who takes 17 strokes on a hole writes down his score as 17. We use golfers’ actual scores to figure the points they won in their round. Our league uses Equitable Stroke Control (ESC) so we might not use **all** your strokes to figure your new handicap. If your handicap is 4.5 or less, a double bogey is your max per hole; 4.51 – 9.5 get 7 strokes max per hole; 9.51 – 14.5 get 8 strokes max per hole; 14.51 – 19.5 get 9 strokes max per hole; over 19.5 gets 10 strokes max per hole.
- B. **Handicaps are the straight average of your (ESC-allowed) strokes-over-par for **your last 8 rounds**.** Handicaps ending in .5 or more are rounded up to the next full number. We limit handicaps to 30 strokes max. New players’ first round handicap is their actual strokes over par. They always shoot net par for that first round.
- C. The higher handicap golfer receives the full difference in strokes between his handicap and his opponent’s handicap with no limit on strokes received. Strokes are not limited on par 3’s.
- D. We don’t reset handicaps for a new season for players who finished the previous season.
- E. Super Seniors (**75+**): **can play the forward (red) tees when they turn 75. Once a player moves up to red tees, they can’t move back to gold tees. If a 75-year-old golfer decides to continue playing from the gold tees, they must do so for the remainder of that season. A player moving to the red tees for the first time must notify the secretary and re-establish his handicap.**
- F. All younger golfers play from the gold tees. Players may choose to play from the white tees. If they use the white tees on their first round for the year, they must stay with the white tees for the entire season.

## Our Tweaks to the Rules of Golf:

The Course Ground Rules will govern all play except as modified below:

- A. You can improve all lies (except in sand traps) no more than six (6) inches, using your club head but not your hand or foot. In sand traps, you can lift your ball and rake the sand under it to minimize the “furrow” effect, and then place it as closely as possible to its original location. Players may choose to play the ball as it lies.
- B. A ball lost or hit out of bounds is a one stroke penalty. The next shot will be played within two club lengths from where the ball was lost or went out of bounds.
- C. If a player hits a ball into a water hazard (or a portion of an extended water hazard) on any hole on the course, that player has the option to drop their ball on the other side of that hazard (or that portion of the extended hazard) so that they do not have to hit their next shot over that hazard again. **The player’s opponent must agree with all drop locations.** This is a one stroke penalty. If the water is in play for a tee shot, a player may choose to save a golf ball by hitting their first shot from the drop zone. This ball is the player's third shot and can't be teed up. Players do not have to use the drop zone option, but may follow the rules of golf regarding water hazards instead. See illustrated drop zones on the league’s web page.
- D. Make sure the ball you’re getting ready to hit is YOURS! There are many “lost” balls lying around on the course. It’s a two-stroke penalty **each time you hit** the wrong ball.
- E. Tees that prevent contact between club face and ball are not allowed.

*Infractions of the Rules of Play must be reported to the rules committee, if there is a disagreement between contestants.*