

CITY OF LOUDON PARKS AND RECREATION DEPARTMENT

GOLF LEAGUE RULES AND REGULATIONS

- I. There are two (2) independent golf leagues, one a spring league and one a fall league. Our fall golf season officially opens September 6, 2007, at Riverview Golf Course. The league is composed of scratch, handicap, youth, women, and seniors. Ages 55 and older qualify for seniors.

ASSESSMENTS TO EACH PARTICIPANT

Each member shall have a \$5.00 entry fee for the spring league in the hands of the Parks and Recreation Department before March 31, 2007, and a \$5.00 entry fee for the fall league in the hands of the Parks and Recreation Department by August 31, 2007. Greens fees are to be paid directly to the Riverview Golf course each week by all players.

Green fees are as follows:

Monday – Friday: Green fee, \$7.00, cart fee, \$5.00
Weekends: No discount on weekends or holidays

LEAGUE PLAY

A. SCORE CARDS

- (1) All score cards must be turned in to the City of Loudon Parks and Recreation Department or dropped in the drop box at Loudon Utilities on Thursday of the given weeks' play. **IF NOT, NO POINTS WILL BE AWARDED TO EITHER MEMBER.**
- (2) All score cards should show the date played and be attested by all players.
- (3) All score cards should be legible.
- (4) Play is from senior tees. Women play from red tees.

- B. When it has been decided to play, and subsequent conditions after teeing off make play undesirable, it is possible to suspend the match only by mutual agreement between matched opponents; however, if the match or matches are not completed by Noon, Thursday of the given week, no points will be awarded to either player.

- C. Any member of a twosome driving from the first scheduled tee must complete the round or forfeit his match and/or points. The member also loses his right to compete for low net of the week.
- D. Point score as follows: 2 points for winning the hole, 1 point for halving the hole, 2 points for low score for the round, 4 points for low net of the week. Possibility of 24 points per week.
 - D.1. In the event of a tie for low net for the week, the player with the lowest gross score (the score attained without applying the handicap) will be awarded the low net point. In the event that there is a tie applying this rule, there will be a “score card” playoff beginning with the first hole and continuing until one player has achieved a low score advantage.
- E. League play will be played on the Front 9 at Riverview Golf Course. (Holes 1-9)

FORFEITS:

1. A member who can not play his match, can not finish his match, or fails to appear on the tee at the mutually agreed upon time shall forfeit his match, provided that his opponent was waiting on the tee and plays the nine holes with a league member who attests his score. The opponent shall receive twelve (12) points for the forfeit.
2. UNDER NO CIRCUMSTANCE WILL ANY SCORE CARDS BE MATCHED.
3. A member who received a forfeit is eligible for low net if he plays and the score is attested by a member.
4. Handicap strokes to an opponent will be made on the holes as designated on the score card of Riverview Golf Course. Not more than one (1) stroke will be allowed on any single hole.

GROUND RULES AND CONDUCT

Ground rules of the league will apply in all cases. Golf etiquette will be observed by all players. The league will be governed by the playing rules of the United States Golf Association. Questions as to the interpretation and application of all rules shall be referred to the City of Loudon Parks and Recreation Department. The Director of Parks and Recreation recommends that controversies arising be handled by members involved on the evening of the debatable event. If a mutually satisfactory decision cannot be reached by the members, either or both members should then request in writing, discrepancies to the Rules Committee, within 24 hours, appointed by the Parks and Recreation Department. All decisions of the Rules Committee will be final.

HANDICAPS

Handicaps will be 80% of the difference between par 35 and the players qualifying medal scores.

(Note): The qualifying medal score and the weekly averages will be carried to one decimal place and used as such to compute handicaps.

- A. Any registered player, having five or more games in the previous season will begin the current season with a qualifying medal score representing the average of the five lowest medal scores for his last previous season. New players who come into the league, and previous players who did not participate in the last season played, (which consists of both spring and fall seasons of any given year), will be assigned a qualifying medal score of 41 (a handicap of 5). Women shall begin with a handicap of 10.
- B. Handicaps may go up or down for the second through the fifth day of play. The average of the sum of the qualifying medal score, and the medal scores at the 1st, 2nd, 3rd, 4th days of play, determine the handicaps for the 2nd, 3rd, 4th, and 5th days of play.
- C. For the sixth and successive days of play, handicaps will be based on the average of the five lowest previous medal scores.
- D. Handicaps for a regular league member shall go up 2 (two) strokes and handicaps for new members shall go up 4 (four) strokes for first five weeks.
Note: Handicaps can go up no more than 1 (one) stroke per week.

RULES OF PLAY

1. A ball lying on a "fairway" may be lifted and cleaned, placed within 1 club length of where it originally lay, not nearer the hole. A ball which is a hazard may not be touched.

2. BALL LOST OR OUT OF BOUNDS

If a ball be out of bounds, the player shall play his next stroke as nearly as possible at the point from which the original ball was played, penalty one (1) stroke and distance. If a ball be lost, the player shall play his next stroke as near as possible to the point the ball was lost, penalty one (1) stroke.

3. OUT OF BOUNDS ARE AS FOLLOWS:

White stakes on all holes.

- A. A match can be delayed no more than five (5) minutes while a search is being made for a lost ball.
- B. Always wave the following group of players on when a search for a lost ball is being made. After following group has been waved on, no play shall be made until the group is a safe distance ahead.

4. UNPLAYABLE LIE

- 1. Drop a ball, under penalty of one stroke, either:
 - (A) Within two club lengths of the point where the ball lay, but no nearer the hole, or;
 - (B) Behind the point where the ball lay, keeping that point between himself and the hole, with no limit to how far behind that point the ball may be dropped. (If the ball lay in a bunker, a ball must be dropped in the bunker).

Note: Once a player elects to play a ball out of a hazard, sand trap, rough, bushes, trees, etc., the ball shall remain in play until clear of such hazards.

- 5. Removal from an unplayable lie or from bushes with the concurrent penalty strokes does not of necessity entitle the player to a view or unobstructed line to the green.
- 6. As a general rule, all growing things and natural or modified terrain (ditches, hills, etc.) are part of the playing area. Balls must be played where they lie except when declared unplayable. (See Rule 4)
- 7. All man-made things such as drinking fountains, greens, tees, buildings, roadways, new construction, maintenance equipment, etc., are not hazards. Ball may be moved two club lengths not nearer the hole, no penalty.
- 8. In all, under unplayable lie the matter should be discussed with the opponent before action is taken.
- 9. On Hole 3, a player must hit the ball until it is hit across the water or take a 10 for the hole.
- 10. ALL PUTTS MUST BE HOLED OUT. Penalty, loss of hole. (Example: A player lies three (3) on the green and fails to hole out thereby conceding himself a four (4), shall be scored as taking six (6). In addition, he automatically loses the hole to his opponent regardless of his opponent's score. A player cannot concede an opponent's putt.
- 11. A ball may be exchanged without penalty at any time when on the fairways or on the green. The ball cannot be changed when in hazards. Penalty, one (1) stroke.

12. There shall be no penalty for playing out of turn, but it is recommended that the correct order of play be followed.
13. Ball in motion stopped or deflected:
 1. By player:
If a player's ball be stopped or deflected by himself or either his caddie or equipment, he shall lose the hole.
 2. By opponent:
If a player's ball be stopped or deflected by an opponent, his caddie or equipment, the opponent's side shall lose the hole.
14. Slow players should let faster players play through.
15. A ball may be lifted from casual water (standing water on course which is not ordinarily present) and dropped not nearer the hole without penalty, but without improving the position.
16. Always repair ball marks on green and replace turf in fairways and rough.
17. Any player who concedes a hole and picks up his ball may not decide later to play out the hole. The player automatically loses the hole and his score for that hole shall be such that he loses the hole by one (1) stroke. If a player concedes a hole and picks up, he shall be ineligible to win any low net of the week.
18. Remember that we are playing for fun and sport and, if and when our motives change, we should stop playing.

A FEW THINGS TO REMEMBER:

1. Don't distract a player who is about to make a shot by talking, whispering, moving about, rattling clubs, etc. Some players are more sensitive to this than others, but it is a good habit to get into even if they don't mind.
2. Keep your feet away from the cup.
3. Don't step in the line from another player's ball to the cup.
4. Mark your ball on the green unless it is completely out of the other player's way.
5. Don't stand directly behind or in front of (on a putt) a player, while he is making a shot.

6. The player whose ball is on the green first is responsible for the pin. Caddies should tend the pin if the player has a caddy.
7. A player may elect to have the pin attended or have it removed before putting.
8. Make name legible on score cards.