



## I. GOVERNANCE

- A. Offices shall be President, Secretary, Treasurer, and Statistician.
- B. Each team shall appoint one player to act as captain. The captain will be responsible for: ensuring players are scheduled for each assigned tee time; ensuring players are informed of schedules and kept up-to-date on league rules, outings, and periodic information; ensuring that all players get an equivalent opportunity to play; and finding substitutes (league officers are not responsible to do this for you).
- C. The Board of Directors shall consist of all league officers and team captains and will determine and delegate duties as necessary. The Board will hold meetings as needed to organize or to settle conflicts and grievances. When votes are needed, a roll call will be taken, one vote per team.

## II. GENERAL

- A. Annual league dues will be set by the Treasurer. Dues are waived for elected officers. Half dues will be collected from official substitutes as well as any player who joins the league after the halfway point in the season.
- B. All dues must be paid no later than 30 April. Any player whose dues have not been paid at that point will be barred from further competition until his dues are paid.
- C. Any proposed change to these bylaws must be presented to the Board of Directors for discussion and voting.

## III. COMPETITION

The league will consist of two divisions. Each team will be assigned to a division each year by the number of points won during the previous regular season.

## IV. SCORING

- A. Each weekly match will consist of four players from each team. In the event that four players from a particular team are not available, substitutes may be used. It is suggested, but not required, that a team should always first attempt to get a sub from the league's official substitute roster. If none are available, next priority should be to find a player from a team outside your division. A player from a team within your

division may be used if necessary. In any event, the intent is for all matches to be covered – the only restriction is that a player may not substitute against his own team.

- B. Once a player agrees to substitute for another team, he is committed to that team, unless he finds them another substitute.
- C. We will use a full shotgun start at 4:30 PM.
- D. Opponents will be determined by relative matching of handicaps (A player vs. A player, B vs. B, etc). Partners will be assigned to foursomes randomly throughout the season so players will not always be paired with the same teammate.
- E. So that play can begin on time, 4:30 is the time you should be on your starting hole, ready to tee off, not arriving at the clubhouse. Please note below that if you show up after 4:20, your team may insert a sub in your place, in which case you will not play for points.
- F. Each individual match will be played for a total of 20 points.
  - 1. 2 points will be awarded for the lower net score on each of the 9 holes.
  - 2. 2 points will be awarded for the lower 9-hole net total.

## V. FORFEITS

- A. If a scheduled player is not at the clubhouse ready to go at 4:20, an emergency substitute may be inserted if one is available. Once an emergency sub is selected, he or she will play – regardless of whether or not the original player shows up later.
- B. If no emergency sub is found, the missing player may still join in as long as he or she arrives before the rest of the group has teed off on their 4<sup>th</sup> hole.
  - 1. Any holes a player has missed will be forfeited and the 2 points will go to the opponent.
  - 2. For the purpose of determining the winner of “overall low net score,” a score of double bogey will be recorded for any forfeited holes.
  - 3. Make sure you indicate somewhere on the scorecard whenever a round includes a forfeited hole so it will not be used for handicap calculations.
- C. Once the other three players in the group have teed off on their 4<sup>th</sup> hole, the entire round is forfeited and the opponent will play the full round against a blind score.
- D. The opponent of a player who has forfeited must play the round in order to win any points. The opponent’s score will be matched against a blind score that is calculated based on the missing player’s handicap. A player playing against a blind score is guaranteed a minimum of 11 points. The missing player always scores 0.
- E. Blind scores are calculated as follows:
  - 1. Determine the gross score by adding the player’s handicap, and a 5-stroke penalty, to par. Example: a player with a handicap of 8 would have a blind score of 48 (par 35 + handicap 8 + penalty 5).
  - 2. Apportion the total strokes across the scorecard based on hole difficulty.

- F. Two unexcused forfeits in one year are grounds for removal from the league. All proposed removals will be presented to the Board which will consider mitigating circumstances before making a decision.

## VI. CANCELLATIONS

- A. The decision to cancel a round is the responsibility of the President. If the decision is made before 3:00, captains will be notified via e-mail. After 3:00, cancellations will be announced at the clubhouse. If the President is not available, the decision will fall to the ranking league officer on site.
- B. Once play has begun, we will continue playing unless the club closes the course or the ranking league officer on site declares a cancellation. That officer is then responsible for ensuring players who are on the course are notified.
- C. If a player decides on his or her own to leave even though no cancellation has been declared, he will forfeit from that point on and his opponent will finish the round against a blind score.
- D. Cancellations will not be made up. If a round is cancelled after play has begun, scores posted to that point will not count.

## VII. STANDINGS, PLAYOFFS, AND PRIZES

- A. The team in each division with the most points at the end of the regular season will be the division champions.
- B. The playoffs will begin with a wild card round in which the 4<sup>th</sup> and 5<sup>th</sup> place teams in each division will play for the right to advance. The top three teams in each division get a bye. In week 2, the division champion will play the winner of the Wild Card round while the 2<sup>nd</sup> place team will play the 3<sup>rd</sup>. Division finals will be held in the third week, followed the next week by the league finals.
- C. All Playoff rounds are single elimination – winner advances; loser is done.
- D. Handicaps are frozen at the end of the regular season and will not change through the playoffs.
- E. The maximum number of players per side in a playoff match will be 6; the minimum is 4.
- F. If both teams have the same number of players available, the match will be played 6-on-6, 5-on-5, or 4-on-4 with no substitutes. If the number of available players is unequal, the team with more players will choose players to sit out the match.
- G. The only subs used will be those needed to bring a team up to 4-player minimum. No subs will be used to fill wither the 5<sup>th</sup> or 6<sup>th</sup> place in any team's playoff lineup.
- H. In the event that a playoff match-up ends in a tie, there will be a sudden death playoff. Each team will select two of its players to act as team champions. These four players will match-up by handicap and play head-to-head, using the same scoring system, on

holes 1, 9, 10 and then 18, in that order (repeat if necessary). Play will continue until the tie is broken and a winner declared. If darkness prevents the players from finishing, the following tiebreakers, in this order, will be used to determine the winner – for all players in the match (not just the sudden death): lowest total net score, most eagles (gross), most birdies (gross), most pars (gross). If there is still a tie, all players will retire to the clubhouse and decide what to do over a few beers.

- I. Cash prizes and trophies will be awarded at the end of the season based on regular season as well as playoff results.
- J. There will be a prize awarded at the end of each season to the “Most Valuable Golfer.” The Statistician will track the statistics used for this award.
- K. The type and amount of all prizes will be determined at the end of each season by the Board of Directors.

## VIII. SCORECARDS

- A. Scorecards must be properly annotated to avoid confusion. Each scorecard must contain:
  - 1. First initial and last name of all players – please print.
  - 2. Each player’s handicap.
  - 3. Indicate whether the player is a sub and which team he or she is playing for.
  - 4. Enter gross score for each hole – up to the maximum. The maximum score is double par (10 for a par 5, 8 for a par 4, 6 for a par 3). A player who reaches the maximum will immediately pick up his ball and record the maximum, along with a “p” to indicate he picked up. When you pick up, you lose any handicap stroke you may have had for that hole. If both players pick up with the maximum, the hole is halved regardless of handicap or where you each were when you picked up.
  - 5. Circle the score of the player who won the hole. Circle both scores if the hole was halved.
  - 6. Total gross score
  - 7. Total net score (gross – handicap)
  - 8. Total points won by each player (must total 20 unless there was a forfeit – see also paragraph IV. C.).

## IX. OUTINGS

- A. The league will schedule several outings during each season.
  - 1. The first will be the Opening Outing at RVGC, used as a warm-up and to establish or update handicaps.
  - 2. The league may schedule other outings during the season at a course other than RVGC, at which food and prizes will be available.
  - 3. The league will hold a season-ending appreciation outing at RVGC.

## IX. HANDICAPS

- A. The Statistician will determine and post individual handicaps as well as weekly results and standings.
- B. Handicaps are based on a controlled score – the score counted for handicap purposes will be a maximum of triple bogey.
- C. Handicaps will be based on league results where available. New players who have not established a league handicap are encouraged to participate in the opening outing to post a score for handicapping. If they cannot, they will present one of the following prior to playing in a league match:
  - 1. A handicap endorsed by an area golf course based on recent play.
  - 2. At least one (but preferably three) 18-hole scorecard from any course with a USGA slope and rating.

## X. GROUND RULES

- A. Maintain pace of play. In general, each foursome will keep up with the foursome in front of them. Riverview Golf Course has established a 9-hole playing time of 2:05, which equates to 13–14 minutes per hole. Most of the ground rules established here are geared towards keeping play moving without delays. League members are expected to monitor their own pace in the spirit of the rules. Names of repeat offenders will be referred to the Board for remedial training.
- B. The DDGL plays the ball where it lies, with a few exceptions provided below. Moving the ball anywhere else on the course to improve your lie is forbidden.
- C. You may take a free drop from:
  - 1. Area marked as being under repair
  - 2. Cart path
  - 3. Casual water
  - 4. Immovable man-made objects such as fences, benches, ball washers, etc
  - 5. Wrong green
  - 6. Trees less than five feet tall

NOTE: Free drops are taken as follows – find the area of closest relief (which is defined as the closest area which is no closer to the hole that will allow you an unimpeded stance and swing) and drop within one club length.

- D. The other exception is if your ball comes to rest on a rock or root. In that case you may roll the ball up to 6 inches no closer to the hole – so you don't break your club (or your wrist).
- E. If you hit the wrong ball, take a two-stroke penalty and then hit the right ball. The person whose ball you hit must drop where his or her ball was before continuing play.
- F. If you hit from the wrong tee box, play the ball where it lies and take a two-stroke penalty.

- G. For a lost ball, take a one-stroke penalty and drop at a point close to where you and your opponent agree your ball probably landed.
- H. There is two-minute limit for looking for your ball.
- I. Out of bounds is loss of stroke and distance. If your second attempt at the same shot also goes out of bounds, play the second one like a lost ball (see IX G).
- J. If you find that your ball has gone out of bounds and you did not hit a provisional ball, you must drop a ball within two club lengths of the spot where it went out, no closer to the hole, and take a 2-stroke penalty. **In no case will you go back and hit it again.**
- K. Other situations not described above will follow published USGA rules.

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ROB MEARS  
President