

BY-LAWS
OF

**STANDARD HEATING AND AIR CONDITIONING
WEDNESDAY EVENING MEN'S GOLF LEAGUE**

<http://golf.readytokool.com>

Officers

- President & Treasurer: Paul N. Hopkins Cell: 598-1052 Work: 501-5012
- Sergeant at Arms: Chris Pedersen Cell: 679-6105
- Secretary & Webmaster: Chris Horihan Cell: 680-6957 Work: 221-4896

Duties of Team Captain

- Pay Golf Club Dues are due to the League Treasurer no later than the closing of the Annual Meeting. Failure to pay will jeopardize your team's status on the league.
- The Annual Meeting and League starting date should correspond closely to the shift to daylight savings time. You should receive notice as this date approaches.
- Each week the Captain is responsible for ensuring that their team is available for play and arrange for a substitute when needed.
- The Captain is responsible for calling Chris Pedersen or Paul N. Hopkins prior to play to check on weather cancellations (approx. 1 hour before tee time).
- The Captain is responsible for forwarding play results to the League President at the end of each night. This will consist of individual scores, individual points and team points (see below for an explanation of the point system).
- The Captain is responsible for ensuring that the team members (including subs) are familiar with the League By-Laws.

Play and Point System

Each week, the two-player team will be playing for six (6) points. The lowest handicap player will play the lower handicap player of the opposing team, and so on. If the two players on the team have the same handicap, you must decide who is playing whom, prior to the teeing off. Handicaps are computed by taking your last five net scores (as compared to par), tossing out the low and high score, averaging the remaining three scores, and then multiplying by 85%.

The six (6) team points are based on the following:

(in the event of a tie in any category, points shall be split)

- a) Two (2) points for Match Play. Each player is playing a match for one (1) point.
There is a maximum of one stroke given per hole due to differences in handicaps.
- b) Two (2) points for Medal Play. The player with low net score gets one (1) point.
- c) Two (2) points for low team net score.

General Rules

USGA and local course rules shall be followed for all league play, unless it is specifically stated below.

- **Ten (10) will be the maximum number of strokes** taken on any hole. Anytime a player picks up his ball and takes a ten (10), he concedes the hole for match play (unless both players concede, then they split the hole). [league rule]
- **BE ON TIME.** Please have two members present and ready for play at least 15 minutes prior to your designated tee time. If a player is late, he may play out the remaining holes. If the present members have left the tee box, the late player must start on the next hole. The **late player** will take a ten (10) on any missed holes for scoring purposes. The player's score for this round will not be recorded for handicap calculations.
- If **severe weather** is called by the course (bull horn sounds off), all golfers will discontinue play and proceed to the clubhouse for further instruction. If play is cancelled and you have finished six holes, your round is complete. If not, the clubhouse will make arrangements to finish your nine. If the rangers merely suggest discontinuing play, it will be up to the foursome to deliberate. If it is decided to stop, the teams will decide on the split of points. If an agreement is not reached and some players discontinue play, they will take a ten (10) on all missed holes. In either case, scores for the round will not be recorded for handicap calculations. **League is not responsible for any injuries resulting in continued play.*
- Any player may **play the ball up (fluff)** anywhere, except hazards (water, lateral, or sand traps). The player may not improve their line (move the ball to avoid a tree) or move the ball into another cut of grass (rough to fairway or native grass to rough). The player's ball shall not be moved any closer to the hole. [league rule]
- **Drop Area at Tiburon:** If your tee shot on either of the holes below is played into the water and the point of entry is directly in front of the tee box, the league strongly suggests the of drop area indicated below. If the point of entry is further than the drop area indicated below you can use either the Lateral Hazard Rules or the Drop Areas. [league rule]
 - Hole #3 Mako (Red) Drop Area is the 200-yard marker in the fairway
 - Hole #4 Hammerhead (Blue) Drop Area is the Red Tee Box (dropping trousers not req'd)
- **Lost Ball or Out of Bounds (White Stakes or Fences)**
 - If a ball is *lost* or is *out of bounds*, the player shall play a ball, **under penalty of one stroke**, as nearly as possible at the spot from which the original ball was last played (**stroke and distance**).
 - Exception: If there is reasonable evidence that the original ball is lost in a *water or lateral hazard*, the player shall proceed with the appropriate rule below. [ref: USGA Rule 27-1]
 - League Exception: If it is obvious to all witnesses that the ball was lost in the fairway, another ball may be dropped where the original ball was thought to have come to rest, **under penalty of one stroke**.
 - If a player is in doubt that the ball may be found or if the ball remains in bounds, to save time, the player may play another ball provisionally. The player shall inform his opponent that he intends to play a *provisional ball*. If the player fails inform his opponent and plays another ball, such ball is not a *provisional ball*, it becomes the *ball in play* and the original ball is deemed to be *lost* and the **penalty of stroke and distance** is incurred.
 - League Rule: If the player does not play a provisional ball and proceeds ahead, then later declares the ball *lost* or *out of bounds*, the player **cannot return to the original spot** for penalty of stroke and distance. The player must drop the ball nearest the point of going out of bounds or where the ball was thought to be lost and take a **two (2)-stroke penalty**.
- **Water Hazard (Yellow Stakes):** Without grounding the club (touching it to the ground) prior to your swing, a player may hit out of a hazard without penalty.
 - If a ball is in or is lost in a *water hazard* (whether the ball lies in water or not), the player may, **under penalty of one stroke**:
 - Play a ball as nearly as possible at the spot from which the original ball was last played; or,
 - Drop a ball behind the *water hazard*, keeping the point at which the original ball last crossed the margin of the *water hazard* directly between the *hole* and the spot on which the ball is dropped, with no limit to how far behind the *water hazard* the ball may be dropped. [ref: USGA Rule 26-1]
- **Lateral Hazard (Red Stakes):** Without grounding the club (touching it to the ground) prior to your swing, a player may hit out of a hazard without penalty.
 - If the ball last crossed the margin of a *lateral water hazard*, there is one additional option for a *lateral water hazard* in addition to the options available for *water hazard*.
 - **Under penalty of one stroke**, drop a ball outside the *water hazard* within two club-lengths of and not nearer the *hole* than (i) the point where the original ball last crossed the margin of the *water hazard* or (ii) a point on the opposite margin of the *water hazard* equidistant from the *hole*. [ref: USGA Rule 26-1]