

BY-LAWS  
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**QUALITY SOURCE MORTGAGE MEN'S GOLF LEAGUE**

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<http://golf.readytokool.com>

Officers:

Golf Club: Tiburon 895-2688

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|--------------------------|---------------|-------|----------|-------|----------|
| ▪ President & Treasurer: | Nick Kelley   | Cell: | 598-6425 | Work: | 991-7595 |
| ▪ Secretary & Webmaster: | Chris Horihan | Cell: | 680-6957 | Work: | 995-2700 |
| ▪ Rules Official:        | Jerry Evans   | Cell: | 850-6132 |       |          |

Duties of Team Captain:

- Pay golf league dues. You will be given sufficient notice from the request date to the payment date. Failure to pay will jeopardize your team's status on the league.
- Attend the Annual Meeting. The meeting, typically, will be held the first Wednesday of April. The League starting date will be the following week or the second Wednesday of April. You will be notified of the exact dates each year.
- Ensure that your team is available for play and arrange for a substitute when needed. A sub list is on the web site for your use or you may designate your own sub. We prefer you recycle subs.
- The Captain is responsible for inquiring about weather cancellations. The Captain can call Tiburon, Nick Kelley or Chris Horihan to check on the league's status.
- Forward completed scorecards to the League Secretary (or other designated player) at the end of each night. This will consist of names, gross scores and match play results (see below for an explanation of the point system). Please use full names for ALL substitute players.
- Ensure 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. For the line up, 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:** For the common players, handicaps are computed by taking your last seven net scores (as compared to par), tossing out the low and high score, averaging the remaining five scores, and then multiplying by 85%. **If you do not have a handicap**, it will be based on your first round. That will be your handicap for your first and second rounds. Your handicap for your third thru sixth round is based on your all your previous scores. The handicap for the seventh round is based on your six previous scores, with the high score tossed out.

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 (Stroke) 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 halve 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 all teams have finished at least six holes, our 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 using the 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)
- **Substitute Players (Subs):** A team may use any male golfer to fill in for an absent player, with the exception of position nights. The male golfer must be of legal drinking age or at the maturity level to be able to play with respect and camaraderie. Subs' handicaps are based on their scoring history of play for this league. If they have not played for two full seasons, their history will be erased. A sub can only be used for mid-season position nights if they have a handicap (played at least one round in our league in the last two years). A sub can be used in the final position night only if they have played a full three rounds for this league. Please note the subs' complete (first and last) name on the score card.
- **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 bounds, another ball may be dropped where the original ball was thought to have come to rest, **under penalty of two strokes (stroke and distance)**. This will avoid the need to go back and hit from where the original ball was played (this will speed up play).
  - If a player is in doubt that the ball may be found or if the ball remains in bounds, to save time, the player should play another ball provisionally. The player shall inform his opponent that he intends to play a *provisional ball*. If the player fails to 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]