

BY-LAWS
FOR THE

SUNBELT BUSINESS ADVISORS MEN'S GOLF LEAGUE

<http://clubscorecard.com>

Officers:

Golf Club: Tiburon 895-2688

- 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:

- I. 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.
- II. 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.
- III. 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 reuse your subs.
- IV. The Captain is responsible for inquiring about weather cancellations. The Captain shall call Tiburon, Nick Kelley or Chris Horihan (in that order) to check on the league's status.
- V. 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). **Write down the FULL names for ALL substitute players. No Scorecard = No Points.**
- VI. 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, subtracting par, and then multiplying by 85%. **There is a maximum handicap of 18. If you do not have a handicap, your first two weeks will be based on the round you play that day. New player handi = (Gross-36) * 0.85. Your handicap for your third thru fifth round is based on your all your previous scores, weighted with your low score. The handicap for the sixth round is computed with the high score tossed out. A handicap expires, if a player has not played in the entire previous season.**

The six (6) team points are based on the following (no scorecard turned in = no points):
(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.

1. **Ten (10) will be the maximum number of strokes** taken on any hole. Anytime a player takes his ninth stroke and fails to hole the ball, he must pick up his ball and record ten (10) on the score card, he also concedes the hole for match play (unless both players concede, then they halve the hole). [league rule]
2. **BE ON TIME- “LEAGUE TIME”**. Your team must have two members present and ready for play at least 10 minutes prior to your designated tee time. If the tee time has been reached (check your cell phones), the present players must tee off (if they haven't already) and continue on with the hole. If the tardy player shows up after the group has left the tee box, he may not tee off or play that hole. The late player takes a ten (10) on this and any additional missed holes. He may play out any remaining holes in the round. Any player that takes a ten for missing a hole will not have that score used in his handicap calculation. Make-up rounds must be played on the same nine that was originally scheduled.
3. **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]
 - a. **Hole #3 Mako (Red)** Drop Area is no nearer to the hole than the 200-yard marker.
 - b. **Hole #4 Hammerhead (Blue)** Drop Area is the Red Tee Box (dropping trousers not req'd).
4. 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]
5. Distance-Measuring Devices: a player may obtain distance information by using a device that measures distance only (GPS, binoculars). It may NOT measure any other condition, such as, gradient, wind speed, or temperature. [league rule]
6. **Substitute Players (Subs):** A team may use any mature male golfer to fill in for an absent player, with the exception of position nights. Subs' handicaps are based on their scoring history of play for this league. 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 year). A sub can be used in the final position night only if they have played a full three rounds for this league in the last year. **Write down the subs' complete (first and last) name on the scorecard.**
7. If **severe weather** is called by the course, all golfers will discontinue play and proceed to the clubhouse for further instruction. If the weather is questionable, 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 on all missed holes. In either case, scores for the round will not be used in handicap calculations. **League is not responsible for any injuries resulting in continued play.*
8. **Out of Bounds or Lost Ball (White Stakes or Fences):** If a ball is *lost* or is *out of bounds*, the player shall play a ball, **under penalty of one (1) stroke**, as nearly as possible at the spot from which the original ball was lost or the spot in which it crossed the out of bounds line. Hitting more than one ball from a tee box is not allowed. **No re-tee, No provisional balls – add one stroke** and proceed to the spot the ball crossed the OB line. [league rule]
9. **Water Hazard (Yellow Stakes):** Without grounding the club 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**:
 - a. Play a ball as nearly as possible at the spot from which the original ball was last played; or,
 - b. 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]
10. **Lateral Hazard (Red Stakes):** Without grounding the club prior to your swing, a player may hit out of a hazard without penalty.
 - a. 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*.
 - b. **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]
11. **Playoffs:** Ties will be decided by the victor of the team's last meeting. If the last meeting was a tie, then it will be based on a coin-flip.