

Town of Grand Island Recreation Department

2020 CO-ED GOLF LEAGUE

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1. INTRODUCTION: Grand Island Recreation Department Golf League is a two-person team Co-Ed Golf League. League members must be, at least 18 years old and abide by all league rules.

1.1 The first rule is to play "READY GOLF"! Be Ready to Hit! Keep it moving, have fun!

1.2 The League will play on Thursdays, beginning May 21, 2020 at Beaver Island. Tee times issued 24 hours in advance.

1.3 The League Coordinator is Amy Smith (716-255-1524)

1.4 Please show up a minimum of 15 minutes prior to your tee time to be prepared.

1.5 After each Round please text or email photo of scorecard to 716-255-1524 or asmith@grand-island.ny.us. Please keep scorecards for official record.

2. League Coordination

2.1 The League Coordinator duties will include: Setting and distributing a schedule and score cards for League play; Recording and distributing accurate results of league play; Maintaining and updating League handicaps, standings, rules, and records.

3. RULES DISPUTES / DECISIONS.

3.1 The League Coordinator can make league and local rules pertaining to league play at anytime including but not limited to matters which affect points, standings, rule interpretation, etc. All league disputes, violations, and penalties, are subject to review.

3.2 The League Coordinator may consult any outside party including but not limited to the parties involved, any witnesses, and/or the course head golf professional.

3.3 Final decisions will be made by the Recreation Supervisor, Joe Menter

4. LEAGUE FEES

4.1 220 season league fees are \$35 per person + applicable golf green fees and cart fees.

4.2 Substituted players are permitted with advance notice and must indicate their 9 hole handicap.

4.2 If a team forfeits more than twice, they may be removed from the league or assessed additional forfeit fees. Final decision will be made by the Recreation Supervisor.

5. LEAGUE SETUP

5.1 League Competition (10 weeks)

5.2 Ideally each Team will play the other teams at least once in the season.

5.3 LEAGUE POINT SYSTEM (traditional 20 point scoring method)

Each round is worth a total of 20 points broken down as follows:

Team points - 18 points - Two points per hole

Match points - 2 points - Lowest Team Net Score

TEAM POINTS are awarded, on each hole, to the team with the lowest combined net score. There are (2) two points available per hole. In case of a tie, the teams' will receive one (1) point each.

MATCH POINTS are awarded to the team with the lowest combined net score will receive one (2) points for the match. In case of a tie, each team will receive two (1) point each.

All points, Team, and Match, are added together to determine TOTAL TEAM POINTS for Team Standings.

5.4 TEAMS DO NOT HAVE TO CALCULATE POINTS. OUR LEAGUE SOFTWARE WILL ENSURE SCORES/POINTS ARE ACCURATE.

6. LEAGUE PLAY: “The Golf Rules”

6.1 All matches shall be played from the White tees for Men and Red tees for women, and all Seniors will play from the Senior Tees. Front and Back Nines will be alternated each week when possible.

6.2 All matches will be played under Summer Rules, which means - Play it as it Lies

6.3 UNFAIR LIE RULE: If your ball rests in a divot or in ground which may be considered under repair, or unfair you may place a ball at the nearest point of relief, no closer to the hole, without penalty, only after notifying and receiving permission from your opponent. A bunkered ball shall be placed in the bunker. If permission is not granted then the ball must be played as it lies. If the course dictates “cart path only” you may Lift, Clean, & Place your ball, in your own fairway only.

6.4 No putts for birdie or better may be conceded. Only pars and higher putts may be conceded at the discretion to the opponent.

6.5 Designated DROP AREAS, will be used on the par 3 holes only (if applicable). You can PLACE the ball within the Drop Circle or outside the drop circle on a line to the previous shot back as far as you wish, no closer to the hole.

6.6 The MAXIMUM SCORE on any hole is DOUBLE PAR. A player may pick up on any hole and take a 3 over par score. If two opposing players take the maximum score on a hole, then the points for that hole shall be halved regardless if one opponent is getting or receiving strokes on that hole.

6.7 “The 4 Options Rule”: How to Handle: A LOST BALL / Unplayable Lie / Out of Bounds / Wooded Areas / Any Water Hazard / Or ANY BALL WHICH HAS TO BE MOVED IN ORDER TO PLAY IT.

PENALTY: ADD 1 STROKE and use one of the following 4 options...

Option 1: Place the ball and re-hit from approximately the same spot as your last shot.

Option 2: Place the ball 2 club lengths from where the ball lies or the point of entry, no closer to the hole.

Option 3: Keep the point of entry between yourself and the Flag and place the ball on this line, no closer to the hole, back as far as you want.

Option 4: Keep yourself between the point of entry and Your Last Shot and place the ball on this line, no closer to the hole, back as far as you want.

Definitions:

Point of Entry: The last point where the ball crossed playable golf course – before becoming unplayable, whether going out of bounds, lost, or in a hazard or wooded area. If the shot never crosses playable golf course then use option 1. If the player and the opponents disagree substantially where to spot the point of entry, it can be a compromised spot agreed to by both sides. Make a decision and GO!

Drop: In all “drop situations” where a penalty stroke is being added, you may Place the ball no closer to the hole and at least two clubs lengths from a green. Never on a green.

Unplayable Lie: A player at any time can declare his ball unplayable and use the 4-options rule.

6.8 If there are any RULES DISPUTES during a match a provisional ball can be played and the rules committee will make a decision. The League Coordinator decisions are final.

7. MATCH

7.1 A “Normal” match is a foursome, 4 players, which shall consist of a two person team of league members or their qualified sub(s) opposing a two person team of league members or their qualified sub(s). Subs use the same handicap calculations as league members.

7.2 If a league member or substitute is late and shows up before their group tees off on the 3rd hole of play, it can be considered a legal match and they can make up the first 2 holes after the round and those scores will be used. If player shows up after the group tees off on the 3rd hole of play, then it is considered absent and is playing for fun. (See Rule 8)

7.3 If a league member starts the round, and finishes one or more holes and is unable to complete the round for any reason, the holes not completed shall be scored in the same manner as an absentee match (See Rule 8), prorated for the number of holes remaining. The holes completed shall count for scoring purposes. If a league member completes less than 9 holes they shall be considered absent for handicap purposes and no score shall be posted. If a substitute player starts but cannot complete a round then it is considered an absentee match and Rule 8 applies in full.

8. ABSENTEE MATCH (defined as less than a foursome)

An absent team, or player, can earn points but are penalized as follows: If a player(s) is absent and unable to secure a sub, the absent player will play the match as a single.

8.1 If both team members are absent, the opposing team will play against PAR.

8.2 BYE Weeks: If the league has an odd number of teams, each week one team will have a BYE. The BYE week team will play against PAR to accumulate points towards standings. ("BYE" does not mean the team does not need to compete that week.)

9. HANDICAPS and ADJUSTED SCORE

9.1 For handicapping purposes; the actual scores will be adjusted as follows: **Nothing higher than TRIPLE BOGIE is used for calculation.**

9.2 The **maximum handicap** for the league is 25 for Women and 18 for Men. (9-hole handicaps)

9.3 Players with no prior rounds to establish a baseline handicap will be given an initial handicap of 70% of the Maximum Handicap

9.4 Substitute's handicaps will be calculated in the same manner as league members.

10. SUBSTITUTE RULE. A substitute (sub) player must be an amateur golfer at least 18 years old and abide by all league rules. Securing a sub is the responsibility of the absent league member or his partner. Team substitutes can sub for either team member in their absence

11. RAINOUTS / LIGHTNING If lightning is present, you are to immediately take the standard precautions prescribed for this condition. Rainouts will be determined by the club pro and/or the rules committee. Take cover if the course warning horn sounds during a round. You will be notified if the round is being postponed or canceled.

All comments or suggestions are greatly welcomed.

Please feel free to contact the Recreation Department office 773-9680 or recreation@grand-island.ny.us