

# CHRISTIAN GOLF LEAGUE 2009

## I. LOCATION and TIME

- a. Holly Hills Golf Course near Waynesville, Ohio.
- b. Monday evenings beginning Monday night, May 4.
- c. Participants may tee off starting at 5:00pm. Earlier play is allowed at the discretion of the course management.

## II. FEES

- a. A \$10.00 fee will be collected from each participant before his or her first round of the year. This fee will cover the cost of prizes & food given throughout the year.
- b. The "greens fee" is paid each week at the course. Riding carts and pull carts are available for an additional fee.

## III. WEEKLY AWARDS

- a. **Longest drive** on one designated hole. It must be the first shot only and it must be in the fairway to qualify.
- b. **Closest to the pin** on each par 3. It must be the first shot only and it must be on the green proper to qualify.
- c. **Longest putt on the final hole** – it must be on the green proper to qualify. If your ball lies on the fringe, it is not considered a putt even if the putter is used to play the stroke.

## IV. TEAMS

- a. Roster
  1. Each team will have up to 8 members on the team roster, You may have more than one team.
  2. Players may be added at any point during the season provided the roster does not exceed the limit (8).
  3. Players may **NOT** be removed from the roster after participating in one (1) round.

## V. SCORING

- a. Each week, the four best 'net' scores from the team are totaled to produce the team score. All other team members compete only for the individual prizes.
- b. If a team is unable to field four players from their team, a "ghost" player is used in place of missing team members. A ghost player has a handicap = 0 and scores three strokes over par for the round (par + 3)

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- c. Team points are awarded based on the total team scores each week. Two (2) points are scored for each team that you beat and one (1) point for each team that you tie.
- d. The team with the greatest number of accumulated points at the end of the season is the champion.

### VI. THE PLAY - U.S.G.A. rules govern all play with the following exceptions

- a. Starting Play -- The first tee is first-come-first-off, beginning at 5:00pm. If you wish to play with a particular group, your tee-off order is based on the **LAST** person to arrive.
- b. Juniors (ages 12 - 14), seniors (age 70 and above), and ladies play from the forward tees. All others play from the white tees.
- c. Balls hit into the woods, out of bounds, and lost balls -- The ball may be dropped along the line of flight from which the ball entered and the player will add a one (1) stroke penalty. This rule is intended to reduce slow play by eliminating provisional shots.
- d. All playable fairway and rough lies may be improved within a radius of one (1) foot by use of the club head.
- e. Putting Out – The order of putting out is by agreement of the foursome. Continuous putting is encouraged to maintain speed of play.
- f. Score Cards
  - 1. The scores for all players in the group should be recorded on a single scorecard.
  - 2. Record the total number of strokes for each hole (normal score keeping). Also, record the number of putts on each hole for each player.
  - 3. Each player will verify the accuracy of his / her score, then turn in the card before leaving the course.

### VII. HANDICAP SYSTEM

- a. The handicap system is based on the following rules:
  - 1. Gross scores will be adjusted in order to calculate handicaps. The maximum allowable strokes on each hole counted toward the gross are:

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### EQUITABLE STROKE CONTROL

COURSE HANDICAP	MAXIMUM NUMBER ON ANY HOLE
9 or less	Double Bogey
10 through 19	7
20 through 29	8
30 through 39	9
40 or more	10

2. All handicaps will be based on 100% of the difference between the adjusted gross and par.
- b. Calculating Playing Handicap
1. A player's handicap will be an average of the last ten adjusted gross scores from league play.
  2. New players establish a handicap the first match played. Therefore, on the first night of play, you will not know your handicap until the round is finished.

#### VIII. Bad Weather

- a. Rain
1. All golfers are expected at the course even though the weather is threatening.
  2. If the club declares the course closed, the team captains will be notified as soon as possible on the day of the rain.
- b. Discontinuance of Play
1. If darkness or weather conditions (except lightning) halt a match, play will be stopped by mutual agreement of the members of that foursome. In the case of lightning, if a player feels threatened, he has the right to stop play.
  2. Unfinished holes will be scored as a net par (par plus players handicap for that hole).
  3. If less than 50% of the players have completed their round, the match is cancelled and no scores will be recorded for that week.