

5. LEAGUE SETUP

5.1 League Competition: 11 weeks. Weeks 1-2 are to determine handicap, Weeks 3-11 are league play.

SCORING AND MATCH PLAY FORMAT

- Each team will have an A player and a B player based on handicap.
- The A players will play each other and the B players will play each other.
- If an A player has a handicap of 6 and he is playing an A player with a 9 handicap, the 9 handicap will get 1 stroke on the 3 toughest holes (highest handicap holes).
- Gross scores are recorded and the handicaps will be applied by the administrator.
- Maximum points per player, per match is 10 points. 1 point is awarded if a player wins a hole. If the hole is tied, 1/2 point is awarded to each player.
- Winner of the most holes will win the 1 extra point. If the holes total is also tied, each player will get 1/2 point each.
- Max team points is 20

6. LEAGUE PLAY: “The Golf Rules”

6.1 All matches shall be played from the White tees.

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 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 of the opponent.

6.5 Designated DROP AREAS, will be used on the par 3 holes only. 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 4 over par. A player may pick up on any hole and take a 4 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.

7. MATCH (a foursome)

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 his group tees off on the 3rd hole of play, it can be considered a legal match and he can make up the first 2 holes after the round and those scores will be used. If he shows up after the group tees off on the 3rd hole of play, then he is considered absent and is playing for fun. **The missing players score card will be filled out based off his handicap and will be penalized 2 strokes towards his handicap.** Example: If player A misses a match and is an 11 handicap, he will shoot a 47 for 9 holes ($36 + 11 = 47$). Player A will then be dropped from an 11 handicap, to a 9 for match scoring. Their for player A will be given 1 stroke per hole rather than 1 stroke per hole and 2 strokes for the #1 and #2 handicapped holes.

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, prorated for the number of holes remaining. The holes completed shall count for scoring purposes.

7.4 MAKE-UP MATCHES: Make up matches must be played in advanced of the scheduled match. Matches must be preapproved by administration via email: cwtcri@rit.edu. There is no penalty for playing a match in advance of the scheduled date.

8. HANDICAPS and ADJUSTED SCORE

8.1 the actual scores will be adjusted for handicap purposes as follows: **Nothing higher than TRIPLE BOGIE is allowed.**

8.2 The **maximum handicap is 20** for the league.

8.3 Handicaps are calculated by taking the **Average of the Adjusted Scores Used, MINUS Par, TIMES 96%. (Fractions .5 and above are rounded up)**

8.4 Scores Used for Handicap Purposes:

The first two weeks of the league will be used to create handicaps and will not be counted towards standings or league play. After handicaps are established, league play will start (week 3).

9. 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. Any player who is not a League member is considered a substitute. Substitute's handicaps are determined after the round. For example: If the sub shoots a 50, he will be scored as a 14 handicap.

10. 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.