



LEAGUE OVERVIEW AND RULES

“If there’s one thing golf demands above all else, it’s honesty...”

INTRODUCTION

The “Bogey Killers” Golf League is a 2-person team and individual men’s golf league, will BEGIN PLAY on July 21, 2009 and end on September 22, 2009 (10 weeks / 10 Rounds). TEE TIMES will be weekly at 5:00PM - no exceptions! PLEASE BE READY TO GO - EARLY!

MEMBER QUALIFICATIONS

League members must be male, at least 18 years old and abide by all league rules. It is not necessary to belong to or even attend LifePoint Christian Church in order to be a part of the league. All men are welcome.

LEAGUE SCORING

Three separate competitions will be ongoing throughout the period of the league. These are individual stroke play, individual match play, and team match play. Each player will play his own ball from the tee to the hole and will record his score according to the league rules listed below. The three competitions are scored as follows:

INDIVIDUAL STROKE PLAY

The individual stroke play competition is based on a players cumulative stroke total (adjusted for handicap) relative to other players. This competition runs throughout the period of the league.

INDIVIDUAL MATCH PLAY

In individual match play, the adjusted stroke total (actual score - any adjustment) is compared between the two matched players (#1 vs. #1, #2 vs. #2) on each hole. The winning player receives 2 IMPs (indiv. match play points) on each hole won except the “bonus” hole of the match which will be worth 4 IMPs. Bonus holes will be declared and changed prior to each match. If the players shoot the same score, each receives 1 IMP (or 2 on the bonus hole). In the event that a player has no opponent due to no-show, the player will compete against the missing players handicap plus 3 strokes. Additional strokes (difference in ES between the two players) will be applied on the scorecard and shall be distributed to the player with the higher ES on the hardest handicapped holes, in order.

**Remember,
there are only
bragging rights
involved so
remember to
have fun and
practice good
sportsmanship
at all times.**

TEAM MATCH PLAY

In team match play, the results of the individual match play results will govern the

outcome of team match play. The individual results of each hole will be added to achieve the team score for the hole. Each team will either win the hole, lose the hole, or tie the hole.

the adjusted stroke total (actual score - any adjustment) of each player is added to come to a team total. The team total is compared between the two teams on each hole. The winning team receives 2 TMPs (team match play points) on each hole won. If the teams shoot the same score, each receives 1 TMP. The winning team is the one with the most TMP's at the end of the match. Teams with equal points will have played to a tie. Standings will be similar to NFL standings.

Each player is responsible for “protecting the field” - use common sense and reason. NO CHEATING! C'mon, this is a church league!

LEAGUE PLAY: “The Golf Rules”

- All matches shall be played from the WHITE TEES, also know as the men’s tees or middle tees.
- NO MULLIGANS (not even on #1)
- All matches will be played under USGA RULES (with the exception of "The Four Options Rule" (below), which means the ball will be played down and as it lies at all times. USGA RULES will govern at all times except where a local or league rule takes precedence. If the course dictates “Cart Path Only” rules, then players can LIFT, CLEAN, AND PLACE the ball in your own fairway only.
- NO PUTTS MAY BE CONCEDED. All putts must be putted into the hole. Since all players are playing against each other, no exceptions allowed, even in "match" play.
- The designated DROP AREAS, if available, WILL be used on the par 3 holes only. You can PLACE the ball within the Drop Circle.
- 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 are halved regardless if one opponent is getting or receiving strokes on that hole.
- “THE 4 OPTIONS RULE” - this is used whenever USGA rules would dictate that a player must take any number of penalty strokes. Typical example include but are not limited to (Lost Ball / Unplayable Lie / Out of Bounds / Wooded Areas /Any Hazard)
 - PENALTY: ADD 1 STROKE and use one of the following 4 options...
 - Option 1: Drop and re-hit from the same place as your previous shot. If your previous shot was hit using a tee, the following shot may also use a tee.
 - Option 2: Drop 2 club lengths from the ball or point of entry, no closer to the hole.
 - Option 3: Keep the point of entry between yourself and the Flag and drop 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 Previous Shot and drop 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, OB, lost, or in a hazard or wooded area. If the shot never crosses playable golf course then take a 1 stroke penalty and rehit from the same spot.

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

If you “don’t get” all of this don’t worry. Just play your best and keep your score - we’ll take care of the rest.

THE MATCH

- Each TEAM consists of two (2) players, a #1 man, and a #2 man, (team status), who play against the opposing teams player with the same status. The #1 man is the player with the lowest "expected score". If both players from the same team have the same handicap, the #1 and #2 player will be determined randomly. Substitutes assume the position of the player they are replacing.
- If one or both members is present and unable to secure a substitute, the missing player(s) shall be replaced by his "expected score" plus a penalty of 3 strokes. The additional strokes will be added to the hardest handicapped holes, one stroke per hole). Replacement scores will substitute for that player in all competitions (individual and team) If a team member shows up late, and misses more than 2 holes, he will use his expected score plus a penalty of 10% on the missing holes. If he shows up before teeing off on the 3rd hole, he can make up the first 2 holes after the round and those scores will be used.

TIEBREAKERS

- In the event that two teams tie their match at the end of the round, a playoff hole is recommended to determine the winner of the match.
 - If just having played the front 9, use hole #1 for playoff
 - If just having played the back 9, use hole #11 for playoff
- Scoring on the playoff hole and ES differential is the same as indicated on the scorecard already.
- If the teams “push” or tie the playoff hole, then add the total score of each team to determine the winner. Do not use adjustment for tiebreaker, straight scoring only.
- If the teams are still tied after adding aggregate score for each player then the team with the individual who posted the lowest score on that hole wins the hole.
- Any ties after this will result in an actual TIE.

EXPECTED SCORES

- For the purpose of this league, rather than "handicaps," scoring adjustments will be made using an "expected score" or ES. The ES is simply what that player would expect to shoot, on average, on nine holes at the golf course being played.
- *The maximum allowed ES will be 54.*
- Any player having played in a previous Bogey Killer League shall have their record of scores used to calculate their ES for the new league. ES is calculated in a modified USGA format as follows:

- The average of the best 10 complete scores from the most recent 20 available scores. Should less than 20 scores be available for calculation, then the average will be taken by calculating half the scores available. For example, if 14 completed rounds of golf have been played, then the best 7 scores will be used to calculate ES.
- Those players who have not played before (including subs) adopt an ES equal to their first round score. This ES will be used for that player until the 4th week of play, whereas the player will adopt an ES equal to the average of their 2 best scores. Additionally, as weekly scores are added, ES will change based on calculation indicated above.

SUBSTITUTE RULE

A substitute (sub) must be at least 18 years old, male, and abide by all league rules. Securing a Sub is the responsibility of the absent league member or his partner. Each player will be given a list of substitute golfers and contact information. Once a sub is secured you must fill out the Substitute Registration Form at BogeyKillers.com. You must register your sub by noon on league day. Subs expected scores are calculated using the same method as regular league members.

RAINOOTS / LIGHTNING

If lightning is present, you are to immediately take the standard precautions prescribed for this condition. Rainouts will be determined by the league commissioner, and/or the rules committee. In most cases, decisions to suspend play will take play no earlier than 4:30pm on league night and if potentially good weather is expected a short delay may be enlisted to fulfill the round.

If there is an imminent threat of lightning during a round a horn will sound. Three (3) short blasts will signal the potential of suspended play. Two (2) long blasts will indicate that play should stop. Upon hearing the 2 long blasts each team should complete the hole they are playing and then seek cover and/or return to the clubhouse. Do not begin playing additional holes. In order for a round to count, every team must have completed at minimum four (4) holes of golf. If each and every team does not complete at least four (4) holes of golf, no scores from that round of golf shall count.

DISPUTES / RULES COMMITTEE DECISIONS

The rules committee 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 by the Rules Committee. The committee may consult any outside party including but not limited to the parties involved, any witnesses, and/or the head course golf professional. Decisions made by the Rules Committee are final. Major changes in league structure require a vote of the league members.

TEAM ASSIGNMENTS

<u>Bogey Killers Fall League Teams</u>	
<u>STOGIES-N-BOGIES</u> PHIL AYRES CHUCK AYRES	<u>FLUBTASTIC DUO</u> TODD BARNETT JOHNATHAN MARCH
<u>THE JETER BROWN BAND</u> DREW JETER TERRY BROWN	<u>HIT EM & HURT EM</u> ANDREW VALENTE BUTCH PETRACCA JR.
<u>SULTANS OF SWING</u> MATT SMITH CHUCK CORDELL	<u>MAKING THE CUT</u> GREG PETERSON MATT MUENSTER
<u>BIRDIEHUNTERS</u> DAVE ALLEN GARY SLAVIN	<u>THE DANS</u> DAN HOUSER DAN CAMILI

Substitute Golfers List:

If you need a substitute on any given week, you may call the following people to fill in for you. Finding a substitute is your own responsibility. You must complete the Substitute Notification Form available at BogeyKillers.com by Tuesday 12:00pm.

FIRST NAME	LAST NAME	PHONE	EMAIL
Andrew	Creme	407-921-7511	andrew.creme@gmail.com
Wade	Sied	407-965-8224	wadesied@yahoo.com
Kevin	Houser	407-767-5241	houserkl@live.com
Matt	Clark Sr.	407-312-9900	matt@metrovista.com
Jason	Rutland	407-616-3433	premierhomefunding@earthlink.net
Matt	Snyder	618-263-8679	mstjf@msn.com
Bill	Walker	407-456-4800	billscarwash@earthlink.net
Mike	Biles	321-436-3425	mbiles@cfl.rr.com
Jose	Maldonado	407-468-3399	jose@cfministry.org
Lyn	Johnson	352-551-7624	lyn-johnson@cfl.rr.com
Jim	Otwell	407-402-3566	jotwell@westviewbaptist.org
Joe	Kelly	407-792-9378	Joseph.P.Kelly@morganstanley.com
Brooks	Stogsdill	407-321-8944	bstogsdill@cfymca.org
Ed	Jones	407-399-2411	MEJ413@aol.com
Mickey	Mahaffey	321-377-6381	mickeymaha@me.com