



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. Play will BEGIN on June 16, 2011 and end on August 18, 2011 (10 weeks / 10 Rounds). TEE TIMES will be shotgun style weekly on Thursdays at 5:30pm - no exceptions! PLEASE BE READY TO GO - EARLY!

MEMBER QUALIFICATIONS

League members must be male, at least 16 years old and abide by all league rules. *It is NOT necessary to belong to or even attend St. Peter’s Episcopal or LifePoint Christian Church* in order to be a part of the league.

LEAGUE SCORING

Two separate competitions will be ongoing throughout the period of the league. These are A) Stableford scoring (individual competition), and B) Match Play (team competition). 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 two competitions are scored as follows:

STABLEFORD SCORING (individual)

This method of scoring award points **based on a golfer’s NET** score in relation to each hole. Rather than count the total amount of strokes per round, Stableford Scoring award a point value to

Eagle = 4 pts.	Bogey = 1 pt.
Birdie = 3 pts.	Double Bogey = 0 pts.
Par = 2 pts.	

eagles, birdies, pars, etc. The point designations are as follows: Each player’s Stableford points will be amassed from week to week to create an individual champion at the end of the season.

Up to date standings will be posted at our league site, www.netgolfleague.com each week. For more information on Stableford scoring see <http://en.wikipedia.org/wiki/stableford>.

MATCH PLAY (team)

In team match play, the individual players are pitted against the players from the other team to win, lose, or halve the hole. The team with the player with the lowest NET score for that hole will win it and is the team will be awarded points. The team with the

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

most points at the end of the round is the winner. Teams will accumulate points that will accrue throughout the season. Team standings will be posted on the NetGolfLeague.com. The team with the most points at the end of the season will be the winner.

Match Play Point Designations:

Won the hole	= 2 pts.
Halved the hole	= 1 pt.
Lost the hole	= 0 pts.
Won the match	= 2 pts.
Tied the match	= 1 pt.
Lost match	= 0 pts.

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 (no “gimmies”). 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.
- “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 / Out of Bounds / Wooded Areas /Any Hazard, unplayable lie)
 - **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 re-hit from the same spot.
- Unplayable Lie: A player at any time can declare his ball unplayable and use any of the 4 options.

HANDICAPS

For the purpose of this league a handicap scoring adjustments will be applied for all golfers that shoot score above par. *The maximum handicap for a single nine-hole round is 18.* Handicaps are calculated automatically through the league software according to a customized differential for short league play. This differential is called “the net golf league differential.” For more information on how handicaps are calculated go to: http://help.netgolfligues.com/mediawiki/index.php/League_Startup#How_Handicaps_are_calculated

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.

SUBSTITUTE RULE

If one or both members is present and unable to secure a substitute, the missing player(s) shall be replaced by his "expected score" (par plus handicap) plus a penalty of 5 strokes. The extra 5 strokes will be added on the five hardest handicap holes. 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). The maximum number of strokes that can be gained by a substitute golfer in any given week is 3. Similarly, the maximum number of strokes that you can be lost by a substitute golfer is 3.

A substitute (sub) must be at least 16 years old, male, and abide by all league rules. Securing a Sub is the responsibility of the absent league member or his partner. Subs expected scores are calculated using the same method as regular league members.

TARDINESS

If a team member shows up late, and misses more than 2 holes, he will use his expected score (par plus handicap) plus a penalty of 1 stroke per hole missed (up to 3 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.

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 longs blasts each team should mark the position of your ball with a tee and immediately 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.

Contacts:

League Commissioner
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More information available at www.BogeyKillers.com