

2022 ENGINEER'S CLUB GOLF LEAGUE RULES

LEAGUE FORMAT: Each week, you will play another team in head-to-head play. Two players from each team will play the front nine, and two from each team will play the back nine.

TEE BOXES: Men with a handicap of 17 or less at the beginning of the year play from the Blue Tees (see exception) for the entire year; Men with a handicap of 18 or more at the beginning of the year will play from the Red (Senior Tees) for the entire year. Women play from the White Tees.

Blue: (Men) 5746 yards, rating 67.8, slope 120, Par 70
Red: (Senior) 5107 yards, rating 69.8, slope 113, Par 70
White: (Ladies) 4590 yards, rating 67.1, slope 108, Par 70

Exceptions: Players 65 years or older have the option to move to the red tees at any time; Players 80 years or older have option of moving to white tees at any time. Players that have previously been assigned to the red tee box have the option to remain at the red tees unless their handicap is below 16 at the start of the season. Any time a player switches tee boxes, their handicap will be reset in the same manner as a new player.

SCORING: There are 7 points available...4 individual matches, 2 two-man team matches, and 1 four-man team match, each of which are worth 1 point. For the two-man team matches, you simply add the net scores of you and your partner vs. the net scores of your two opponents (this is done on both nines). The four-man match compares the net scores of all four members of your team vs. the net scores of all four members of your opponent's team. In the event of a "blind," the player that plays against the blind automatically wins, and the two-man team point for that nine automatically goes to the team that shows up as well. For the overall point, the sum of the net scores from each team are compared and the lowest total wins the point.

HANDICAPS: Handicaps are calculated by taking the average strokes over par for the last 10 rounds and multiplying it by 85 percent. All players that played last year will use last year's ending handicap as their handicap for their first night. In the event that a new player is playing for the first time, they will automatically receive a net score of 5-over par OR their actual score, whichever is lower.

PAIRINGS: For the individual matches, the low handicap player from each team will play against each other, and the other two will play each other. In the event that the players on the same team have identical handicaps, the two teams must decide on opponents however they choose, before beginning the round. If the scorecard does not indicate pairings, pairings will be made by comparing handicaps that are carried out to decimals. In the event that a team has a blind, the player on the team with the blind will play the opponent with the closest handicap on the other team.

STANDINGS: The league will be divided into two halves. The league championship will be decided on the last night of golf (week 21) in a match between the first half champion and second half champion. The first half champion is the team with the most points after the first 10 weeks, and the second half champion is the team with the most points during the second 10 weeks. If there is a tie for first place in either half of the season or there is a tie in the league championship match, the tie-breaker is a sudden-death playoff starting on the 1st hole and continuing until a winner is decided. Each team in the tie-breaker will have two players play, and the team with the lowest combined scratch score wins. For the first and second half championship nights as well as the overall championship, subs are not allowed.

RAIN OUTS: In the event of a rainout during the first or second half, the schedule will generally be adjusted by extending the season, daylight permitting.

GENERAL RULES: USGA rules apply to the golf league with the exception of the following club rules.

Late Players: If a player arrives after their group has teed off, late player is assessed double par on each hole that he does not tee off with his team. Depending on the number of holes missed, at the commissioner's discretion, the final score of that late player might or might not be used for future handicap calculations.

Improving your lie: Winter rules apply at all times. A player may improve the lie of his/her ball anywhere on the course 4-8 inches from where your ball comes to rest, but the ball must remain in like condition (you cannot move the ball from rough to fairway, or bunker to rough, etc). A player will be allowed to improve his/her lie by moving the ball no more than 8 inches. Since players are allowed to improve their lie in bunkers and hazards, players are not penalized for grounding their clubs in those areas.

Sand traps: Players may lift, clean, rake and replace their ball without penalty. If sand trap is completely full of water or if the trap is partially wet and the foursome agrees that the trap is unplayable, player may take a drop in the grass adjacent to trap, no closer to the hole, without penalty.

Errant Golf Balls: If a ball clearly travels out of bounds (marked by white stakes), the golfer has the option to either add one stroke and return to re-hit from the same spot, or add 2 strokes and drop ball in the fairway opposite where the ball went OB (no closer to the hole).

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Lost Ball: A lost ball is a 1-stroke penalty

Pace of Play: Please avoid slow play. Take no more than 3 minutes to look for a ball. Also, in the event of a lost ball, drop at the point where you and your opponents think your ball came to rest (you do not have to take distance penalty for lost balls). Always keep play moving. If the later player is in the parking lot and your group is on the tee box waiting, let group behind you can play through if they are ready. If the course Marshall orders a slow group to skip a hole, each player should take a double bogey on that hole and proceed to the next hole without protest.

Double Par Maximum: The maximum score a player can take is double par. Once you reach the maximum score, please pick up your ball and move on to the next hole.

Gimmies: Gimmies are at the discretion of your opponents. If a member of the opposing team says your putt is good, pick up your ball and add one stroke. Either member of the opposing team can concede putt.

Switching Golf Balls: A player may replace his or her ball at any point during the hole. You do not have to play the entire hole with the same ball.

Hole-in-One Payday: Any player that gets a hole-in-one will receive \$5 from every player in the league. The team captains have 2 weeks after the commissioner's notification of a hole-in-one to collect their teammate's money and pay the treasurer. The payment will be \$5 for every player on the roster.

Scorecards: At the completion of each round, the scorecards should be emailed to the commissioner (jklein70283@gmail.com). Scorecards sent by text are not acceptable and will be deleted. The following **legible** information should be included: Players first and last names, team names, gross hole-by-hole scores, handicaps, net scores and points awarded. Captains are asked to distribute to their team players the example "Perfect Scorecard"

Eligible Players: Captains must submit an official roster to the league commissioner no later than the due date prior to opening day. In order to be eligible, players must be an Engineer's Club member in good standing (i.e. annual dues are paid). New players may be added to the roster prior to Week 10. After Week 10, no new players or new subs are allowed. Subs are not allowed to play championship rounds. Also, all players on your roster must play at least 1 time prior to the 10th week of golf league in order to be eligible for championship matches. Certain circumstances (injuries, travel for work, etc) will be considered by the commissioner and team captains for players that have played in the league in the past, but not for new players. If an Engineers' Club Member cannot be found to fill a vacancy, and if acceptable to all players in the foursome, a guest may fill a vacancy and play for fun only.

PRIZE MONEY:

Must be a golf league member.

\$4 per greenie (all 5 par 3s)

\$5 for low net

\$100 First Half Winning Team

\$100 Second Half Winning Team

\$200 League Champion

SWEEPSTAKES: The last week of the season we will be the sweepstakes round. Sweepstakes is individual play and not team play. Teams will together as a group. The \$5 per player cost will be billed at the beginning of the season. The entire pot will be distributed to seven low net players. Tiebreakers will be determined using the net score starting with the hardest HCP hole on that nine and proceeding to the easiest HCP hole.

LEAGUE PAYMENTS: Captains are responsible for collecting golf fees from their players and mailing payments by the designated due date to the league treasurer. Do not bring payments to the course or hand them to the Commissioner or Treasurer. Unless approved by the Treasurer, do not have individual players send payments to the Treasurer. Consequences for late payment may include public shaming.

Important Contacts:

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