

FERMILAB EMPLOYEE GOLF LEAGUE

Phillips Park - Rules - 2017

I. Rules of Play

1. USGA Rules: The rules of golf as promulgated by the United States Golf Association will apply except when superseded by the rules stated below.
2. Local course rules: All local rules listed on the scorecard will apply.
3. Lost ball: A new ball may be dropped with a ONE STROKE penalty. The drop area should be as near as possible to where the ball was seen to go. If any question of placement arises, mutually agree with your opponent. This applies to all lost balls, including those in the fairway.
4. Ball hit out of bounds: The player may elect to drop a new ball within two club lengths of the POINT OF EXIT, no nearer the hole, with a one stroke penalty, OR use the stroke and distance penalty. When the ball lands in a water hazard, drop a ball on the tee side of the hazard. along the original ball's line of flight.
5. Etiquette to promote faster play
 - o Please call your opponent if you will be late/absent.
 - o Limit your practice swings to a maximum of three (3).
 - o If your ball is within a putters length of the cup and you won't interfere with another player's line, putt out.
6. When in a sand trap and there are holes that naturally should not be there, you are allowed to pick up the ball, smooth the area and roll the ball back into the trap. You are NOT allowed to remove the ball from the hazard. But you MUST notify your opponent BEFORE you pick up your ball, and both of you should agree on the move.
7. Tall Grass. The scorecard at Phillips Park defines all the tall grass areas as "Environment Areas", whether they are marked as "Environment Areas" or not. This means, if a ball lands in the tall grass take a drop on the line of flight the ball entered the Environment Area, with 1 stroke penalty.
8. The 1st and 6th holes are adjacent to the Driving Range. On the 1st hole if your tee shot is in the Driving Range before the 150-yard marker you can take a free drop 2 club lengths on the line of flight across the cart path. On the 6th hole take a free drop on the hole side of the cart path.
9. Anyone over the age of 70, may tee off from the forward tees , if they choose to.

II. League Play Format

1. The low handicap player of one team will play the low handicap player from the opposing team. The second low handicap player will play the second low handicap player, etc. for all four players on each team. To encourage faster play, each player must only wait for his/her opponent before Teeing off. The course management encourages foursomes, but they need not be from the same team.
2. On opening night, a player will use his/her previous year's season handicap. In the case of new players, opponents will be assigned arbitrarily and that night's handicap will determine the match opponents, the new player receives a handicap based on that round only. The second and thru the fifth round of play, the handicaps will be calculated from the scores of the present season's round and the previous season's handicap. For succeeding rounds after the fifth round of play, handicaps will be calculated from the scores of the present season's rounds only, excluding the previous season's handicap.
3. A player's average, after the fifth round, will be determined by the averages of the three (3) middle scores of his/her five (5) previous scores. The high and low scores are thrown out. The third week the high score will be thrown out and the fifth week the low score. A player's handicap shall be computed as 90% of the difference between par and that player's average.

III. Scoring

1. Up to twenty (20) points can be awarded per team match each week.
 - a. Low net player in each player match is awarded two (2) points. Each player receives one (1) point for a tie. The low net is computed by subtracting the handicap from what was shot that night.
 - b. Match play, the winner of the match play is awarded two (2) points. Each player receives one (1) point for a tie. Match play is a competition played hole-by-hole, you can either win, lose or tie a hole, and the winner is the one who wins the most number of holes. In handicap match play the lower handicap player gives the difference between their handicaps to higher handicap player. If the difference between the 2 players' handicaps is greater than 9, then more than 1 stroke can be given on a hole. Example: If the difference is 14, $14-9=5$. So the 5 hardest holes 2 strokes will be given and the remaining 4 holes 1 stroke will be given. For figuring out the handicap on the holes, the scorecard has a row labeled "Hcp". The hardest hole is ranked 1 and the easiest is ranked 18.
 - c. Each player who betters his/her average by one or more strokes, receives one (1) point.

2. No Shows

- a. Late or no shows. If your opponent does not inform you they will be late, you can tee off at your scheduled time and assume they are a no-show. They can inform you directly or via someone who will be that they will be late. If you are informed you will have to wait until they show up or until the whole league tees off.
 - * Play the match and add two (2) strokes to your handicap when computing the scores.
 - * Use the opponents average as his/her score.
 - * You receive two (2) player match-play points; you can earn the 2 medal points by beating the no-show's net.
 - * Note that the opponent was absent on the score sheet; an absentee cannot receive any points.
 - * A new player who does not have an established average will receive the league average for that night, to determine position and team net.
 - b. To encourage player matches, if your opponent is on the course before the last group tees off **WITHOUT PRIOR APPROVAL**, when you arrive, you will treat your opponent as a no show. His/her score will be disallowed.
3. In the interest of fun and fair play, anyone who feels that his/her opponent has done something to merit stroke(s) penalty or disqualification, must call his/her opponent on that **BEFORE** they tee off on the next tee or before they leave the green on the last hole. This is to prevent someone from calling his/her opponent on a penalty after they find out they had lost the match or team points.

IV. Rain outs / Delay

1. Golf course closed: Play is canceled.
2. Golf course open:
 - i. Before 70% of the players have completed play:
 - o Go to the clubhouse.
 - o *****NOTE***** No players shall play in the presence of lightning.
 - o *****NOTE***** Team captains or their representatives shall decide by majority vote of those making up a quorum whether to start, resume or cancel play.

- o ***NOTE*** A quorum shall exist when 70% of the teams not yet finished are represented, and 20 minutes has passed since the rain began if play has started, -or- whenever 70% of the teams are represented prior to 5:15 P.M. when play has not yet started.
- ii. After 70% of the players have completed play:
 - o Go to the clubhouse.
 - o ***NOTE*** No player shall play in the presence of lightning.
 - o Scores of those who have completed play will count.
 - o **NOTE*** Those players who wish, may resume play whenever able. If only one of the two opponents resume play, the other forfeits.
 - o If it is not possible to resume play, unfinished player matches are forfeited.
 - o Note forfeits on score sheet.

V. Golf League Members

The members of the Fermi Lab Phillips Park Golf League MUST meet one of the following requirements.

1. Full and part time Employees of Fermi Lab.
2. Graduate students, summer students and visiting associates and Users.
3. Work for a contractor or sub contractor that works at the lab.
4. Retiree from Fermi Lab.
5. A member of the "immediate family". With "immediate family" defined as a member's spouse, child, parent, foster parent, brother, sister, parent-in-law, grandparent, or grandchild.
6. Any changes to the Phillips Park - Fermi Lab Employee Golf league bylaws will be done by a vote of the League's Players, by ballot or in person. A simple majority vote in favour passes.

VI. Substitute Pool

Each team has the option to use a substitute on their team; these are the guidelines for the substitute.

The Substitute Pool consists of all players who wish to substitute for the Phillips Park Golf league. Any player can sub for any team on any given night, obviously only for one team on any night.

The Substitute's average will be determined the first night they golf, unless they have an established average from last year which then would be used.

If the substitute has an average in another sanctioned Fermilab League, we will use his yearly average on the first night, then his average will be figured the same for any subsequent night he/she plays in our league.

The Substitute can play in any position, depending on their average.

The Substitute's average cannot be used for a No-Show. Their average only counts when they play.

Since the substitute may not play a full season they do not have to pay the entrance fee a regular player does.

Captains should know ahead of time when a substitute is playing for his team. He can then let the other team know a substitute is playing, and who will be playing whom.

VII. Golf League Representatives

1. Members

- i. The Golf League Representatives are players of the Fermilab Phillips Park Golf League.
- ii. The term is for 2 years.
- iii. Elections are held at the annual Outing/banquet.
- iv. Nominations shall be submitted prior to the Outing, or at the Outing.

2. Purpose

- i. To provide a format to handle disputes not fully satisfied on the night of play by the opponents and/or team captains.
- ii. All disputes that reach the committee will be handled ASAP, at least by the time of that league's next round. The committee's decision is final.
- iii. To organize the league's Outing and banquet and special events if time permits.
- iv. To provide a list of replacement golfers for a team that has lost a member. Teams need not use the replacement list.

- v. To provide the schedule of play for the season's competition.