

# FERMILAB EMPLOYEE GOLF LEAGUE

## Phillips Park Rules - 2025

### 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 USGA Rules: The rules of golf as promulgated by the United States Golf Association will apply except when superseded by the rules stated below.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:
  - Please call your opponent if you will be late/absent.
  - Limit your practice swings to a maximum of three (3).
  - If your ball is within a putter's length of the cup and you won't interfere with another player's line, putt out.
  - Golfers are permitted to pick up their ball at any time on a given hole and record a score of double par.
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're marked as "Environment Areas" or not. If a ball lands in these areas, golfers are allowed a free drop within two club-lengths of the point at which the ball entered the Environment Area, no nearer to the hole. However, golfers are limited to one free drop per hole. For example, if a golfer hits their tee shot into an Environment Area, he or she will be allowed a free drop as described above. However, if he or she hits their next shot, or subsequent shot later while playing the same hole, into another Environment Area, he or she must take a penalty stroke and drop a ball no nearer the hole from where that shot entered the hazard.
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 two 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. For 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 handicap will be based on his/her five previous scores. Prior to the fifth round, the highest score will be discarded after the second, third, and fourth previous scores. After the fifth round, the two highest scores of his/her five previous scores will be discarded. A player's handicap shall be computed as 90% of the difference between par and that player's handicap.
4. Equitable stroke control based on the World Handicap System will be used. This is a post-round adjustment to each golfer's score for handicap purposes. Equitable stroke control means that the maximum score on a hole is a "Net Double Bogey." "Net Double Bogey" equals two over par after the full handicap strokes are applied. E.g., a golfer with a handicap of five will have a max score on the five hardest holes of a triple bogey (gross score minus one handicap stroke equals a net double bogey). During the round, all golfers shall record the actual number of strokes taken on a hole. The league commissioner will calculate the max score during scoring and handicap calculations for the next week.

## 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 each player's handicap from their gross score that week.
  - 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. A player can either win, lose, or tie a hole, and the match play winner is the golfer who wins the greatest 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 two players' handicaps is greater than 9, then more than one stroke can be

given on a hole. Example: If the difference is 14 ( $14 - 9 = 5$ ), then on the five hardest holes, two strokes will be given, and on the remaining four holes, one stroke will be given. For figuring out the handicap on the holes, the scorecard has a row labeled "Hcp". The hardest hole is ranked one and the easiest is ranked 18.

- c. Each player who shoots a net 36, or lower, will receive one (1) point.
2. No-Shows and Ghost Players
  - a. Late or no shows. If your opponent does not inform you that they will be late, you can tee off at your scheduled time and assume they are a no-show. If they inform you directly, or via someone who is there, that they will be late, you will have to wait until they show up or until the entire league has teed off. In the case that your opponent is a no-show, or you are playing a Ghost Team, the following scoring rules shall apply:
    - If your opponent is a no-show, note that the opponent was absent on the score sheet; an absentee cannot receive any points.
    - A no-show will be treated as a ghost player and all rules of ghost scoring shall apply.
    - A ghost player's score is determined as the average score (and handicap) of all players in the player's flight for that night's event only.
  - 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:
  - a. Before 70% of the players have completed play:
    - Go to the clubhouse.
    - \*\*\*NOTE\*\*\* No players shall play in the presence of lightning.
    - \*\*\*NOTE\*\*\* Team captains or their representatives shall decide by majority vote of those making up a quorum whether to start, resume or cancel play.
    - \*\*\*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.

- b. After 70% of the players have completed play:
- Go to the clubhouse.
  - \*\*\*NOTE\*\*\* No player shall play in the presence of lightning.
  - Scores of those who have completed play will count.
  - \*\*NOTE\*\* Those players who wish, may resume play whenever able. If only one of the two opponents resume play, the other forfeits.
  - If it is not possible to resume play, unfinished player matches are forfeited.
  - Note forfeits on score sheet.

## V. Golf League Members

The members of the Fermilab Phillips Park Golf League MUST meet one of the following requirements:

1. Full and part time Employees of Fermilab.
2. Graduate students, summer students, and visiting associates and Users.
3. Work for a contractor or subcontractor that works at the Lab.
4. Retiree from Fermilab.
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 - Fermilab 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 favor passes.

## VI. Substitute Pool

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

1. 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, but obviously only for one team on any night.
2. The substitute's average will be determined the first night they play, unless they have an established average from last year, which would then be used.
3. If the substitute has an average in another sanctioned Fermilab League, this average will be used on the first night and the substitute's average will be then calculated same as described in Section II for any subsequent night he/she plays in this league.

4. The substitute can play in any position, depending on their average.
5. The substitute's average cannot be used for a no-show. Their average only counts when they play.
6. Since the substitute may not play a full season, they do not have to pay the entrance fee that a regular player does.
7. 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. Season Awards

Awards for the following categories will be issued to the winners, most likely in the form of a monetary payout.

1. Low Average. This award is given to the individual golfer with the lowest gross average for all events played that year. To qualify for this award, the individual must have participated in >50% of the league events that year.
2. Most Points. This award is given to the golfer with the most individual points earned for the year.
3. Most Improved. This award is given to the golfer with the greatest % decrease in gross average for all events played that year. To qualify for this award, the individual must have participated in >50% of the league events that year.
4. Team. This award is given to the four members of the team with the most total team points earned that year.