



2012 League Rules & General Information

1. All league players must be members in good standing with the National Organization of the EWGA.
2. Substitutes are not required to be EWGA members. The sub fee will be collected by the league Captain. The fee will be used for weekly prizes or at the end of season dinner for league members. If the league chooses they may vote on other options.
3. All league members are responsible for informing their league Captain of any changes such as name, home, or e-mail address, and phone number changes.
4. All league members will be required to play "ready golf" (See below for specific details)
5. Each League shall have a Captain.
6. Scheduled tee times will be set by league Captain.
7. Captains are responsible for league parings. All league members will play each member in their flight at least once. The parings will be done at the beginning of the season and posted. The tee times with your respective opponent will be sent out to you as usual. The last week of play is determined by the leader board. Ex: #1 will play #2 and so on.
8. Each week the player standings will be distributed by the league Captain. Fun games will be played throughout the season games will be noted on the weekly sheets. Examples: Closest to the pin, longest drive and mystery score, etc. Prizes will be awarded to the winners.
9. Leagues are individual play.
10. Each twosome is responsible for scoring their scorecard. There must be a signature for scorer and Attester. The points must be clearly marked for the league Captain. Incomplete scorecards will result in a forfeiture of points. (If league Captain is unavailable, score cards must be placed at a prearranged location.)
11. **All players must mark their ball with some sort of identifier i.e. initials or symbols.**

Ready Golf & Course Etiquette

1. For pace of play, each player will pick up at 10 strokes. This means if your 10th shot does not go in the hole, pick it up. You denote this on the scorecard by putting a circle around the 10. This circle distinguishes between pickup 10 and a regular 10.
2. Leave the course better than you found it.
 - Replace your divots
 - Rake the sand
 - Fix your ball mark on the green
3. Respect fellow players.
 - **Don't talk or take practice swings or stand** too close to another player who is about to swing.
4. Play quickly and efficiently.
 - Be ready to hit when it is your turn.
 - Note yardage as you approach your shot so proper club selection can be made quickly.
 - When a fellow player is hitting, try to follow the flight of the shot so you can help look for it if necessary.
 - Keep pace with the group in front.
 - You are playing too slow if the group in front is more than a hole ahead.
 - (Your place on the course is behind the group in front of you and not in front of the group behind you).
 - Never look for a ball more than 5 minutes.
 - Always leave golf cart on the exit side of the green and at least 30 feet from the putting surface.
 - Drop player farthest from the green at her ball, then go to yours; she can join you after you hit.

Individual Scoring

Qualifying League Flight Status:

1. The 1st week of play will determine the flight status i.e. (A) or (B). 55 or less qualifies as (A) flight. **If your league has several persons who make the cut and are tied at 55 then you must determine the flight status by the score on the lowest handicap holes, to fill the positions.**

Individual Scoring:

1. Each week, 2 points per hole and 4 points for totals, for a possible 22 points will be earned. If you have a sub the maximum points that can be earned will be 11 points.
2. The player with the best score on a hole, utilizing the league handicap, wins 2 points, tie 1 point and loss 0 points. The number of strokes given to an opponent is the difference between the two players's handicaps. **These strokes are given on the most difficult holes. This includes par 3 holes. The strokes are to be given as the score card mandates.**

Points for totals are awarded to the player who has the low net (individual score minus handicap.) The player who wins totals gets 4 points; ties are 2 points each, and individual loss 0 points.

3. If a player is late and has to be driven out to the foursome, **the opponent will automatically win the points for the hole(s) missed by the late player.** Place a slash (/) for the holes missed on the scorecard. When computing your score for the nine holes, use the score from a similar hole played in par and yardage for each of the holes missed, this total score will be used as your score for the night so please mark this score clearly on the card for the Captain.

4. If your opponent is absent, then you play against the substitute. **If the sub is not a EWGA member with a verifiable handicap, then that sub's handicap will be determined on that night of play, and the points will be distributed accordingly.** If the sub is a no show, play against the lowest handicap player in the other twosome that you are paired, or if you are only a twosome then play against each other. **(this option is only for single flight leagues).** For leagues that are split into A & B flights, the lone player will play against the blind draw instead of a player from a different flight. The blind draw will be chosen at random by the Captain. **(Mark clearly on score card if sub or blind draw was used).**

5. How many points do I receive if I am absent?

- You receive zero points if you do not have a substitute or the substitute does not show.
- If your substitute shows up, you can receive at the most 11 points for the round.
(This is half of the total points.)

Example: Golfer# 1-8 points

Golfer#2 (Substitute) -14points

Golfer#1 receives 8 points Golfer # 2 would receive maximum 11 points.

6. Holes not played due to darkness-points for each hole are split between the players (1 pt for each player.)

Tie Breakers for League Championship:

In the event of a tie for league championship, the winner shall be decided by a one match playoff. If a championship match cannot be arranged due to course availability the tie will be broken according to the following method.;

1. Head to head competition between the individuals involved.
2. Point differential in match between the individuals.

Substitute Policy

1. It is your responsibility to get a substitute.
2. Inform substitutes that they are responsible for checking in with the league Captain upon arrival. They must pay the league fees by cash or check.
3. Sub fees:
 1. Members would pay same as league player's weekly fee.
 2. Non-members would pay additional \$5 plus league player's weekly fee
4. Each league determines whether subs can win prizes.

League Handicap

1. The league handicap will be the players average score minus par multiplied 80% handicaps will be established starting with the first week of play.
2. The handicap is good only for this league.
3. A league Captain can set a cap on handicap if deemed necessary.

Official USGA Handicap through the Golf Life Management System

1. It is the responsibility of each player to post all their golf scores online. You need to post score, date played, and for slope and rating select course from menu and then select the proper tees played. It is your responsibility to use equitable stroke control or adjusted scores.
- 2. When you play league play your score is considered a tournament score posted with a (T) and the Attesters name.**

Rain Out Policy

1. It is each player's responsibility to show up at the golf course *unless the course is closed*. A decision between the league Captain and the golf course will be made by the first scheduled tee time. If a player does not show up and a rainout is not called, then the player forfeits and no missed play can be made up.
2. If a rainout is called by the first scheduled tee time then the week is skipped and the match for that night will be added on to the end of the season. A maximum of 2 rainouts will be added on to the end of the season. For rainouts after the second rainout, rain checks will be given to the players who are present at the course. (Note: some courses will hand out rain checks instead of adding on to the end of the season)
3. Once play has begun, rainout policy is determined by the course. Also, no points will be awarded for that night's play if all matches are not completed.