

2016 Tuesday Deluxe Golf League Rules

1. Winter Rules

This means that your ball can be adjusted with a **CLUB** (not your hand) to a desired lie.

The restrictions of the rule: You may move your ball as much as 12 inches from the original spot, but not closer to the hole. You may not change the nature of the lie. You may not move the ball from the rough to the fairway or from the fringe to the green.

2. Lost Ball or Ball out of Bounds

If a ball is determined to be "lost" or "out of bounds", pick a "spot" closest to the area where it went out of bounds, with the consent of your opponents. At the spot you have one club length "relief" to play your next shot. Take one (1) penalty stroke. Example: You hit your drive out of bounds. Determine the "spot". You are now hitting your third shot. Because we are a friendly league, if the spot determined to be the Out of Bounds point is behind a tree, the ball may be dropped one club length away from the tree.

3. A Ball in the Water

If you hit a ball into the water, you can determine the "point of entry", take one club length "relief" and play your next shot. This carries a one (1) stroke penalty. Example: You hit your drive into the water, determine your "point of entry"; you are now hitting your third shot.

4. Ready Golf

This is not a rule of golf, but it encourages faster play. The biggest complaint of our league is slow play. This comes from league players and the golf course as well. Ready Golf helps this problem. If you are "ready", regardless if you have honors or not, hit your ball.

5. Scoring

First we need to determine which 2 players in the foursome will compete. This is done based on handicaps. The player with the lowest handicap from Team A, plays the player with the lowest handicap on Team B.

Scoring is based on "per hole match play". Each hole is worth 2 points. If Player A wins the hole, he receives 2 points. If player A & B tie on the hole, each is awarded 1 point.

6. Scoring for missing player

Below will be an example how it works

First, the opponent of the missing player will receive 2 points off the top. The points will be awarded from the #1 handicap hole, regardless of the score. So on the front, that'll be, [hole #1](#), and on the back [hole #15](#). I will then average out the scores from the rest of the field. I will remove the [4 lowest scores](#), and the [highest score](#). Those averages will become the score of the missing player. If the average from a hole is 4.49 or lower, that will be a 4. If it is 4.50 or higher it will be a 5. Points will then be rewarded based on those scores. The example will show **Player M** vs. **Player N**. This again is a sample.

In this scenario Player N will be the missing player.

	1	2	3	4	5	6	7	8	9	Total
Player A	5	5	3	6	5	7	3	5	4	43
Player B	8	6	5	7	6	9	4	6	6	57
Player C	5	5	3	5	4	6	4	3	5	40
Player D	4	4	4	5	4	6	3	4	4	38
Player E	10	7	5	7	8	10	6	4	6	63
Player F	6	5	4	7	7	8	3	4	5	49
Player G	9	4	6	5	6	8	4	5	6	53
Player H	6	5	4	5	5	6	4	4	5	44
Player I	7	6	5	6	6	7	5	5	6	53
Player J	8	6	3	4	6	8	3	3	5	46
Player K	5	5	4	5	6	5	4	4	4	42
Player L	6	6	3	5	5	7	4	3	6	45
Averages	7.14	5.42	4.28	5.57	5.85	7.57	4.28	4.28	5.57	
Score	7	5	4	6	6	8	4	4	6	

	1	2	3	4	5	6	7	8	9	HCP	Pts.
Player M	6	5	5	6	5	9	3	5	6	16	11
Player N	7	5	4	6	6	8	4	4	6	18	7

7. Championship Seeding for week 16

The team that earns the most points in the first half and the team that earns the most points in the second half, will face off for the championship and will either win 1st or 2nd place prize.

The remaining seeds (seeds 3-16) will be determined with a point system. If you finish in 2nd place in the 1st half, you will be rewarded with 15 standings points (3rd = 14pts, 4th = 13pts, etc)

EXAMPLE 10 team league

<u>Team</u>	<u>1st half</u>	<u>2nd half</u>	<u>Pts</u>
A	6 th	1 st	15
B	7 th	9 th	6
C	2 nd	6 th	14
D	1 st	8 th	13
E	10 th	4 th	8
F	3 rd	7 th	1
G	9 th	5 th	8
H	5 th	10 th	7
I	8 th	3 rd	11
J	4 th	2 nd	16

The Season Ending standings would be:

<u>Team</u>	<u>Pts.</u>
A	15
D	13
J	16
C	14
F	12
I	11
E	8
G	8
H	7
B	6

So in this example team A and D would earn spots in the championship match.

The pairings would be as follows:

A vs D	J vs C
F vs I	E vs G
H vs B	

Spots 3-10 are still up for grabs. This is where the points are crucial. These points are now the points you have going into week 16. Using our regular match play game, each team could potentially have a shot at increasing their standing. In this example if team B had a really good round, they could earn themselves a spot in the money. So this is developed to let the championship week mean something to every team.