

## **Twin Birch Tuesday Night Golf League**

### **Rules of Play 2025**

We will play winter rules in accordance with the USGA rules of golf, with the following exceptions, which have been adopted by the league in the past years.

#### **RULES COMMITTEE:**

There shall be a rule's committee meeting held each spring. This is where rule changes and voting will take place!

**Rule changes for the 2025 season include**

#### **Out of Bounds-**

If a player hits a ball out of bounds, two choices are available. You can go back to the tee box and hit three from the tee. Or you can take a two stroke penalty and drop and hit two club lengths from point of entry and hit four from that location

#### **Fun night points-**

Fun night each player is awarded 5 points and you must be present to get the five points. if you find a sub, great, but no points awarded. All members Playing from GOLD TEES

#### **Playoffs-**

Following the banquet, a three week single elimination playoff will commence. It will be seeded based on how you finish in your flight. For example, 1st place plays 8th place and so on. There will be an extra 20.00 fee to participate in the playoffs!

League is scheduled for 17 weeks total. One position night and one fun night

Members do not pay the weekly golf fee (20.00) Non- members have the choice to pay for the entire year up front or half at the start of the season. If you miss a week, you are still required to pay. A sub does not owe money when covering

All men under the age of 70 will play from the white tees.

### **Gimmies-**

Not required. If a put is within a reasonable distance, a foot or so from the pin, a team can say pick it up and the player can pick the ball up. Once conceded it's over.

### **Fun night-**

Everyone tees off at five pm. Random teams are drawn for a scramble. There will be prizes awarded for closest to the pin and longest putt Each player that shows up will also get 5 points per player awarded to their overall score. It is either you are there or not. Players shoot from whatever tee they normally play league from.

### **Missing a night-**

Players are required to let opponents know and the clubhouse if they will be missing. Option one, call a sub and arrange for them to play with you. You must also call the clubhouse to let them know so they can adjust scorecards. Option two, player plays with ghost score.

### **ELIGIBLE TO PLAY:**

Each male player must be 18 years old or over and be a graduating senior. Any person that has played in the league and left for military service will have preference to any new player for entry into the league.

## **SCORING:**

Each weekly match will be played for 22 points. The points are awarded as follows.

Match Play = 2 points per hole (one point each for a tie) = 18 points

Medal Play = 2 points for low net Team

Medal Play = 2 points for low net Individual

All scoring will be done, using the handicap system. This league has decided to use 90% of the difference between par and actual score as the normal handicap. If one player of a team must miss a match, his partner may either get a sub or use his partner's average. If the average is used, the handicap must be re-computed using 80% rather than 90%, with at least a 2-stroke penalty assessed. The teams then play a normal match with the exception that the missing player cannot win the two points for the low individual score. To spread the score for the match play, for a missing player, you must subtract par from his average, find the number of strokes difference and add those to par on each hole beginning with the number one handicap hole, etc. For assistance see the league secretary or use the sheet provided with scores already figured. Handicap holes for the match must be adjusted after the handicap for the missing player has been recomputed.

In the event of a tie between two teams at the years end then the total points from the head to head matches between the two teams will be totaled to break the tie. If the teams are still tied then the team, which scored the highest points, in any single head to head, match, will be the winner.

## **FLIGHTS:**

The flights are established each year by adding the players final ACTUAL handicaps, figured to two decimal places from the previous year. The lowest combined handicaps of the first eight (8) teams will be called the FIRST FLIGHT. The next lowest combined handicaps for the next eight (8) teams will be the SECOND FLIGHT, and so on. New teams are added to flights using combined declared handicaps. In case of ties the total winning

the tie, using the last 10 games played to figure the handicaps. In the case of a new team, the team that has played previous years always wins.

Note- Our second flight is now a retired flight, mostly hitting from the golds and usually can play early.

## **BEGINNING AVERAGES:**

Each year's beginning averages are figured by using the last 10 weeks of the previous year's scores for a beginning handicap, dropping the high and low score of the 10 weeks used. After the first night of the season the new score will be averaged with the last nine weeks of the last year. After the second night of the golf season the average will be figured by using only the first night scores and the second night scores and eight weeks of the last year and so on each consecutive week, always using a basis of the last ten weeks of golfing. Your average will be exactly the scores you golfed.

New players should DECLARE a score before playing the first of two mandatory nine-hole rounds. They must play two rounds of golf (front and back nine) with any member of the league, other than his partner, prior to the starting spring schedule. Both he and the member should sign the scorecard that is turned in. He must work with the league secretary to find out what date these rounds must be completed. His average and handicap are then figured using his "declared" average score plus his two rounds. After his round of league play, his "declared" average score is dropped and his handicap is figured using his two rounds prior to league play. The next eight rounds are added thus giving him ten rounds like regular players.

## **SUBSTITUTE SENIORITY:**

The secretary according to seniority will maintain an official list of substitutes. Seniority will be determined from the first year as a substitute only, and not a combination of playing as a member and a sub. To become eligible for participation as a sub, a new player must first contact the secretary, declare an average score, then play two rounds of golf with any member of the league prior to league play. Both he and the member should sign the scorecard that is turned in. His average and handicap is then figured just like the new members average in which was described previously. The new sub must then pay the annual fee at the time of his first participation in "Fun Night" or "League Banquet Night". The fee is \$10.00. This allows him

to participate in all the “fun nights”, year-end banquet, and play as a sub during the year.

## **LEAGUE OPENINGS:**

If there should be a team opening in the league. Members of the league will have first opportunity for that opening. Members that wish to split MUST contact a league official before APRIL 1<sup>st</sup>. If more than one team has contacted the league about splitting for the spot, then the governing body will decide which team gets the spot. If no league member wants the spot then the substitute with the most seniority will be asked if he wished to make up a team. If he does not wish to, the choice goes down to the next substitute according to seniority, and so on. If there are no team openings there can be no team break ups.

## **MAKE UP MATCHES:**

Teams may make up matches that cannot be played at any time prior to the week of play through Thursday night of the week of the match. Any team that cannot be present the night of a match must notify their opposing team before Monday night or forfeit the match. The team that can play on the regularly scheduled night cannot be penalized for any arrangements made to play make up matches.

## **FORFEITS:**

Any team winning by forfeit is awarded the number of points the highest team that night. If a team forfeits two nights during the season, they will not be allowed to participate in the league as a regular playing member the following year.

## **PLAYING WINTER RULES:**

Winter rules means that the ball in fairway being played, can be moved with your club head, six inches back toward the tee while not improving your line of flight. No person may for any reason, touch his ball with his hands between the tee and the green. This is a one-stroke penalty if called. A person may not move his ball in the rough to improve his lie. A

fairway other than the one for the hole being played is considered rough. A person may move his ball out of all existing cart paths around greens.

### **UNPLAYABLE LIE OR LOST BALL:**

The player has the choice of hitting the ball or dropping the ball at the point of entry, two club lengths at the edge of the woods, no closer to the hole.

Roots- Players may take relief from roots that interfere with players swing or lie. Players must drop one club length from the nearest point of relief no closer to the hole.

### **RAIN OUTS IN LEAGUE PLAY:**

Rainouts will be called by 3:00PM by a majority of officers of the league. Please Check facebook page and make sure we have your correct number for texting/ The team that you were to play the night of the rainout you will play the following week.

### **DUES:**

Dues will be \$50.00 for the season for the regular league golfers with \$2.00 going into a flower/funeral fund. Dues have to be paid by the start of the 3<sup>rd</sup> week of golf in order to keep playing in the league.

### **SUBSTITUTES:**

Any substitute not playing in the league for two years will be dropped from the substitute list and will re-establish average to play in the league again.