

TUESDAY 4 PERSON LEAGUE GENERAL RULES of PLAY:

Unless otherwise specified, USGA "Rules of Golf" will govern play.

Play WINTER RULES everywhere (except as follows). Ball may be moved up to 12 inches with club head in same cut of grass, but no nearer the hole. A ball in a hazard (water) CAN NOT be moved without taking a penalty stroke. Use drop area if ball is in the water (#7 & #8) A ball in a sand trap will be played as ground under repair. If there is a question, immediately consult the members of your foursome prior to moving the ball.

If your ball is in a "ground under repair area" steaked areas you may have a free drop, no closer to the hole.

If a ball is hit that may be "OUT OF BOUNDS", or "LOST", a ball must be dropped where the original ball is thought to have gone out of bounds or lost (one stroke penalty). No provisional.

ALWAYS HIT YOUR OWN BALL BEFORE HELPING TO FIND A LOST BALL. BUT DO HELP OTHERS FIND LOST BALLS TO SPEED UP PLAY. MAXIMUM OF 3 MINUTES LOOKING FOR A LOST BALL.

If a team has an absent player, the remaining players stay in their respective positions. (Example: player 3, Team A is absent. Team A players 1,2, & 4 will play Team B players 1,2, & 4. Team B player 3 will receive a "forfeit". If both teams have a player missing neither team can get the 3 team points. We will play a rotation this year. Week 1 will be A&B, C&D. The next week it will be A&C B&D etc.

Subs are not allowed to play the final regular league night or Fun Night unless they already have an established handicap (1 round) in the league. If you are on a team, you cannot sub against your own team.

If the course prohibits riding carts due to weather conditions, the league is cancelled. If a regular round is rained out, it will be eliminated from the schedule. If the last team playing finishes the fifth hole, the round counts. Lacoma will make call by 2:15, when possible, an email will be sent to all Captains & will post on Facebook

Any age can play any tees you want white or gold, if you are 70 or turn 70 this year you can play the Red tees. You must play the same tees all year.

HANDICAPS:

- Handicaps will be established the first night of play.
- No player can receive more than one handicap stroke per hole, no cap on Net total
- All handicaps will be calculated at 90% of the score over par (36).
- Handicaps will be calculated to the nearest one tenth (.1) of a stroke.
- The difference between opponents' handicaps determines the strokes given for match play. If the difference is .4 or less, round down. If the difference is .5 or more, round up.
- Medal play strokes will be the actual difference between handicaps to the tenth of a stroke, than round up or down.

PLAY and SCORE:

- Players will play 1, 2, 3 & 4 in order of their handicaps.
- Each pair of teams plays for 11 points each night. 2 points per person (1 for strokes, 1 for holes), Team Total - 3 points.
- Tie scores result in halving the point, or points involved.
- If a player cannot be there for their match and fails to have a substitute, they forfeit their net and match play points. Late players will not be eligible for medal play total score, or team net. Players must play their match if their opponent does not show. Round will not be counted for handicap.
- If the last night of league is rained out or canceled the league is over and everyone plays fun night the next week.
- If the league ends in a tie the two or three teams will divide the place money between them. There will be a coin flip to determine who is #1 and #2 next year.
- The most strokes you can take on a hole is double par. Once you reach double par pick up your ball and move to the next hole
- FEES and PRIZES: Each team shall pay \$100 entry fee. Fee must be paid by 3rd week of league.