

# HIGH LEVEL MEN'S COMMERCIAL GOLF LEAGUE

## 2010 FORMAT & RULES

1) All RCGA and local Club rules apply. Summer rules in play.

2) **HANDICAPS:** Handicaps will be calculated and updated using scores from Men's League play only. Players will start the 2010 season with handicaps from the previous season. Maximum handicap is 18. New golfers will start with an established RCGA or USGA handicap or 75% of the differential of an honest average 9 hole score estimate. Equitable Stroke Control will be used when calculating handicaps (See chart in clubhouse). **Golfers must complete their 9 hole round each night, even if their match is completed early, in order to establish a handicap. Players who win a match early and leave before completing all 9 holes will forfeit points won, unless the player is called away for an emergency or work related reasons.**

3) **FORMAT & POINTS:** Teams must supply 4 golfers during each scheduled match. There will be two foursomes consisting of 2 players from each team. Match Play (Net) will be the only format used. 9 holes will be played from White Tees. Shotgun start at 6:30 p.m. During the regular season each team will play against every other team once.

### **MATCH PLAY (Net)**

- Individual event. Low handicap players on one team play against low on another, next low plays each other and so on. Incorrectly played matches will be automatically corrected by League software. The player with the lower handicap gives strokes on the most difficult holes to his opponent based on the difference in their handicaps.
- A total of 20 points will be available to be won each night.
- 4 matches will be played with 4 points for a win, 2 for a tie.
- Teams will earn an additional point for each player who shows up to play and completes all nine holes during regular season play. In the play-offs, only roster players can earn a point for showing up to play and completing their round.

4) **ROSTERS:** Each team can have a maximum of 12 players on their roster. A player can't be on more than one team roster. After August 17 no additions or changes will be allowed to team rosters. The use of spares or non-roster players are allowed during the regular season and play-offs, however at least one roster player must be playing each night. Spares can earn a point for the team for showing up to play and completing their round during the regular season, however only roster players are eligible for showing up to play points during the play-offs. Any player must complete the entire round to earn a point for showing up and playing. **SPECIAL CONDITION:** After teeing off the first hole of play, players called away for an emergency or work related reasons still qualify for a showing up to play point, but will lose any match points.

5) **LATE OR ABSENT PLAYER/TEAM:** For every hole a player is late for an individual match, up to a maximum of three holes, the late player will lose the hole(s). If a player misses four holes, the match is forfeited. The opponent of the late or absent player must play the match in its entirety in order to receive points for the match.

Each team must have one roster player on time for the match to be official. If any team fails to properly field the necessary player(s) when play begins the opposing team does not have to play and will be awarded the maximum number of points available to them based on the number of players they have in attendance.

6) **INCLEMENT WEATHER:** If the course is declared unplayable by the Golf Club management and is closed on the night of Men's League play then all matches will be cancelled and no points awarded. Play-off matches will be rescheduled if possible or decided by another method. If the course is playable during inclement weather, there will be a rain delay for a maximum of one hour. If, at any point, during the delay it is determined by league officials that conditions are safe then play will commence and all teams will be expected to play or forfeit.

7) **LOST BALL RULE:** As a means of speeding up play, if a ball is deemed lost or found out of bounds and no provisional ball was played a player may drop a new ball on the fairway at the nearest point where his ball was lost. That point must be agreed upon by his opponent and/or playing partners. Penalty: two

strokes. (Example of rule: Joe tees off on hole 6 and his ball rolls into the edge of the bush. He doesn't hit a provisional because he feels it will be easily found. Joe and his playing partners can't find the ball in the time allowed to search under the rules of golf (5 minutes). Because Joe did not hit a provisional ball he must use the Men's League Lost Ball Rule and drop a new ball on the fairway at the point nearest to where he and his opponent agree the ball was lost. From that point Joe is shooting his fourth shot: one off the tee, two for a lost ball.) The intent of this rule is not to stop players from playing a provisional ball(s), only to prevent a player from going all the way back to the tee after he could not find his ball. If a stroke, for example, is played deep into the bush and it is obvious that it will be difficult to find or is close to Out of Bounds, then players **MUST** play a provisional ball under the rules of golf.

8) **MERCY RULE:** Players who make their 8th stroke and are still not on the green and not in contention to win the hole can pick up their ball, move to the next tee and record a 9 for that hole on the score card. In doing so they will forfeit the hole.

9) **POOLS AND PLAY-OFFS:** After the regular season is completed, the 15 participating teams will be divided in three pools based on points earned. "A" Pool will consist of the top 5 teams; "B" Pool the middle 5 teams; and "C" Pool will be the bottom 5.

Ties in regular season and Pool standings will be decided as follows: 1) Of the teams tied, the team who defeated the other during the regular season will be awarded the higher position in the standings; 2) If option one does not decide the tie, the team with the most wins will be awarded the higher rank; 3) If tie-breaking options 1 or 2 can't break the tie then the higher rank teams will be decided by a draw.

Play-offs will consist of a round-robin format with each team playing every other team in their pool once. There will be one scheduled bye for each team. All play-off rounds will use the individual match play (net) format with the same points structure as in the regular season.

**EXCEPTION:** Only roster players can earn a point for showing up and completing their round during the play-offs.

The team with the most points after all rounds of play-offs have been played will be the Pool champion.

Ties in matches during play-offs or overall points will be decided by a team chip-off to be played on any hole at a distance agreed to by the teams involved and/or a league official. A ball must come to rest on the green to count. All four players on each team will shoot one ball each and the player with the closest ball to the hole on the green will win the chip-off for his team. If no balls come to rest on the green, another chip-off will be played immediately.

All participants in the play-offs must have an established Men's Commercial Golf League regular season handicap.

Prizes will be awarded for 1st and 2nd in each Pool. All 1st place teams will win \$500.00 and all 2nd place teams will receive \$300.00.

10) **PLAYER EXPULSION:** If such actions call for a player to be expelled from the league, a meeting of the team captains will be called to decide whether or not to expel the player.

11) Disputes or situations not described in these rules will be decided by the Men's League committee.

12) **REGISTRATION FOR NEXT SEASON:** Teams from the 2010 season will have entry preference in the 2011 season.

13) Amendments to these rules will be made by the Men's League Committee and/or at a meeting of the majority of Men's Commercial Golf League team captains (or designated representatives) from the most recent season.