



GLA SEASON RULES

Yellow highlight denotes current rule updates.

These golf rules are a refinement of over 50 years of successful competitive league play.

NOTE: Special Fall league Rules on the last page.

1. The league rules are set up to foster fun fair competition - the element of winning or losing, based on the player's performance.
2. League play starts in April per league schedules and will play 15 to 17 weeks depending on the July 4th holiday and league size.
3. The season will be split into two halves with a first half winner and a second half winner. First and second half winners will play off the final week for the course championship.
4. Course half and League championship ties will have sudden victory playoff, if day light is available, otherwise the tie will be decided by team low net score starting on 1st hole.
5. Teams will be formed from the registrations received. Teams may add additional player(s) without additional cost. The additional player would be entitled to all team prizes. a.) Players and subs must be the age of 18 years old or older and out of high school to be in the league.
6. Pairings will match golfers of comparable ability against each other whenever possible, i.e. Low HCP "A" golfers against each other and high HCP "B" golfers against each other. If the HCP of both team players are the same, they alone may determine who is the "A" or "B" player.
 - a. Subs always play in the place of the player they are subbing for regardless of HCP.
7. Scoring individually is based on match play with two points per hole to be won, split or lost.
 - a. Additionally two points are to be won, split or lost for the team combined low net score.
8. All points must be won. No points will be forfeited to another team or player.
9. Players who do not show up or have a sub who does up, will not receive any points and will be charged with a round played for point average calculation, but not count for season awards. If their partner plays, the low net scores will be used for the team low net points competition.
10. The players may be either gender, but all play from the white or equivalent tees.
- 11. Matches will be played on league days at the scheduled times and with scheduled opponents.**
 - a. Players in a match will give a late player time to arrive till the last match before teeing off.**
12. If a player is late or, has to leave early, join your match on the course and begin play at that point.
 - a. The holes missed will be treated as like a no show with prorated hole score and two putts per hole.
 - b. Points won by the competition will count.
 - c. **Only** the holes completed by the late player will be scored normally and the player will not be charged as a no show for the evening. **Missed holes will be scored as a no show with no points.**
 - d. The player may not make up any missed holes.
 - e. The player's prorated hole score added to actual hole scores will count for team low net and handicap purposes.
- 13. Players are responsible for lining up their own substitutes** (Subs play in that player's position).
 - a. Teams are encouraged to line up other substitute players before the season and for each week.
 - b. Players may use any person (the age of 18 or over) as a substitute for any match.
 - c. Substitutes may not be players of another team in the same league.

- 14. Substitutes may be players from one of the other courses.
- 15. Weekly gift Prizes will be awarded for:
 - a. Low net individual scores for Low and High handicap groups. (Subs not Eligible).
 - 1. Low and high handicap groups will be divided to have the nearest equal number of players in each group. May only be won 3 times by a player.
 - b. Skins – Alternately each week: Based on Gross Score or Net Score. (Subs Eligible)
 - c. Games alternately each week: Accuracy-par 3’s, Fewest Putts, or Team Low Net. Two prizes only each Game. (Subs Eligible)
 - d. Low Net and Games of the Week ties will be broken by comparing gross hole scores played starting with the last hole.

16. To be eligible for individual prizes at the end of the season, each league member must have played 2/3 of the scheduled matches. Rainouts and exchange subbing will be included as a match played.

17. Season Prizes will be awarded as follows (Ties broken by net score starting on 1st hole on the last day of play):

<u>Course Champion Team:</u>	1 st place	Individual Trophies each team member up to 3.
<u>Course Half Winner Team:</u>	1 st place	Individual Trophies each team member up to 3. 3 rd member must play a least 5 times.
<u>Course Individual:</u>	1 st place	Trophy For best winning point average.
	1 st place	Trophy For best low gross score of the season.
	1 st place	Trophy for best low handicap of the season.

19. **SCORECARDS:** Players in the match should verify the scores are correct before cards are turned in. REMEMBER! Score cards are a players’ responsibility. Rely on your opponents at your own risk.

20. All cards turned in shall be final the same day for scores per hole. All other irregularities on the card; incorrect total scores, low net, individual points, etc., will be corrected by the league statistician. If team scorecard is not received by the statistician, the team will be a no show - no points.

21. All cards shall be filled out completely with:

- A. Date
- B. First name or Initial and last name of each player
- C. Handicaps, if available
- D. Hole by hole score
- E. Totals
- F. Scorekeeper
- G. Attest

22. Claims for any reason shall be presented within one week of the occurrence in writing to the league rules committee member. Decision of the rules committee is final.

23. If there is a rule dispute during play, players should play a provisional ball and score separately. Then present the circumstance to the rules committee. Rules committee decision of the shall be final.

24. **RAINOUT, HOLIDAY, and PREEMPTED** matches will be eliminated. If a rainout occurs on the last night, the season will be extended for one week. If any match is rained out before starting play, all matches are considered rained out. Weekly prize fund will be added to final GLA Tournament prize fund.

25. If all matches have completed 5 holes before play is suspended, the remaining holes will be prorated based on handicaps. Scoring and Handicaps will be calculated based on resulting scores.

26. **HANDICAPS:** A player’s first round handicap will be figured at 90% of gross score, and adjusted per the “Bogie Rule” see Rule 34. Adjusted score will be figured again at 90% to obtain the equitable handicap. Subsequent Handicaps will be figured at 90% of up to the four lowest adjusted gross scores in up to the last six (6) rounds.

- a. Subs are figured as a first rounds player till 4 rounds are played.

27. HCP deviations resulting in net scores greater than 2 below par will be readjusted to a maximum of 2 below par for the round. The actual gross score will be adjusted per the ESC and will be used for

figuring the following weeks HCP.

28. Handicap against Handicap: Handicap stroke difference, if any will be allotted to the higher handicap player starting with the highest difficulty hole until all difference is allocated. Points are awarded based on the lowest net score per hole.
29. Handicap against Handicap no show: The no shows players score will be his handicap divided by 90% to obtain the gross handicap strokes. These handicap strokes will be allotted over the nine holes beginning with the highest difficulty hole on the card until all the strokes are used.
30. These strokes are added to par to give the gross score per hole for the no shows score against which the playing member will match their score against.
31. Handicap difference, if any, will be allotted to the higher handicap player starting with the highest difficulty hole until all difference is allocated. Points awarded on the lowest net score per hole.
32. Handicap against a no handicap no show: No show player's score will be the handicap player's score per rule 29, i.e. basically play against your own gross score.
33. No Show player will not win any points individually or for the team, will be counted as a round played for point average, and will not be counted as a round played for weekly or individual awards.
34. Each team member should obtain a current copy of the USGA rules and become familiar with the rules and the Etiquette and courtesies of the game.
35. **USGA** rules will apply with exceptions for league and local course rules in order to provide handicaps and/or to speed play as enumerated in the following items.

36. Rules of Play

- a. Putting on the green: **Putts should be holed out. – Gimmes may be given by the opposing player with discretion as it can affect individual low net, team low net, fewest putts, skins, and handicaps.** It should not be used where an Albatross, Eagle, or Birdie is involved, or if it makes a difference in who wins the hole the hole or the match. 4.
Putts – Three putt limit. If second putt is missed, pick up, count three.
- b. Quitting before completing a hole, Player score is minimum double par on par 3, 4, and 5.
- c. Balls on green may be marked, cleaned or changed and continuously putted to speed play.
- d. When a golfer addresses the ball and swings and misses it shall count as a stroke.
- e. Balls hit out of bounds, two stroke penalty. Abandon the ball and Drop ball in the fairway as near as possible to point ball left the fairway.
- f. Balls hit off the tee fails to reach the fairway: Player Options: replay from spot of previous stroke, or advance to the fairway. Add one stroke penalty.
- g. Balls hit in the water, the woods, or high rough: Abandon the ball and Player Options: Drop ball in the fairway as near as possible to point ball left the fairway, or replay from spot of previous stroke. Add one stroke penalty in all cases.
- h. Ball out of play over the green; drop about 30 yards (imagine a Drop Area at some courses) in front of green or two club lengths from the area of the unplayable lie. Add one stroke penalty.
- i. No player may use adjoining holes as an easier way to shorten yardage play or avoid hazards, either intentionally or accidentally. Player Options:
 - Drop ball in the fairway of the hole being played near estimated distance of original ball, and add two stroke penalty.
 - Replay from spot of previous stroke and add one stroke penalty.
 - Drop as near as possible to point ball left the fairway, or advance to the fairway and add one stroke penalty.
- j. **USGA Rule 12.** If a player puts a ball in play outside the tee box, the player incurs a two stroke penalty, must abandon the ball played and replay within the tee box.
- k. **USGA Rule 13.** Ball played as it lies everywhere. Two stroke penalty.

Exception: Ball in the fairway only; Lie may be improved not nearer the hole with club head only.

1. **USGA Rule 14-3**during a stipulated round the player must not use any personal artificial device off the golf cart.b. for the purpose of gauging or measuring distance or conditions that might affect his play. Two stroke penalty each occurrence.

Lost balls – Each player is solely responsible for their ball and keeping up with their group.

REMEMBER – If a player cannot afford to lose balls, the player cannot afford to play golf.

37. Conduct:

- a. Club Throwing: 1st occurrence: Player is treated as a no show; score will not count.
 2nd occurrence: Player is banned from GLA for the rest of the season.
- b. You are expected to conduct yourself as gentlemen and ladies.
- c. You are expected to dress appropriately.

38. The “**BOGIE RULE**” adjusts players actual score using the following rule with respect to score taken on any one hole based on a player’s handicap. Players will be allowed Bogies, Double Bogies, and Triple Bogies, based on the following schedule per nine holes:

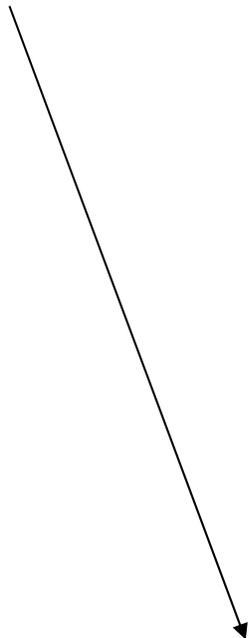
HCP

0 or Less	One over par on any hole
1 thru 9	Two over par on number of holes equal to handicap and One over par on the balance of holes.
10 thru 18	Three over par on number of holes equal to handicap and two over par on the balance of holes.
19 and up	Four over par on number of holes equal to handicap and three over par on the balance of holes.

39. Rules violations penalty; player(s) will be treated as no show(s) and/or removed from the league.

END

See picture below



The Digest

News you can use from the world of golf

Edited by Scott Smith

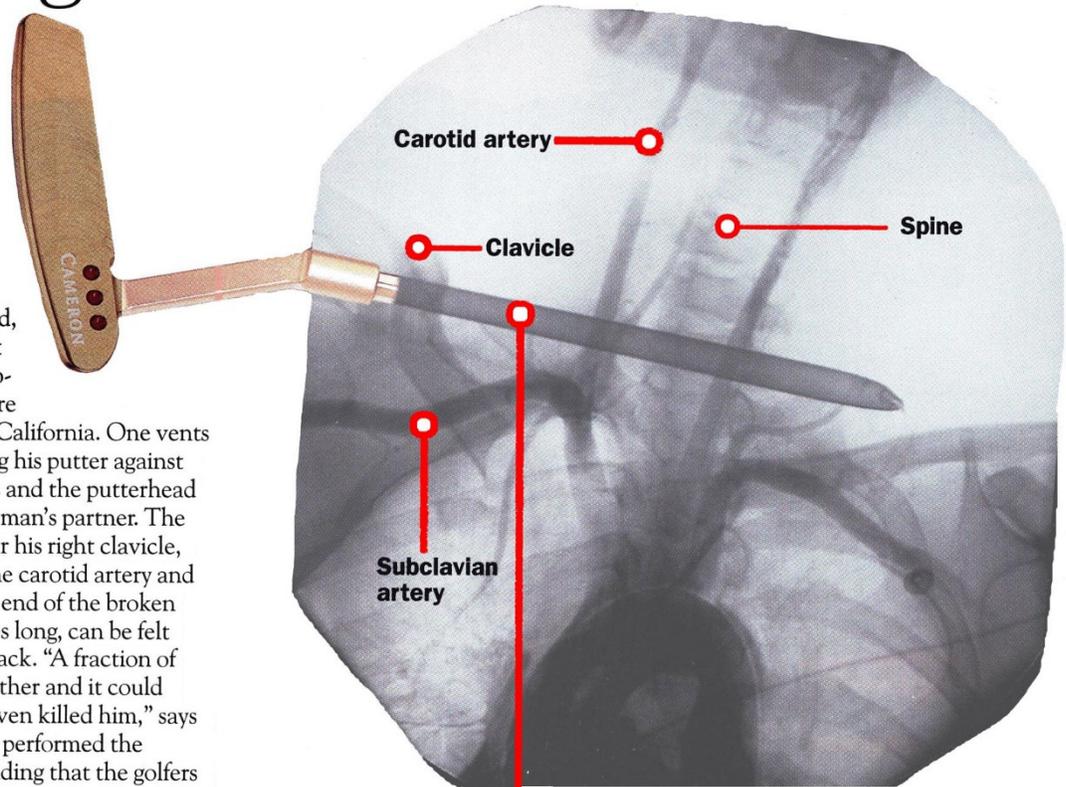
Golf course safety

Getting the shaft

T

his really happened, but don't worry, no-

body died: Two friends are playing golf in southern California. One vents his frustration by banging his putter against the cart. The shaft snaps and the putterhead goes flying, impaling the man's partner. The shaft enters his neck near his right clavicle, narrowly missing both the carotid artery and jugular vein. The jagged end of the broken shaft, nearly seven inches long, can be felt through the skin of his back. "A fraction of an inch one way or the other and it could have paralyzed him, or even killed him," says the trauma surgeon who performed the emergency operation, adding that the golfers did the right thing by not removing the shaft themselves. "I've thrown clubs before," the surgeon says, "but no more. Please tell your readers that golf is just a game, one that can turn very dangerous in a careless instant."



Close call

This X-ray shows the puttershaft narrowly missed the spine, major blood vessels and muscles that allow people to shrug their shoulders.

July 2000 GOLF DIGEST 31

SPECIAL FALL LEAGUE RULES

Regular league Rules apply as applicable.

The Special Fall League Rules are meant to speed pace of play due to the limited day light.

1. Tee or other stroke out of bounds is an automatic TWO stroke penalty. Abandon the ball and drop a ball in the nearest part of the fairway and play your next stroke.
2. Tee or other stroke in the woods, high grass, adjoining hole, water, etc. is an automatic ONE stroke penalty. Abandon the ball and drop a ball in the nearest part of the fairway and play your next stroke.
3. Looking for balls in the woods, high grass, or adjoining hole is an automatic TWO stroke Penalty.
4. Putts – Three putt limit. If second putt is missed, pick up, count three.
5. The use of personal distance measuring devices off the golf cart is an automatic TWO stroke penalty.
6. Any mannerism causing undo delay in play may result in TWO stroke penalty. You are expected to play ready golf and play your stroke within 15 seconds when it is your turn.
7. One practice stroke is enough.
8. You do not use the theatrics on the practice green or driving range, so do not use them on the course. Leave that to the TV and Movies.