

ARTICLE 1 – MEMBERSHIP (UPDATED 3/18/19)

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- Sec. (1) The league will be composed of up to a maximum of twenty-four, three-man teams.
- Sec. (2) Each man must be a member of Greensburg Country Club.
- Sec. (3) Each man must be a member in good standing with the club. A member in good standing shall be defined as a person meeting all the rules for golf membership.

ARTICLE 2 - OFFICERS

- Sec. (1) Each league will elect a President and a Secretary-Treasurer.
- Sec. (2) Officers shall be elected annually by each individual league prior to the end of league play. Nominations shall be posted by the Secretary prior to election.
- Sec. (3) Term of office shall run from October 1st of year following election to September 30th of the year following end of league play.
- Sec. (4) President shall be responsible for conducting league meetings, enforcing league rules and regulations and, determine within his power all major decisions pertaining to league play. The President will also assume the duties of the Secretary/Treasurer in the event of the Secretary/Treasurer's absence.
- Sec. (5) Secretary/Treasurer will perform administrative work in computing handicaps, standings and

related matters, in addition to collecting league fees. It will be his duty to deposit the funds in a separate account. It will be his responsibility to act as President in the President's absence, or by authority of the President.

- Sec. (6) The Secretary/Treasurer shall be paid for his services - 24% of the gross income. A \$100 personal computer fee shall also be paid.

ARTICLE 3 - MEETINGS

- Sec. (1) A pre-season meeting shall be conducted to discuss any business to come before the leagues. League Officers and the Club Pro will discuss any modification to the by-laws, rules, fees, and club business. The main purpose of the meeting is to set up leagues for the coming year.

ARTICLE 4 - FEES

- Sec. (1) Each league member shall pay a league fee of \$25.00.

ARTICLE 5 - SCHEDULE

- Sec. (1) A round-robin schedule will be established at the beginning of each playing season, affording the opportunity for each team to play every other team.
- Sec. (2) Play will begin at 5:00 unless canceled or otherwise directed by league officers.

ARTICLE 6 - RULES

- Sec. (1) Club golf rules shall apply with one exception, winter rules will be in effect in all roughs and fairways through the green. Play ball as it lies in all hazards.
- Sec. (2) Team priority rights will prevail in signing up for the league each year. Priority will be based on those listed as team members the last game of the previous season and will be determined as follows:
- A) 3 men returning - first priority
 - B) 2 men returning - second priority
 - C) 1 man returning - third priority
- Sec. (3) Sign up sheet shall be posted at least four (4) weeks before league starts (or earlier) and taken down one (1) week prior to start of play unless capacity has reached the maximum number of teams. (Making sure that teams who competed in the immediate preceding season have had a chance to sign up.)
- Sec. (4) Play will be scored by match based on three-man, best ball score with consideration to handicap.
- Sec. (5) Rained out matches will not be made up in a "blind match" format as has been the custom in the past. If a league match is started and weather causes a cancellation of the matches this will be considered a rain out as well. In either case there will be zero points.
- Sec. (6) Limit of twenty-four (24) 3-man teams for each night of league play. If attrition level for either one or both leagues reaches 22 teams, the maximum number of teams will drop to 22. Players are not required to have a course handicap, which is managed by the club pro.
- Sec. (7) A team member may be replaced at any time during the season and depending on the player a team's handicap may have to be recalculated.
- Sec. (8) If a member of a team is not showing he may be replaced upon the discretion of the remaining members of that team. (See Sec 7.)
- Sec. (9) When a team member is replaced the team handicap shall remain the same. Exception to this would be if the player replacing a former member is noticeably a more skilled player.
- Sec. (10) One player per team, per night, may be replaced by a substitute on the club membership list with an approved handicap equal to or higher than the person being replaced and can be a member of either league.
- Sec. (10) a A player requesting a sub should make sure the sub has a handicap equal to or higher than their own. In a case where the sub does not have an established handicap the Club Pro or league officers have the authority to make sure the substitution is approved. This must be done prior to the match being played and should be noted on the scorecard.
- Sec. (11) A substitute player may play either league each week. Any team using an illegal substitute (refer to Sec. 10 above) will forfeit any and all matches played with the illegal sub. A formal

verbal request is only valid when made by the opposing team and must be made on the night of play, either before the match or immediately after.

Sec. (12) For rulings on any unusual circumstance, the league officers shall make a final decision.

ARTICLE 7 - FORFEIT

Sec. (1) Any team not having at least a portion of the team ready to play by 15 minutes after league start time will forfeit the match.

Sec. (2) Any member playing when his dues are not paid in accordance with "ARTICLE 1, SEC. (3)" shall cause his team to forfeit the match each week his dues are not paid. If he does not play the team will not have to forfeit.

Sec. (3) Using an illegal sub will result in a forfeit. This will result in a score of "0" for the forfeiting team. A team who wins a match due to a forfeit will receive 14 points, which is minimum match & medal total.

ARTICLE 8 - HANDICAP

Sec. (1) For teams with the same three members returning, the team handicap for the entire league year will be figured by using the designated handicap at the previous season's end.

Sec. (2) A team's handicap shall not increase more than two strokes during the 5-week adjustment period. A team's handicap cannot exceed 9 and

the most strokes that can be given in a match is 9.

Sec. (3) For teams with one or more new members, the team handicap will be computed using the formula below. This will be the handicap for the first 5 weeks of league play. In the event a new player does not have an established handicap, he may be assigned a 0 for the purpose of calculating the new team handicap.

Sec. (4) The handicap for the next 5 playing nights will be determined by the average of the actual scores shot during the first 5 playing nights and after each subsequent 5 week period. If a team plays with less than their regular roster and/or uses a sub, scores will not be used to calculate handicap unless that score is within that team's usual posted scores. (Secretary may use his judgment on team handicaps in this case.)

Sec. (5) See Sec 4.

Fractions in either case will be rounded 1/2 and above to the next whole number; below 1/2 truncated.

[SEE MATHEMATICAL COMPUTATION ON LAST PAGE OF THIS BOOK]

Sec. (6) Handicaps for teams with new members shall be determined prior to the next week of play.

Sec. (7) The team with the higher handicap will be awarded 80% of the difference in the two team handicaps for both match and medal play. The handicap strokes will be given on the holes

indicated on the club scorecard. (.50 and above rounds off to higher number; .49 and below to lower number.) In the event the teams have a difference greater than 9, the maximum number of strokes a team can get is one per hole or 9 maximum.

Sec. (8) A member of each team should sign scorecards. Number of players present on each team shall be indicated and any absent player's name and substitute if used, shall be recorded on the scorecard. (In the case where a sub is used who does not have an official course handicap, Club Pro or league officer approval should be noted on the scorecard.

ARTICLE 9 - SCORING

Sec. (1) One (1) complete regular match will be played each week.

Sec. (2) A team receives two (2) points for each hole won in match play and one (1) point for each hole tied.

Sec. (3) Applying 80% of handicap difference, a team receives four (4) points for low total medal play and two (2) points for a tie.

Sec. (4) When a team forfeits, (also refer to Article 7, Section 4) in the event that a team does not show up, the opposition must play nine (9) holes, receiving fourteen (14) points for the forfeiture. The forfeiting team will receive "0" points.

ARTICLE 10 – PAYOUTS

Sec. (1) Cash will be paid out to the top 10 places of each league. In case of a tie there will be co-winners.

Sec. (2) Each league will be responsible for their own payouts but will follow the formula below which is based on 24 teams. (Payout amounts subject to number of teams in league.)

(Example only) \$450 will be set aside for the playoffs. Payouts will be as follows in each league. 1st place \$200, 2nd place \$150, 3rd place \$100, the remaining money will be divided equally among the 4th thru 10th place teams.

ARTICLE 11 – PLAYOFFS

Sec. (1) Each night will be responsible for their league playoffs.

Sec. (2) Options are: 1) Two divisions in the playoffs, **Gross** (based on low average) and **Net** (based on points). 6 teams will compete in each division based on year-end standings, 2) 8 teams in **Net** only.

Sec. (3) The 6 teams with the lowest handicaps will be selected first. The 6 teams with the most points will be selected next. The selection process has been simplified. A team who finishes in the top 6 of the standings with points but also has one of the lowest averages for the Gross division will be pulled out so the next team with the most points can be selected to compete in the Net division. Teams competing in the Net division

will compete with handicaps calculated the same way as during the season.

Sec. (4) There will be no choices to compete in either division if eligible for both. We are going strictly by low average and points, in that order. In the case of a tie, in the gross division the team who shot the lower score the last week of league will be selected. If they are still tied we will go back to the previous week and so on until a team is selected. If a team is tied on points it will be determined by looking at the last week's point totals and whoever had the most points will be selected. If still tied we will go back to the previous week until a team is selected.

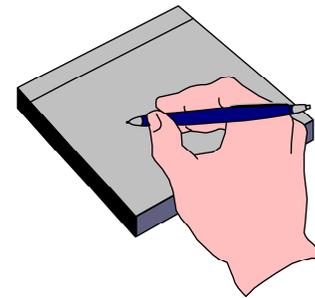
Sec. (5) Handicaps for the first two rounds of the playoffs in the Net Division shall be the final handicaps as determined after the final adjustment.

Sec. (6) The playoffs will start the next week after the final night of league has been completed. The first round of league playoffs will be played on Tuesday. The second round will be played Wednesday. The league finals will be played on Thursday. All are 9 hole matches. (Dates may be altered due to cancellation caused by bad weather.)

Sec. (7) Should any round end in teams being tied, the match will be decided by a "sudden victory" playoff, starting on the assigned hole. Strokes will still be in effect during sudden victory play.

Sec. (8) Teams will be seeded according to lowest average from 1 through 6 and from most points, 1 through 6. Or, as in the case where a NET only playoff is chosen, seeding will be 1 through 8.

Sec. (9) Depending on number of total teams the payouts for 1st winners of each division will be \$150 (each team) and the 2nd place teams in each division will receive \$75 (each team).



HANDICAP MATHEMATICAL FORMULA

Handicaps	2-10-16	10-14-24
	2	10
	+10	+14
	+16	+24
	=28	=48
	÷6	÷6
	=4.666	=8.0
	+2	+10
	=6.666	=18.0
	x .30%	x .30%
	=1.9	=5.4
	<u>- 3.0</u>	<u>- 3.0</u>
	-1.1	2.4
Rounded to	(-1) Hdcp.	(2) Hdcp.