

CSC Avon Golf League Rules 2018(revised 5/12/18)

Golf Rules

1. YOU MUST KEEP PACE FIRST and then have fun. If you hit the league President with your golf ball, "You become the President."
2. Improving your lie, sand traps, tall grass and ground under repair.
 - a. (removed May 2016).
 - b. All golfers can improve their lie by a golf club head. You are not allowed to move your ball from behind trees or out of hazards. The intent is to move your ball on top of grass so you can hit it.
 - c. All flights: you get a free drop from standing water.
 - d. All sand traps will be considered ground under repair. You will get a free drop one club's length from the trap, no closer to the hole. You may choose to hit out of the trap if you wish.
 - e. Tall grass areas. If you hit into a tall grass area, remember you only have 90 seconds to look for your ball. You may choose to play the ball where it lies or you can take a drop with penalty, no closer to the hole. You must drop your ball 1 club length from the edge of the tall grass where your ball crossed into the tall grass, not where it ended up.
 - f. Ground under repair. The course will try to mark areas that are considered ground under repair with white spray paint in the grass or dirt. You can take a free drop from ground under repair. Drop your ball no more than 1 club's length from the edge of the ground under repair.
 - g. Stones used for borders and any other locations. This is a man-made obstacle so you get a free drop one club length no closer to the hole.
 - h. Fence behind #5 green. This is a man made obstacle so you get a free drop but must drop on the same side of the fence the ball is on. You can not drop it to the left or right of the fence. You will need to hit over the fence. The free drop is so you can hit the ball without hitting the fence with your club.
3. The USGA states a 5 min. maximum allowed time to find a ball. The CSC Golf league is instituting a 90 second max. time allotment to find your ball. If you can't find it, take a penalty drop somewhere along your initial ball flight from your estimated entry point, no closer to the hole - this means you can't walk out in front of the woods and drop a ball closer to the hole. Go back and drop your ball farther from the hole. We do not play "white stakes" out-of-bounds, all stakes and lost balls in play are played as "red stakes" hazard. Take a drop and penalty stroke and keep moving. If you are outside a "white" stake, you can NOT play your ball as if it was a red stake hazard. Do not go into someone's back yard and play your ball.
 - a. Driving Range Fence. There are white stakes on the golf course side of the fence so even if your ball is on the golf course side of the fence, make sure you are not between the fence and the white stakes. Since the fence is outside the out of bounds, you do not get relief from the fence without a penalty. If you can't hit the ball, then you must take a one stroke penalty

for an unplayable lie and drop it one club length from where it lies no closer to the hole.

- b. If you hit your ball into the driving range, go to the point where your ball crossed the fence, drop a ball no more than one club's length from the fence and take a one stroke penalty.
4. Cell phone rule: All cell phones must be on vibrate or silent mode. You must be considerate to those in your four-some. You must not hold up pace of play to talk on your cell phone. While there are reasons to take phone calls, do not take any phone calls around tee boxes, greens or near anyone getting ready to hit. If the other people in your group determine you are holding up play, you will be required to pick up your ball and take the max for that hole. **WE MUST KEEP PACE OF PLAY MOVING** and you must be considerate to others in your group. They paid the same as you to play in the league.

Tee Times

1. **FIRST TWO WEEKS OF THE SEASON** will be to establish your handicap. Men will play from the Blue Tees and Women will play from the Yellow Tees. During these two weeks we do not have established four-somes. It's first come first off. Form four-somes as you arrive and fill in the tee time sheet at the first hole. Note: it will get dark on the last couple groups so please keep moving. We all want to get in 9 holes before it gets dark.
2. **WEEKS 3 THROUGH 14.** The league will be split into 4 flights (Bud-Weis-Err-Mugs) based on the first two week's score and past history.
3. You will play everyone in your flight once. Since we only have 30 players and based on the handicap split, the bud group only has 6 and the other 3 flights have 8. The bud group opponents for the 11th and 12th week of competition were selected by random drawing.
4. **IF IT'S RAINING** – call the golf course (513-281-0322) after 4:00 p.m. to see if we are playing that night. An e-mail will be sent by the President (by 4:00 p.m.) to your preferred e-mail address to inform you of a rain out. Please check your e-mail before driving to the course.
5. Tee times start at 5:00 p.m. and are at 8 minute intervals. A tee time matrix with your tee time and playing partner will be e-mailed to you and will be posted to the ski club website.
6. **SUBS** (Sub list has been e-mailed) All subs are expected to pay to play. All subs must be members of the ski club. The league members are responsible for finding your own sub and notifying your playing partner who the sub is or if you do not have a sub. Also notify Tom Berning, league president, of your sub or lack of sub and if you have an arrangement for reimbursement from the sub. You must notify Tom Berning if you have worked out an agreement with a sub for reimbursement otherwise Tom Berning will charge each sub \$5 unless there is an arrangement between you and a sub. The sub fees collected by the league president will be used for the year-end party. If you work out an arrangement for reimbursement from a sub, it is your responsibility to collect that reimbursement. The league president is not responsible for collecting reimbursements between league members and subs.

7. ALMOST MANDATORY: PLEASE PLAY WITH YOUR PARTNER. If someone is running late, please move up to fill open positions “in groups of two playing partners.” Sorry if you are the one to fall back on your given tee-time because the person you should be playing does not show up or runs late. If the next tee time does not have a four-some, then the next available two playing partners may move up to fill the four-some. The next four-some should be established when the first person of the preceding four-some hits their tee shot. **YOU OWN YOUR TEE TIME** so nobody can take your tee time if your playing partner is at the tee when the four-some preceding your tee time tees off. Both playing partners must be at the tee when the four-some preceding your tee time tees off. The two-some who have fallen back has the right to claim the next available opening. On nights with major traffic problems, singles may have to play without their playing partner in order to fill four-somes. If this happens, each single must keep a separate scorecard with their name and playing partner’s name. Make sure you tell someone still at the first tee that you have already teed off. Those singles showing up later can form a two-some or four-some. If you know your playing partner did not get a sub, then you may tee off in your assigned tee time and play as a three-some. There should never be a two-some in the early tee times. We will have a sign-in sheet at the first tee. Check your name off on the left side when you arrive then write the group number you are in next to your name on the right side when you tee off.
8. Week 15 (our last night) will be a non-competitive strictly fun night. More details will follow in August.

Scoring and Handicaps

1. Your handicap is based on the 3 lowest of your last 5 scores and is 90% of the calculated handicap. If you only have 1-2 scores, then the handicap is based on the lowest score. If you have 3-4 scores, then the handicap is based on the two lowest scores. Your flight position (BUD-WEIS-ERR-MUG) will be based on your handicap calculated from the previous season and the first two weeks of practice.
2. **WE PUTT EVERYTHING UNLESS** your playing partner (only) gives you a putt. Giving putts is encouraged to promote speed of play. Please putt everything the first two weeks.
3. The maximum strokes is double par plus 1. When you reach 8 strokes on a par 4, please pick up the ball and record a 9 on the scorecard. When you reach 6 strokes on a par 3, please pick up the ball and record a 7 on the scorecard. This will help promote fast play.
4. If (God forbid) you swing and miss; it counts (please laugh with the rest of us – optional of course).
5. Scoring points will be 2 points per hole and 4 points for total adjusted score. Ties will get 1 point and 2 points respectively.
6. Mid-season Position night will be regular points and Final Position Night will have double scoring points.
7. The handicap adjustment will be determined by the difference in your handicap and your playing partner’s handicap. (i.e., you have a 10 handicap and your playing partner has a 14 handicap.) Your playing partner will get 1 stroke on the four lowest handicap holes. Which handicap holes are used will depend on the

sex of the person receiving the strokes. Men will use the black handicap holes and women will use the gold handicap holes.

8. If you and your playing partner pick-up your balls due to max. allowable strokes, the scoring points will be based on handicap adjustment.
9. If your playing partner or sub does not show up, you will be playing against your handicap. You will get 17 points then for every 2 strokes below your handicap you will get 1 point and for every 2 strokes above your handicap you will lose 1 point.
10. Please use one score card for you and your playing partner (turn in all score cards to Tom Berning directly following your round). Check the tee time matrix if the Hi or Low person should keep score that week.
11. Partial rain-outs will be addressed when they occur. The final competitive night (position night week 14), we will do everything possible to complete the round. We may ask you to try to complete your round on another day that both you and your playing partner can play.
12. If required: Year-end tie breakers (to be determined).
13. Winners of the flights will automatically be moved up one flight the following year.
14. Flight winners must have played at least 60% (or 7 weeks) of the season. Subs cannot win a flight for you. If the leading person of a flight has not played 7 weeks, then the second place person will win the flight.

Pace of Play Suggestions.

Here are suggestions to keep the pace of play.

1. Play ready golf. Make sure someone else is not going to hit before you prepare to hit.
2. Prepare for your shot as you walk up to your ball so you have an idea which club you plan to use.
3. While others are preparing to putt, look at your putt to determine how you want to hit the putt.
4. Pay attention so you are ready to hit when it is your turn.

Reminder of Golf Rules

Here are some reminders of golf rules everyone must follow.

1. Each attempt to hit the ball counts as a stroke even if you miss the ball.
2. If you hit a tee shot and it barely goes anywhere and you pick up the ball and put it back on the tee, that is a penalty stroke and you will be hitting your 3rd shot off the tee. If you hit the ball where it lies after your tee shot, then there is no penalty and you are hitting your 2nd shot.
3. If you hit your ball in the woods or bushes along the woods and you find your ball, you still need to go back to where it first crossed into the woods/bushes and drop the ball 1 club length and take a penalty stroke.
4. When you mark your ball on the green, place the marker next to the ball on the opposite side of the ball from the hole. Do not pick up your ball and place the marker where the ball was sitting.

5. When asked to mark your ball to one side or the other, first mark your ball, then move the marker one putter clubhead to the left or right and line up the putter clubhead with something near the green (tree, golf bag, etc.) so you can line up the putter clubhead when it is your turn to putt and you have to move your marker back to the original location
6. The footgolf tees, flags and plastic tops of the footgolf holes are manmade objects. You get a free drop 1 club length away from these objects but if you are unlucky and your ball hits one of the flags or plastic tops, you will play the ball where it lies.(unless it stops on the plastic top or the plastic top or flag impede your swing, then you get a free drop)