



**COBB COUNTY PARKS
GOLF LEAGUE
RULES AND REGULATIONS**

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I) LEAGUE ORGANIZATION

- A) Cobb County PARKS Department is the governing body of this league.
- B) USGA rules will be used for this league and shall be adhered to unless contrary to the following Cobb County rules and regulations.
- C) Each team is responsible for checking www.quickscores.com/cobbcounty for schedules, standings, and make-up game information. We will post this information to this website as soon as it becomes available.

II) LEAGUE FORMAT

- A) The golf league will be a 2-person scramble league.
 - 1) A scramble is a team format where players work together to score the lowest possible score on each hole. Teams of two tee off, and then the team selects the best shot from the two tee shots. The team then plays their next shots from the spot of the best tee shot, continuing this process until the ball is holed. Only one score is recorded per team on each hole.
- B) Teams are open to men and women.
 - 1) Men will play from the white tees, while women will play from the red tees.
- C) There will be no subs. At least one player from your team must play for the round to count. If playing by themselves, the league player will only be allowed to play one ball in each hole.
- D) Each week your team will play 9 holes. The standings will be an accumulative score of each week's round.
 - 1) Team's must participate in at least 2 weeks to qualify for the leaderboard.
 - 2) Teams that participate in more than 2 weeks can choose their two lowest scores.
- E) No handicaps may be used for scoring.
- F) The max score a team can score on any hole is double bogey. Once a team reaches double bogey, they must pick up their balls and move to the next hole.
- G) There will be a time limit for each hole. If a team does not finish a hole before the time



limit, they will have to pick up and will be given a double bogey.

1) 15 minutes for par 5s

2) 10 minutes for par 4 and 3s

H) If both players lose their ball, then they must drop and will be given an additional stroke. The drop must be in play but close to where the ball went out of bounds.

1) If a drop zone is available near where the ball went out of bounds, then the ball must be played there.

I) There will be two teams per tee time, and it is the responsibility of each team to keep their own score as well as their opponent's score. After the round, teams must sign each other's scorecard and turn it in to a staff member. If a scorecard is not signed or not received by staff, it will not be counted toward the leaderboard.

J) Following the season, the top 2 teams will receive a trophy and t-shirt and the third-place team will receive a tshirt. To qualify for the leaderboard, you must play in at least 2 weeks.

III) GOLF ETIQUETTE

A) Golf etiquette is required by all who participate in the league.

1) Please smooth all marks made in Sand Bunkers

2) Leave the putting green as soon as you have holed out.

3) Do not play until the players in front of you are out of range.

4) Balls may be cleaned on the green, and ball marks repaired prior to putting. You may not repair spike marks prior to putting.

5) Please observe all local course rules

IV) PLAYER CONDUCT

A) Abusive profanity directed toward county representatives, players, or spectators will not be tolerated by players on or off the course. Offenders are subject to ejection from the playing area and the league.

B) If a player is caught cheating, all scores they have submitted will be voided and they will be suspended from the league. Staff will be on site to monitor the league.



- C) If a player touches a county representative in anger, or threatens to do bodily harm, before, during or after a round, they will be barred from the league indefinitely. The length of the suspension will be determined by Cobb Recreation Department staff. (MINIMUM SUSPENSION IS FOR 1 CALENDAR YEAR IN ALL Cobb PARKS ADULT ATHLETIC PROGRAMS).
- D) Any player ejected may not play in a minimum of their team's next 2 league games. A player ejected for the second time during a season will be suspended for the remainder of that season. If a player participates in a game while ineligible due to suspension, the game shall be declared a forfeit and the player will be suspended for the remainder of the season. NOTE: Staff is not required to notify said player prior to the start of the game concerning ejections. Failure to do so shall not affect a player's ejection for the season.
- E) Fighting among players, coaches, and spectators, or other conduct judged inappropriate by Recreation Department staff may result in an ejection of the individuals or teams involved. If the suspension is warranted, Recreation Department staff will determine the length of the suspension. (MINIMUM SUSPENSION IS 2 ADDITIONAL GAMES)
- F) Under no circumstances will audio or visual recordings be accepted for the review of any Incident or protest.
- G) No refunds will be issued for players violating the players conduct and being suspended.

V) PLAYING ROSTER

- A) Team's roster may only consist of 2 players. Both players must be listed on the roster before their first round. Failure to list players on your roster before your first round will disqualify the team from placing on the leaderboard.
- B) A player may not be a member of 2 teams.
- C) Rosters must include first name, last name, and email addresses. Rosters will be on quickscores.com/cobbcounty.

VI) THE SEASON

- A) Once the schedule is completed, no games will be changed due to conflict requests and no refunds will be issued. All conflicts must be turned in at the time of registration. A



conflict request may or may not be accommodated based on availability.

- B) In the event of a rainout, teams registration fee will be refunded that day and if possible, an additional week will be added to the end of the season for teams to sign up for.

- 1) Teams will still be required to participate in 2 weeks even if one of the weeks they signed up for is rained out.

VII) TIEBREAKER

- A) The following procedures will be used to determine first place finisher or to break ties for other places.

1) TWO-WAY TIE

- (1) Lowest score during one round.
- (2) Most Birdies during the first round.
- (3) Most Birdies during the second round.
- (4) Flip a coin

2) THREE-WAY OR MORE TIE

- (1) Lowest score on a round.
- (2) Most Birdies during the first round.
- (3) Most Birdies during the second round.
- (4) Flip a coin