

2007 GOOD SHEPHERD GOLF LEAGUE RULES - May 15, 2007

1. The league will be played on Friday evenings on the Grizzly at The Golf Center at Kings Island, 6042 Fairway Drive, Mason, Ohio 45040. (513) 398-7700 (www.thegolfcenter.com).
2. Tee-off times will be **4:32 – 4:48 – 5:04 – 5:20 and 5:36 p.m.** (16 minutes for 2 foursomes)
3. **Tee times** will be rotated on a scheduled basis so that all teams will play at all tee times.
4. Since this is a social league and its intent is to meet other parishioners, the following format should be followed. Two team members from each team will play in the first foursome. Immediately following, the remaining four players - two from each team - will play. This policy will be followed provided all eight players are present at their tee time. If all eight members are not present, then a team with all four members present may play as a team. If all four players are not present for either team then the starter has the discretion of allowing a team to go off with less than four players or he may move the next group up if they have all 8 players and are paired up and ready to go. The skipped group will wait until all other groups have teed off before they can go off. *A scheduled match may NOT be played at a time other than the assigned time without the consent of both team captains. Opponents must play the same nine to have a valid match.*
5. League play will be on the North and West courses as alternately assigned.
6. **HANDICAPS:** The league will be handicapped based on the following calculation:
 - a) score for nine holes
 - b) less par for nine holes – 35.5
 - c) difference multiplied by 85%

Example: Player shoots 50
50 score
-35.5 par

14.5 difference x 85 % = **12.32 handicap (now carried to 2 decimal places!)**

Initial handicaps for the season will be based on one of the following:

- a) previous year's league handicap
- b) score from first league play.

Handicaps will be based on the average of the last 6 scores.

The maximum change in handicap per week is five strokes.

All men will tee off from the white tees **except the blues will be used on 9N**. Women will tee off from the gold tees. Full handicaps will apply in all cases.

7. Maximum hole score is 5 over par. Once a player has achieved 5 over par, he/she MUST pick up his/her ball to speed up play. A pick up can never win a hole unless both players pick up and one of the players was getting a stroke. If there wasn't a stroke, they'd split.

8. If a team does not have four players, a substitute player may be used for the evening. SUB must be written on the scorecard next to his/her name. League members may substitute for another team but their scores will not count toward their handicap. League member may not play against his own team. If the sub has no league handicap, the score he/she shoots will be used to determine it after the round. Joe Weber must be notified of all subs from another team or the sub list by noon of the day of play. If he is not, sub can play but score will not

count and his/her match will be forfeited. Any member of a team may sub for any team member at any time. If possible, please notify Joe Weber of any teammate sub. If a team member subs for another team member after the noon deadline and Joe has prepared the scorecards, the ABCD players must be reordered per the handicaps of the members playing that evening. (Rev 5-07)

9. **In the event of a ball lost in the woods**, the golfers search is limited to three minutes. If the ball is not found within the time limit, then a ball will be dropped at **the point of entry** and a one stroke penalty assessed. . **If a ball is hit into an open area (not woods or water) and cannot be found after three minutes then another ball will be dropped and NO penalty stroke will be assessed. If any shot appears to be hit out of bounds a provisional ball MUST be played from the same spot and a one stroke penalty taken unless previous shot is found to be in bounds and playable. The lake on 8W is considered a lateral hazard. A shot going into the lake should be dropped 2 club lengths from the point of entry and a one stroke penalty will be taken.** In addition to the white stakes, OOB includes a ball crossing the road on holes 8N & 9N.

10. Play must progress in a timely manner for everyone to finish. Nine holes should be completed in two hours and fifteen minutes. Please consider your fellow players. Once a group is on the green on par 3's, they should let the next group on the tee hit if they are ready to do so.

11. Winter rules will be in effect throughout league play. **This means moving the ball with the club head ONLY within a 12 inch area. It cannot be moved from behind an obstruction!**

12. **Dates for league play will be April 6, 2007 through August 17, 2007 – 20 straight weeks.**

13. If all fees are not paid by the cutoff date, delinquent players may not play.

14. Final standings tie breaker will be the low net from the last time the teams played each other.

15. NO MULLIGANS!

16. Continuous putting will be used to speed up play.

17. Official night of play:

a) 50% of teams complete play

b) Remaining teams prorate their scores based on the average score over par for the number of holes completed. For example, if a player completes 7 holes with 1 over par average and then rain or darkness cancels the remainder of the round, the average score is 1 over par per hole played. That player's prorated score would be 1 over par for each remaining hole.

18. Match play scoring will be used. Each player will be able to win a maximum of 2 points – one for the most holes won and one for the low net score. If there is a tie in either of these instances then the point will be split half and half. If all four players on a team win 2 points (for a total of 8) then an additional bonus point will be awarded to the winning team. (9 points is the maximum) If an entire team forfeits their opponents will only receive 8 points and no bonus point. Position matches will win double points.

19. Year end prizes will be awarded in cash as follows:

Third place - \$20 for each of the 6 team members

Second place - \$30 for each of the 6 team members

First place - \$50 for each of the 6 team members + the honor of organizing next years league.