

**2018**

**BLAIR/ CAMBRIA**

**GOLF**

**LEAGUE**

**RULE BOOK**



## REGULAR PLAY

- PLAY BALL **DOWN** IN THE ROUGH,
- ALLOWED TO **ROLL/MOVE** BALL IN (OWN) FAIRWAY, APPROX. 12 INCHES
- PLUG BALL RULE IS ALWAYS IN AFFECT.

### \*\*\* **YOU MUST PLAY UNTIL!**

- BALL IS HOLED OUT
- YOUR OPPENENT TELLS YOU TO PICK UP.

There is **NOT** a Maximum number of strokes you can take!

## PLAYING POSITIONS

THE RESPECTIVE POSITIONS ARE ACCORDING TO PLAYER'S HANDICAP (Lowest player (1) to Highest Player (4)). IF THE HANDICAP IS THE SAME FOR ANY POSITION, THEN THE PLAYER WITH THE HIGHER INDEX PLAYS THE LOWEST POSITION (4). IF BOTH HANDICAP AND INDEX ARE THE SAME, CAPTIAN HAS THE CHOICE AS TO POSITION PLAYERS.

LEAGUE PLAY:

Captains may alter playing foursomes if both captains agree!

Team A      Team B

1	vs	1
2	vs	2
3	vs	3
4	vs	4

## STROKES:

**STROKES ARE GIVEN ACCORDING TO EACH MATCH. THE PLAYER WITH THE HIGHEST HANDICAP WILL RECEIVE ONE STROKE FOR EVERY HANDICAP POINT ABOVE THE MATCHED OPPONENT'S HANDICAP. STROKES ARE ALLOCATED BASED ON THE LEVEL OF DIFFICULTY OF EACH HOLE. THEREFORE, STARTING WITH THE HARDEST HOLE TO THE EASIEST HOLE UNTIL ALL STROKES ARE ALLOCATED.**

## **NEW Gold Tee vs White Tee**

Handicaps are different for the White tees compared to the Gold tees so HCP's will be adjusted accordingly. Please mark on score card if Player played from the gold tees.

Player receiving strokes will use **TEES** according to their Tee HCP holes.

## REGULAR PLAY continued

**IF A PLAYER(S) FROM A TEAM FAIL TO SHOW. See rules for Plug Play (page 4). **An alternate roster list will be posted to add player to team in case a team can't field 4 players for league night.****

IF A PLAYER IS LATE AND HIS A MATCH HAS STARTED AGAINST A PLUG, THE PLAYER, MAY RESUME HIS MATCH AGAINST HIS OPPENENT WITH HCP & STROKES AWARDED AS THEY WOULD HAVE FROM THE BEGINNING OF THE MATCH.

**PLUG PLAY (FORFIETS 2 POINTS FOR MEDAL.**

- Playing Options are listed below!

*Scoring: Example: PLUG team Player 1* gets full points vs. player 1 (but) will lose 2 pts Medal against Player 2.

**Captain of Team B** can strategize to which option to choose; but, must choose before teeing off.

Team A    Team B

Team A    Team B

Team A    Team B

1	vs	1
2	vs	2 & 3
3	vs	4

1	vs	1
2	vs	2
3	vs	3 & 4

Option # 1

Option #2

Option #3

- IF MORE THAN ONE PLAYER FROM A TEAM FAILS TO SHOW

Player 1 plays 1 & 2

*PLUG team Player 1* gets full points vs. player 1 (but) will lose 2 pts Medal against Player 2.

Player 2 plays 3 & 4

*PLUG team Player 3* gets full points vs. player 3 (but) will lose 2 pts Medal against Player 4.

Player 1 with 1 & 2

Player 2 with 3 & 4

Team A    Team B

1	vs	1 & 2
2	vs	3 & 4

\*\*\* If 3 players are no shows- Player 1 vs All 4 of Opponent (play in 5-some) gets full points vs. player 1 (but) will lose 2 pts Medal against Player 2, + 2pts. MATCH against Players 3, & 4.

Team A	vs	Team B
1	vs	1, 2, 3, & 4

\*\*\* NO SHOWS SECOND & THIRD TIME- FORFIETS 2 Pts. MATCH & 2 Pts. MEDAL FOR ALL MATCHES.

## **“NO SHOWS”**

**ANY TEAM WITH *3 in a WEEK OR 4 OR MORE NO SHOWS for the YEAR WILL BE PLACED ON PROBATION AND WILL VOTED ON TO BE EXCEPTED BACK INTO THE LEAGUE FOR THE UPCOMING SEASON!!!!!!\*\*\*\*\****

## **SCORING – 20 POINTS PER MATCH**

**EACH HOLE WILL BE WORTH 2 POINTS OR A TOTAL OF 18 POINTS**

**MEDAL WILL BE WORTH 2 POINTS**

**THE PLAYER WINNING THE HOLE BASED ON STROKES (ALLOWING FOR HANDICAP) WILL RECEIVE 2 POINTS**

**IN THE EVENT OF A TIE IN THE NUMBER OF STROKES FOR THE HOLE (ALLOWING FOR HANDICAP) EACH PLAYER RECEIVES 1 POINT.**

**IN THE EVENT OF NO SHOWS RESULTING IN THE SAME EMPTY POSTION, NO POINTS WILL BE AWARDED TOWARDS LEAGUE STANDINGS FOR THAT POSTION.**

## **HANDICAP**

**THE USGA HANDICAP SYSTEM WILL BE USED TO CALULATE LEAGUE HANDICAPS.**

**NEW TEAM MEMBER MUST, EITHER HAVE AN ESTABLISH HANDICAP OR BY PLAY ONE ROUND OF 9 HOLES OR MORE AT THE SUMMIT COUNTRY CLUB. THIS ROUND MAYBE PLAYED ANYTIME DURING THE CALENDAR YEAR PRIOR TO THE SEASON’S OPENER.**

- **CURRENT MEMBERS OF THE SUMMIT C.C. or any other CLUB MAY USE THEIR CLUB HANDICAP BY TAKING THEIR HANDICAP INDEX FOR 18 HOLES AND DIVIDING IT IN HALF = HCP AND THEN SUBTRACTING 1 STROKE FROM THE RESULT AND USING THE HCP CALCULATOR FOR THE HANDICAP. [10.0 INDEX FOR 18 HOLES =  $(10.0/2=5.0)$  = USGA 6 HCP - 1= 5 HCP FOR THE LEAGUE].**

**ALL HANDICAP SCORES FOR NEW TEAM MEMBERS MUST BE SUBMITTED TO HANDICAP REPRESENTATIVE ONE WEEK PRIOR TO ACTUAL LEAGUE PLAY.**

**HANDICAP ROSTER WILL TENTATIVELY BE POSTED ONE (1) HOUR PRIOR TO FIRST MATCH.**

## **EVENTS**

**ANY PLAYER ON THE LEAGUE ROSTER DURING THE REGULAR SEASON IS ABLE TO PARTICIPATE IN LEAGUE EVENTS.**

### **CANCELATION OF PLAY**

**PLAY CANCELED, BEFORE THE MATCH STARTS, DUE TO WEATHER OR UNUSUAL CIRCUMSTANCES WILL BE MOVED TO THE FOLLOWING WEEK.**

### **STOPPAGE OF PLAY 3-6-9 RULE**

**PLAY STOPPED, DUE TO WEATHER OR UNUSUAL CIRCUMSTANCES**

- 1. PLAY STOPPED DURING AND PRIOR TO COMPLETING THE THIRD HOLE OF YOUR MATCH, THE ENTIRE MATCH OF ALL NINE HOLES MUST BE REPLAYED.**
- 2. PLAY STOPPED DURING YOUR FOURTH HOLE OF THE MATCH AND PRIOR TO COMPLETING THE SIXTH HOLE OF YOUR MATCH, THE MATCH WILL BE MADE UP USING THE SCORES FROM HOLES PLAYED AND THEN CONTINUING PLAY WITH THE HOLE NOT COMPLETED UNTIL ALL NINE HOLES AND PLAYED**
- 2. PLAY STOPPED AFTER YOUR SIXTH HOLE OF THE MATCH AND PRIOR TO COMPLETING THE NINE HOLE OF YOUR MATCH, EACH PLAYER WILL BE AWARDED ONE POINT PER HOLE NOT PLAYED, STROKES FOR EACH HOLE ACCORDING TO PLAYER'S HANDICAP. OVERALL SCORE FOR MEDAL WILL BE THE SCORES DETERMINED BY THE HOLE ACTUALLY PLAYED SUBJECT TO TEAM CAPTAINS APPROVAL.**

### **PLAYER STOPS PLAY DUE TO EMERGENCY**

**PLAYER STOPS PLAY AFTER PLAY IS STARTED DUE TO AN EMERGENCY; THE REMAINING PLAYER WILL CONTINUE PLAY AGAINST THE PLUG. HIS TEAMMATE IN THE GROUP WILL CONTINUE HIS OWN MATCH & PLAY THE REMAINDER OF HIS PARTNERS MATCH. HCPS WILL BE AWARDED ACCORDINGLY, AS THEY WOULD'VE BEEN AWARDED FROM THE START OF THE MATCH.**

