

# **Loudon Country Club (LCC)**

## **Future League Rules**

### **Golf Season 2018**

#### **Purpose and League Meeting Information**

The purpose of this document is to set forth the rules of the LCC Futures League. The first two Futures League meetings of the season will be on **Wednesdays, May 2<sup>nd</sup> & May 9<sup>th</sup>**, with the first week of league play starting on **May 16<sup>th</sup>**.

**There will be no play on July 4<sup>th</sup>.**

#### **I. League Information**

##### **A. League Representative**

The function of the League Representative is to coordinate the needs of the league and other matters related to the league rules. The League Representative can issue rulings with respect to issues that arise concerning these league rules only. If the issue goes outside of these rules or cannot be resolved, then a special meeting with the golf committee must be called to resolve the issue.

In match play the decisions concerning rules of golf must be made on the course by the participants at the time of play. Any questions concerning the rules of golf after play can be brought to the pro shop; however the decision cannot be changed after the hole has been completed. Be sure to read the local rules posted in the pro shop before playing. The league representative is not involved in any decisions concerning the rules of golf.

##### **B. Team**

Each Futures League team will consist of 2 ladies. Ladies may pick their own partners for their teams. The Club will assist with finding team partners as needed.

##### **C. Substitute Players/Absences**

An eligible substitute player may take the place of a league player for a scheduled league match. Futures League players are responsible for finding an eligible substitute player to take their place. The substitute must be a 40 handicap or greater – it is not the responsibility of the Pro Shop or the Club to find subs.

The Pro Shop will maintain and make available the list of possible substitutes who have been identified by the Futures League. It is not the Pro Shop's responsibility to build this list, but they will assist the league whenever possible. Please give the Pro Shop any names that you know of that would sub.

If a player fails to arrive to play and has not made arrangements for a substitute to play for her, then her absence is considered an unexcused absence. All players should contact the Pro Shop to announce an intended absence, and whether or not they have a substitute.

##### **D. Banquet & End of Year Meeting**

The Futures League Banquet & End of Year Meeting will be held following play on Friday September 7<sup>th</sup>, the last night of the season. Play on September 7<sup>th</sup> will begin

earlier with a shotgun start at 4:30. Dinner will be served in the clubhouse after play has ended.

## **II Rules of Play**

### **A. Applicable Rules**

The Futures League plays under the rules of the USGA with the addition of certain local rules, where applicable.

Local rules will be posted in the Pro Shop.

It is every player's responsibility to be aware of and to play by the rules.

Players are not allowed to waive the rules of golf within their own matches.

### **B. Start of Play/Hole Locations**

The Futures League will play weekly on Wednesdays (unless otherwise indicated on the schedule) and play will commence with tee times between 4:40pm-5:28pm. Starting on holes other than 1 or 10 is strictly prohibited. Teams are able to start play once all players in each group are present. The only exception to this is if not all players are present by the last allotted tee time (5:28pm), then the present players may go out and start the match.

A team may begin a match and continue to play with only 1 player participating. If the 2<sup>nd</sup> player arrives after the match has started, she may join her partner out on the course. If the players in the match have teed off and are in the midst of playing out a hole, the late player must wait until the players have all holed out on that hole, and may join play on the next tee.

### **C. Tees and Drop Areas**

The Futures League golf shall be played from the silver tees. Drop areas may be utilized on holes 4, 14 and 17. If a ball is hit into the water, it is a one-shot penalty. The player then has the option to either hit from the original spot, hit from where the ball first went over the water hazard, or to go to the drop area and hit. The player will be hitting "3" at this time.

### **D. Play Format and Pace of Play**

All league players must be mindful of the pace of play. Match players must keep pace with the group playing in front of them and disregard what is happening behind. You get 5 minutes to find your ball, but you must make it up. If two players are looking for balls, they must do it at the same time.

The format is match play, which means that there will be unfinished holes for some players and conceded strokes. If a player is considered "out of a hole," or knows, based on where her partner stands, that her stroke count would not have a favorable impact her team's score, then that player should pick up her ball and score a 10

To speed up play, a putt shall be given if it is within 12 inches of the hole (a "gimme.")

When a player is awarded a "gimme," that player picks up her ball as if she has completed the hole, and the "gimme" must be counted as a stroke in the player's total stroke count for that hole.

### **E. Inclement Weather Conditions**

Matches are expected to occur on scheduled match play days. Only an LCC official or the league representative may cancel or delay the start of matches for a day due to weather. If the course is closed matches are canceled.

Players are responsible for contacting the Pro Shop to confirm course closing due to weather at 2:00 pm. If league play has not been canceled, league players should arrive to play. If league play is canceled, matches will not be made up. Go to the next match on the schedule that next week.

If league play is in progress but is stopped due to inclement weather and the course is reopened, the league representative is responsible for making the decision to resume play after play is stopped.

If matches are canceled during a round, prior to the completion of all matches for the league that day, the following will apply:

- If at least half of the matches have been completed, then the scores for the completed matches will stand, and the incomplete matches will halve the holes remaining to determine the final point total for the match.
- If less than half of the matches have been completed, then it is considered a cancellation. Continue play the following week with the next match on the schedule.

#### **F. Stroke Count**

Players completing holes for the match must count and record the strokes that were taken to complete the hole.

If a player starts, but does not complete the hole, then she shall record the score that she most likely would have made for that hole, given where she ended up, or the "ESC" score as determined by her handicap, whichever is less. 40 and above handicaps the ESC score is 10.

When a player "picks up" and does not complete the hole, the player assesses the number of strokes that she reasonably would have taken to complete the hole and compares it to the ESC score (10) for her handicap. She takes the lesser of the two values, no greater than 10.

In the case of darkness, all players pick up, record 10s, and have the remaining holes halved. You are not to play in darkness.

#### **G. Scorecards**

Players must use the scorecards prepared by the Pro Shop for official scoring of the match. The Pro Shop will prepare cards based on the average scores of the players in a match.

A league match is based on 100% of the difference between a player's average score and the low average score in the foursome. Players will receive 100% of the difference between their average score and par when playing the course.

It is the players' responsibility to verify that their scorecard is correct before teeing off to begin the match. Incorrect scorecards must be brought to the Pro Shop or to the attention of a league official to be corrected before play begins.

It is each team's responsibility to confirm that the point totals and final scores are correct prior to attesting to and signing the scorecards at the end of play. Score cards must be submitted to the Pro shop following the end of play.

Once the final score of a match has been determined, players may record the ESC stroke count for posting purposes. The Pro Shop is responsible for checking for accuracy. The Pro shop will post players' scores to the computer.

#### **H. Match Scoring**

Total point award for each regular season match is 11 points.

- Each hole that is won is worth 1 point
- Holes that are tied are worth ½ point for each team
- Each team is awarded 1/2 point for each team member that begins play at the start of a match, including substitute players.
- A player who is not present for the start of a match, or joins play during the match at any point, does receive the ½ point.

#### **I. League and Final Standings**

The Pro Shop will update and post league standings each week in the Pro Shop.

Final standings for teams in the LCC Future League will not be determined by playoff. Final standings will be determined by team standings following the last night of play.

If 2 teams are tied for a payout position, the teams will split the total amount of the place tied for and the next place. Teams will be recognized and prizes will be awarded at the end of year banquet.