

BY-LAWS
FOR THE

SUNBELT BUSINESS ADVISORS MEN'S GOLF LEAGUE

<http://clubscorecard.com>

Officers:

Golf Club: Tiburon 402-895-2688

- President & Treasurer: Nick Kelley Cell: 402-598-6425 Work: 402-991-7595
- Secretary & Webmaster: Chris Horihan Cell: 402-680-6957
- Rules Official: Jerry Evans Cell: 402-850-6132

Duties of Team Captain:

- I. Pay golf league dues. You will be given sufficient notice from the request date to the payment date. Failure to pay will jeopardize your team's status on the league.
- II. Attend the Annual Kickoff Meeting. The meeting, typically, will be held on the **second** Wednesday of April. The League starting date will be the following week or the **third** Wednesday of April. You will be notified of the exact dates each year.
- III. Ensure that your team is available to play and arrange for a substitute when needed. A sub list is on the web site for your use, or you may designate your own sub. We prefer you reuse your subs.
- IV. Tiburon makes the call on weather cancellations. Their determination be close to our tee time. They will not call it on a questionable forecast. If you hear nothing, proceed to the course assuming you are playing.
- V. **Enter scores using the "Golf Genius" application. Please also use a manual scorecard. Subs need to be entered into the Genius line-up prior to play. The Secretary or the Clubhouse can perform the switch.** Please have someone take a photo of scorecard to keep a record. **Before separating from the other team,** please verify all scores and resolve any inconsistencies. Please verify all names, gross scores and match play results (see below for an explanation of the point system).
- VI. Ensure that the team members (including subs) are familiar with the League By-Laws.

Play and Point System

Each week, the two-player team will be playing for six (6) points. For the line up, the lowest handicap player will play the lower handicap player of the opposing team, and so on. If the two players on the team have the same handicap, you must decide who is playing whom, prior to the teeing off.

Handicaps: For the common players, handicaps are computed by taking your last seven net scores (as compared to par), tossing out the low and high score, averaging the remaining five scores, subtracting par, and then multiplying by 85%. There is a maximum handicap of 18. **If you do not have a handicap**, your first two weeks will be based on the round you play that day. New player handi = (Gross-36) * 0.85. Your handicap for your third thru fifth round is based on all your previous scores, weighted with your low score. The handicap for the sixth round is computed with the high score tossed out. A handicap expires, if a player has not played at least once during the previous season.

The six (6) team points are based on the following (no scorecard turned in = no points):

(in the event of a tie in any category, points shall be split)

- a) Two (2) points for Match Play. Each player is playing a match for one (1) point.
There is a maximum of one stroke given per hole due to differences in handicaps.
- b) Two (2) points for Medal (Stroke) Play. The player with low net score gets one (1) point.
- c) Two (2) points for low team net score.

General Rules

USGA and local course rules shall be followed for all league play, unless it is specifically stated below.

1. **Nine (9) Strokes Maximum:** Anytime a player takes his eighth stroke and fails to hole the ball, he must concede the hole, pick up his ball and record nine (9) on the score card. If both players take a nine, then they halve the hole. [league rule]
2. **BE ON TIME- “LEAGUE TIME”.** Your team must have two members present and ready for play at least 10 minutes prior to your designated tee time. If the tee time has been reached (check your cell phones), the present players must tee off and play the hole. If the tardy player shows up after the group has left the tee box, he may not tee off or play that hole. The late player takes a nine (9) on this and any additional missed holes – let secretary know that there were missed holes so that the score is not used in handicap calculations. The player may play the remainder of the holes in the round.
3. **Drop Area at Tiburon:** If your tee shot, on either of the holes below, is played into the water and the point of entry is directly in front of the tee box, the league strongly suggests using the drop area indicated below. If the point of entry is further than the drop area indicated below you can use either the Lateral Hazard Rules or the Drop Areas. [league rule]
 - a. **Hole #3 Mako (Red)** Drop Area is no nearer to the hole than the 200-yard marker.
 - b. **Hole #4 Hammerhead (Blue)** Drop Area is the Red Tee Box (dropping trousers not req'd).
4. Any player may **play the ball up (fluff) anywhere, except hazards (water, lateral, or sand traps)**. The player may not improve their line (move the ball to avoid a tree) or move the ball into another cut of grass (rough to fairway or native grass to rough). The player's ball shall not be moved any closer to the hole. [league rule]
5. **Substitute Players (Subs):** A team may use any mature male golfer to fill in for an absent player, except for position nights and the playoffs. A sub must have an established handicap with the league to play during “position nights” or for a team that remains in the playoff. All subs' handicaps are based on their scoring history of play for this league. **Subs must be in the Genuis line-up prior to the tee time. The League Secretary or the Clubhouse can make the switch.**
6. If **severe weather** is called by the course during play, all golfers will discontinue play and proceed to the clubhouse for further instruction. If the weather is questionable, it will be up to the foursome to deliberate. If it is decided to stop, the teams will decide on the split of points. If an agreement is not reached and some players discontinue play, they will take a nine (9) on all missed holes. In either case, scores for the round will not be used in handicap calculations.
7. **Red Penalty Area, Out of Bounds (OB) area, Unplayable Lies in Native Grass Areas, or Lost Ball:** Except for OB, a player may hit out of the *subject areas* without penalty. If a ball meets one of the subject criteria, **under penalty of one (1) stroke**, the player may: [league rule]
 - a. drop a ball within 2 club lengths of the spot from which the ball crossed into the *penalty area* or was thought to be “lost” in bounds, no closer to the hole; or,
 - b. drop a ball behind the spot from which the ball crossed into the *penalty area*, keeping the point at which the ball last crossed the margin of the *penalty area* directly between the *hole* and the spot on which the ball is dropped, with no limit to how far behind the *penalty area* the ball may be dropped; or,
 - c. play a ball from original spot – taking stroke and distance. This is only for red penalty areas and native grass areas. Hitting more than one ball from a tee box is not allowed. **No re-tee, No provisional balls.**
8. **Yellow Penalty Area:** A player may hit out of a yellow penalty area without penalty. When it is known or virtually certain that the ball is in or is lost in a *yellow penalty area*, **under penalty of one stroke**, the player may:
 - a. Play a ball as nearly as possible at the spot from which the original ball was last played; or,
 - b. Drop a ball behind the *penalty area*, keeping the point at which the original ball last crossed the margin of the *penalty area* directly between the *hole* and the spot on which the ball is dropped, with no limit to how far behind the *penalty area* the ball may be dropped.
9. **Distance Measuring Devices** may be used and the device any slope correction feature can be utilized.
10. **Point Score Leader:** The player that has the best average for scoring league points during the regular season will win the defined honors. Playoff rounds will not be used in the calculation.
11. **Ties in Playoffs and Final Rankings:** Ties will be decided by a **scorecard playoff**, based on handicap holes. If the scorecard playoff results in a tie, the victor of the team's last match shall decide. If the previous match was a tie, go to the second previous meeting. If that was also a tie, then it will come down to a **rock-paper-scissor, best of 3, contest.**