

League Rules for the Doc Wright Golf League

Revised March 17, 2024

1. USGA Rules
 - a. The Doc Wright Golf League generally plays under the current USGA rules.
 - b. Anything listed here that conflicts with those rules supersedes the USGA rule.
2. The League Rules Director
 - a. Assists members with the interpretation of league rules and the rules of golf.
 - b. Settles rule disputes.
 - c. If an appeal of a decision by the Rules Director is requested, the President of the league has the final say on the issue.
3. Match Definition
 - a. A match consists of one player playing another player on the other team in match play (hole by hole with handicap difference applied to the hardest holes) AND stroke play (net score for the round).
 - b. Match play and stroke play are both worth 2 points. A player that wins both receives 4 points. If you tie in either match play or stroke play, those 2 points are split.
4. No Opponent
 - a. A player without an opponent automatically receives 2 match play points for completing the round.
 - b. The 2 points available for stroke play are determined by how the golfer scored compared to their handicap.
 - i. If the player's net score is equal to par plus one stroke, or better, they earn the 2 stroke play points.
 - ii. If their net score is two strokes over par, they earn 1 of those stroke play points.
 - iii. Otherwise, no stroke play points are awarded.
5. Opponent Determination
 - a. Determine who plays against each other in a match by league handicap.
 - i. The person with the lowest handicap on Team A plays the person with the lowest handicap on Team B, based on the players that are there to play.
 - ii. This is true regardless of whether there is a Sub playing.
 - b. If one team has two players with the same handicap, then they get to select who from the other team they wish to play.
 - c. If both teams have players with matching handicaps, the team with the lowest handicap player gets to decide who they want to play on the other team.
6. Tee honors
 - a. Ready Golf is preferred, when feasible and safe.
 - b. First tee honors are determined by an agreeable gentlemen's contest such as throwing a tee in the air to see which player it most nearly points to when it lands on the ground, then having a player from that player's team begin the match.
 - c. Subsequent tee honors are given to the team with the player having the lowest gross score on the previous hole.
7. Ready Golf
 - a. Defined as allowing a player that is ready to play to go ahead and hit when it is safe to do so and the player whose turn it is "honor-wise" is clearly not ready to hit, without penalty, from tee to hole.
 - b. Ready Golf is highly encouraged to keep play moving.

8. Pace of play
 - a. Pace is the responsibility of each member of a foursome.
 - b. Always be mindful of the groups behind you and keep your group no more than half a hole behind the group in front of you.
9. Stroke Limit
 - a. There is a 9-stroke limit on each hole for each player.
 - b. If your eighth shot does not go into the hole, pick up your ball and let the scorekeeper know to give you a 9 on that hole.
 - c. If a player arrives late and joins the group after the round has started, that player must take a 9 on each hole not completed.
 - d. Holes cannot be played after the round.
 - e. If during the course of play a player determines for whatever reason that they cannot complete a hole or the match, they must take a score of 9 on each hole that is not completed.
10. Tee Box Determination
 - a. Men turning 70 anytime in the calendar year of a new season are allowed to play from the forward men's tee (gold) that season and beyond if they wish.
 - b. All other men will play from the standard tees (white).
 - c. Women play from the women's tee (green).
 - d. Whatever tee you start a season at, you must continue to play from that tee all season, including the tournament.
11. League Handicaps
 - a. Handicaps are currently calculated for all golfers using the slope and rating for the white tees on the Legend course, using USGA handicap rules.
 - b. Handicaps are generally recalculated after each Regular Season round of play.
 - c. Handicaps are frozen prior to the start of and during Tournament Play.
 - d. Low handicaps are capped at zero. High handicaps are capped at 25.
12. Which Course to Play
 - a. All scheduled matches must be played on the scheduled course unless changed by the Pro Shop.
 - b. Every effort must be made to play on the scheduled date at the scheduled tee time.
 - c. A match can be played on a different date so long as both teams agree to the date and time in advance of their scheduled tee time.
 - d. No-shows without subs are considered forfeits.
 - e. Matching of cards, where one or more of the golfers play at a different date and time as the others, is strictly prohibited with no exceptions.
13. Match Cancellation
 - a. Scheduled matches are canceled only when the course is closed.
 - b. Refer to the course's Inclement Weather Policy for remedies when the weather moves in after play has started.
14. Completing a Started Round
 - a. When finishing a round that was started on a different day, the teams should start on the tee of the hole immediately following the last hole that all players in the match completed, IF the Pro Shop agrees to that arrangement.
 - b. If the course is too full to allow a mid-round re-start, you can start at the first tee of that nine and use the holes already played as warm-up then continue scoring once you reach the appropriate hole.
 - c. In all cases, the round must be played on the nine that the match was scheduled for (or moved to by the course on the scheduled day of play).

15. Playing Them Down

- a. All shots in the general area are to be played "down", or "as they lie", with obvious exceptions where the rules of golf allow for a drop or other solution.
- b. On occasion the Rules Director may determine that course conditions call for a "lift, clean, and place" rule for balls not in the rough, which includes those in the fairway and the first cut of rough if one exists along the fairway or around the green. In these situations, the Rules Director will make every effort to alert golfers prior to their tee time, and/or ask the starter to pass the information on to each group.

16. Cart Path Only Exception

- a. Any time the course invokes a "cart path only" designation for the entire course OR on a specific hole that is not a par 3 (think Heritage #2), the "lift, clean, and place" rule described above is automatically in effect for those holes on that day.

17. Skin Awards

- a. Skin awards are only eligible to participating Regulars that finish their round on a scheduled day of play, or a Sub that plays for them.
- b. Those Regulars that donated money for the skins games but elect to schedule their match on a different day, forfeit their donation for that day and their ability to win an award.
- c. Skin contest donations must be made on or before the first day of play for the entire Regular Season. No refunds will be made. Awards paid at season's end.

18. Hole-in-one Awards

- a. When it occurs, the fund total will be divided evenly among the winners in the same season (including tournament but not outing) and will be paid out at the end of the season.
- b. Since Subs do not donate to this fund, they are not eligible to win.
- c. Only those Regulars that pay their annual dues (\$5 is allotted to this fund) are eligible for this prize.

19. Lost Ball or Out of Bounds

- a. Never go back to the tee or where a shot was played from once you've left that spot.
- b. Either hit a provisional ball or go to the location where it is agreed that the ball would be and take an appropriate drop and add 2 strokes. Either way, if tee shot that is in question and not found or out of bounds, you are now lying 3 hitting 4.

20. Sand traps

- a. Ball in standing water: move your ball without penalty to another area of that trap that does not have standing water, no closer to the hole.
- b. If no spot available to move your ball to, take an appropriate free drop behind the sand trap, away from the hole.

21. Scorecards

- a. At the beginning of each match, each foursome must decide which member will be the official scorekeeper for the round. That person is responsible for making sure the scorecard gets turned in. Do not turn in multiple scorecards.
- b. It is the responsibility of each golfer to ensure the official scorekeeper in the match accurately and clearly writes down their score on each hole.
- c. Scorekeepers must make sure that it is clearly indicated on the scorecard which members of the foursome played each other.
- d. Once a scorecard is turned in to the League Secretary or other Board Member, the scorecard is final. No changes can be made.

End.