

# Member Handbook

May 2020



The Huron Valley Women's Golf Club mission is enabling women throughout Washtenaw County and the surrounding area to embrace the joy of a lifetime of golf through instructional and competitive USGA-handicapped leagues and social golf opportunities.

[www.hvwgc.org](http://www.hvwgc.org)

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## I. MEMBERSHIP INFORMATION

### MEMBERSHIP REQUIREMENTS

Women and girls aged 16 and over are eligible for membership.

Members who participate in Competitive HVWGC leagues, either as a league member or substitute, are required to have established USGA/GAM handicap index of 53.9 or less prior to the start of the league.

Note: If you were a member or a member on leave the previous season, you are eligible to play in Competitive leagues regardless of your handicap index, otherwise, you must meet the handicap index requirement.

GAM can establish a beginning handicap for you if you provide a minimum of three 18-hole scores or six 9-hole scores (or a combination) played on USGA/GAM rated courses from the previous year. Limited exceptions may be made at the discretion of the Board.

Members who participate in Starter leagues will begin to establish handicaps during league play.

Members are expected to maintain an accurate handicap in compliance with the World Handicap System (WHS).

### DUES

Annual memberships are \$50 for members over the age 18 and \$25 for Junior members. All memberships include a Golf Association of Michigan (GAM) membership.

For members choosing to golf in more than one league, there is a fee of \$10 for each additional league.

### CLASSES OF MEMBERSHIP

- **Club Member** - Women who are interested in supporting the Club, participating in club events and receiving Club communications.
- **Competitive League Member** - Women who are familiar with the USGA Rules of Golf, have a current USGA/GAM handicap index of 53.9 or less, and participate on a HVWGC Competitive league.
- **Starter League Member** - Women who want to be more proficient playing golf, become familiar with USGA Rules of Golf and participate on a HVWGC Starter league.
- **Substitute Member** - Women who are familiar with the USGA Rules of Golf, have a current USGA/GAM handicap index of 53.9 or less, and substitute on HVWGC weekly leagues.
- **Junior League Member** – Girls aged 16 or 17 who participate in either a HVWGC Starter or Competitive league, or as a substitute.
- **Lifetime Member** - Janice Caldwell, HVWGC Founder, named lifetime member on May 11, 2009 by Board.

**Member on Leave** - Women in good standing whose league status is placed in abeyance for no longer than one season for reasons approved by the Board of Directors. Members seeking such status must submit the request in writing to the Board of Directors.

## LEAVE OF ABSENCE REQUESTS

Leave of absence requests are considered on an individual basis. To apply, the member must submit a written request for a one-year exemption to the Board at the time of HVWGC registration. The Board will notify the member of the decision.

The member retains the right to return to her former league if she submits paperwork on time. The replacement golfer will be informed of her temporary status on the league.

## II. LEAGUE SIGN UP

League sign up begins September 1.

### EARLY SIGN UP FOR SAME LEAGUE

In order to reserve a spot on the same league(s) for the following season, members must return the *Member Sign Up Form* and membership fee by October 15. The *Member Sign Up Form* will be emailed to members and is also available on the Club website, [www.hvwgc.org](http://www.hvwgc.org).

Participating on a particular league does not guarantee a return spot for that same league if a Leave of Absence has been granted to a prior member.

### EARLY SIGN UP FOR SAME LEAGUE WAIT LIST

Those who wish to reserve their previous spot on a wait list for a league they were unable to join in the preceding year must indicate it when they return the *Member Sign Up Form* and membership fee by **October 15**.

### EARLY SIGN UP FOR DIFFERENT LEAGUE

A second early sign up runs between **October 16 and November 15**. During this period a member may sign up for a league other than her current one or request an additional league if space is available.

### LATE LEAGUE AND NEW MEMBER SIGNUP

After **November 15**, all signups will be treated equally regardless of membership classification.

NOTE: Returning members may not bring in a new member as their league partner unless the partner is accepted on a league per HVWGC league placement procedures.

In any situation where there are more members who want to play on a league than there are vacancies, all vacancies will be filled on a first come basis. Blind draws will be used to fill any remaining spots when members have the same date of application receipt.

In order to avoid having a solo golfer, all attempts will be made to avoid having a league with 9, 13, 17, or 21 golfers.

## **FILLED LEAGUE**

When a league is full, a waiting list will be started by date of application receipt and membership status.

## **DEADLINE FOR GREENS FEES FOR LEAGUES**

Green fees must be paid to the Club Treasurer in one full payment by April 1st. Green fees for each league can be found on the HVWGC website, [www.hvwgc.org](http://www.hvwgc.org). Members are expected to pay without reminders, and will not be allowed to begin league play if they are in a non-payment status. Players must notify the Club Treasurer if they are pass-holding-members on a league golf course.

## **Senior Rates**

If a league offers senior rates and a member qualifies based on age as of the first scheduled day of play for the league, the member should pay the senior rate greens fees by April 1<sup>st</sup>.

## **OTHER HVWGC EVENTS**

All HVWGC activities are open to members only, unless indicated otherwise. Other activities may include out-of-town trips or other types of golfing events.

## **CLUB INFORMATION**

Information about the Club and newsletters can also be found on the Club website, [www.hvwgc.org](http://www.hvwgc.org).

## III. LEAGUE FORMAT

### TYPES OF LEAGUES

#### Starter Leagues

Weekly individual league play is provided for women needing golf instruction or who want to establish a handicap index in order to play in the Competitive leagues.

*Learning League* - Provides golfers that have minimal golf experience with golfing instruction through clinics and league-style play, including on-course instruction. Will also provide an opportunity to establish a handicap index, practice playing consistently according to USGA Rules of Golf and etiquette, and improve golf skills in a league setting.

*Intermediate League* - Provides an opportunity to establish a handicap index, practice playing consistently according to USGA Rules of Golf and etiquette and improve golf skills in a league setting.

#### Competitive Leagues

Weekly league play according to the USGA Rules of Golf is provided for women with an established handicap index of 53.9 or less.

Note: If you were a member or a member on leave the previous season, you are eligible to play in Competitive leagues regardless of your handicap index, otherwise, you must meet the handicap index requirement.

### INDEXES AND HANDICAPS

A handicap index is mandatory at the start of the season for all Competitive league members and must be maintained throughout the season through consistent posting of league and non-league scores.

New or returning members without a handicap index must provide a minimum of three 18-hole scores or six 9-hole scores (or combination) from USGA-rated courses to establish a starting handicap index.

#### Posting Scores

All league members and subs MUST post league and non-league scores on either the GAM website ([www.gam.org](http://www.gam.org)) or the USGA GHIN app by 11:59 pm on the day of play per the World Handicap System (WHS).

*To ensure a proper handicap index under the WHS, scores should be posted hole-by-hole.*

NOTE: It is expected that players post their scores as required by the WHS. The Board may take action for those players who consistently do not post.

If a golfer must play her league round alone, the solo golfer's round must not be posted per GAM/USGA policy. However, the golfer's score will be recognized and counted for league play.

Whenever playing golf, members are expected to play by USGA rules when possible so that all scores can be posted.

HVWGC will establish access to the GAM/USGA Handicap System™ for every member with GAM access through their HVWGC membership. Each member will be provided with a GAM Username and Password and a GHIN ID number for accessing the GAM website and the USGA GHIN app.

Members of Starter leagues are required to have an established handicap index of 53.9 or less to move to a Competitive league.

## **Course Handicaps**

Prior to each week's league play, the course handicap for each golfer is obtained to determine the handicap strokes, identified by dots on the scorecard, the golfer gets on each hole. Course handicaps are calculated automatically by Golf Genius software (used to update handicap indexes and create scorecards) and are also available from the USGA GHIN app.

For consistency across the Club, all leagues will use the handicap index that is available on the Saturday preceding the league round for scoring the round. All league members and subs will score using the Saturday handicap index.

HVWGC uses a maximum course handicap of 54/27 for 18/9-hole leagues. HVWGC complies with the USGA cap of 3 handicap strokes (dots) per hole for a maximum score on a hole of "par + 2 + dots".

## **LEAGUE PLAY**

League chairs will provide the playing schedule to all members prior to the beginning of the season and schedules will be posted on the HVWGC website.

There will be 16 weeks of play except for the day leagues which may vary.

For Competitive leagues, the last two days of play are reserved for one individual position round and one team position round.

## **BYE TEAM AND PLAYER**

When there are an odd number of teams or individuals on a league, the bye team refers to the team needed to complete a foursome when pairing teams and bye player refers to the golfer needed to complete a team. Bye teams and players are used for scoring and scheduling.

A bye player or team is determined by a blind draw before the league schedule is distributed. All the golfer names (or teams) from the league are put in a "hat", pulled out one by one, and assigned to each week of play. The bye player should not be the teammate, or a player on the opposing team. The bye team should not be the opposing team.

When the round is played with the bye player and the player named as the bye player has a sub or is absent without a sub, the net score of the sub or the absent member score calculated as "course par + 9 penalty strokes", is used in place of the bye player's actual net score.

Scoring is similar with a bye team that may be missing members or have subs.

## **MAKE UP ROUNDS**

Make ups for individual rounds are not allowed.

## **POSITION ROUNDS**

For the team position round, foursomes are created based on team point standings. Players will be notified of tee assignments. If there are an odd number of teams, the next to the last team in the rankings will be used as the bye team score.

For the individual position round, foursomes (or twosomes and threesomes) are created based on individual point standings. Players will be notified of tee assignments. For scoring purposes, a threesome at the bottom of the rankings will use the golfer just above them in rankings for the bye score. A twosome would use the scores of the two golfers just above them in the rankings.

## **SPECIAL LEAGUE EVENTS**

Competitive league special events may include low putts, closest to the pin, team low net, and individual low net. When counting putts, count only strokes made when the ball is on the green. If the putt goes off the green, the return stroke does not count as a putt.

Starter league special events may include longest drive and low putts.

Special league events are scheduled on the same week of play for all leagues. Awards are presented on event day or the following week. Subs are eligible for the special league events. If a league event is cancelled, or if there is no winner, the event is rescheduled for the following week.

## **BAD WEATHER / OTHER CIRCUMSTANCES**

All league members are expected to be at the golf course regardless of the weather unless the course has been officially closed or the course has declared there will be no power carts allowed. The league chair has the discretion of cancelling league play due to weather. If the golf course cancels play due to weather all members must suspend play.

Once a round begins, dangerous weather conditions and subsequent suspension of play will be declared by the golf course OR by consensus of the league.

All teams must complete a minimum of three holes for a 9-hole league day to count. For an 18-hole league, the teams must complete a minimum of six holes.

Each player of a foursome that is unable to complete 9/18 holes, and have completed the minimum number of holes, will have their individual gross score determined by combining their completed holes score with the score for unplayed holes, calculated as "par + dots" for unplayed holes. The hole score, when recorded on the scorecard, should be preceded by an "x".

**NOTE:** A handicap-applied score should be posted if the player has completed at least 7 holes (7-13 holes are posted as a 9-hole score) or at least 14 holes for an 18-hole score.

If play has not been cancelled and an individual/team chooses to quit, her/their round will not be counted, and all points, individual and the team point, will be forfeited to the opponent(s), who must complete the round (unless play is subsequently cancelled.)

If play is cancelled, league play will be extended an additional week, with the cancelled round made up at the end of league play (before position rounds). League play can only be extended two weeks in the event of cancellations.

If the individual position round is cancelled, and if two cancellations have already occurred, then the individual position round will be played the following week in lieu of the team position round. The team position round will not be played and the team standings are final.

If the team position round is cancelled, and if two cancellations have already occurred, then the team position round will not be played and the team standings are final.

## IV. SUBS

### SUBS

Subs are needed whenever a member is absent so that team members have a chance to compete fairly. Subs can prevent opponents from winning individual points and may assist the team in taking the team point.

All subs must be HVWGC members with an established handicap index. If a golfer makes a commitment to sub, it is important that they show up to play or make timely notification that they will not be able to sub. The sub must make an effort to find a replacement and notify the member if they cannot sub.

Subs will receive a warning when they fail to show and if the problem continues, the golfer will lose their eligibility to sub.

Members must make every effort to find a sub if they are unable to play. The league chair should be notified in advance with the name of the sub so that the appropriate handicap can be applied prior to play.

### SUB FEE PAYMENT

Subs on 9-hole Competitive leagues must pay a \$10 sub fee each time they play. The sub fee for 18-hole leagues is \$15. Payment should be made to the league chair by cash or check payable to the league chair. Fees are to be turned in with the scorecard on the day of play. To encourage golfers to sub (and mentor) on the Starter Leagues, there are no sub fees.

The league member requesting the sub is ultimately responsible for ensuring the sub fee is paid to the league chair.

Sub and cart fees are not waived for league players who are also pass-holding-members of the course at which they are subbing.

### OBTAINING A SUB

The methods for finding a HVWGC golf sub are:

- Using the golf sub list in the HVWGC Membership Directory.
- Using the HVWGC Golf Sub email system found on the Club website. See <https://www.hvwgc.org/golf-subs> for further information.

## V. SCORING

### NET SCORING

All scoring is based on net score, which is calculated by subtracting the player's course handicap from her actual gross score in a round.

### SCORECARDS

League chairs will provide two scorecards, one for each team. It is recommended that players manage their own scorecard to ensure they have access to their individual hole handicaps.

One scorecard must be signed by a member of each team and turned in to the league chair on the day of play. The signature verifies that hole-by-hole and gross scores are correct. Once the scorecard is signed and turned in the scores are final. The league chair will not check the scorecards hole-by-hole to see if the scores, dots, or max score were recorded correctly.

### MAXIMUM (PICK UP) SCORE BY HOLE

To speed play, players must pick up their ball when reaching their maximum stroke allowance for each hole per USGA rules.

The maximum score for each hole is determined using the formula "par + 2 + dots". Dots are the number of handicap strokes you receive on each hole and are listed on your scorecard. For example, if the hole is par 3, and you have 1 dot for that hole on your scorecard, your maximum score for that hole is "3 (par) + 2 + 1 (dots)" for a total of 6. You play to six strokes, pick up your ball, and record six on the scorecard.

Until golfers have established a handicap index, Starter league members are assigned the maximum stroke allowance of three dots per hole.

### REPORTING LEAGUE RESULTS

Both team and individual scoring records are maintained by the league chair who will update the standings each week and provide them to the league members.

### ARRIVING LATE

All players are expected to be prompt at the 1st tee at least 10 minutes before their designated tee time. Players who arrive after their group has left the tee box must join their group at the tee of the next hole to be played.

Late-arriving players **MUST**:

1. SCORE all missed holes with their maximum stroke allowance, "par + 2 + dots".
2. POST all missed holes with their net par score, "par + dots".

## CALCULATING TEAM & INDIVIDUAL POINTS

During league play (non-position rounds), each team is competing for a total of five possible points:

**1 team point:** awarded for lowest team total, calculated by adding partners' individual net scores.

**4 individual points:** based on individual net scores, 1 point is awarded each team member with a lower net score than her opponent(s). For example:

*Partner A shoots a lower net score than both Opponents A & B to earn 2 individual points.*

*Partner B shoots a lower net score than both Opponents A & B to earn 2 individual points.*

*This team earns all 5 points, 1 team point or the lowest team score and 4 individual points.*

In all cases, a tie in net score (team or individual) splits the point; each team or individual member is awarded  $\frac{1}{2}$  point.

Individuals are also playing for their own standing in the league. In addition to team points, individual points, as described above, will also be tracked throughout the season to determine individual standings in each league. Each golfer may win up to two individual points per week by shooting a lower net score than both her opponents. Team members do not compete against each other for points.

## SCORING WITH A BYE PLAYER

The Bye player (identified on the scorecard) is treated like a sub – she can only prevent an opponent from gaining points.

## SCORING WITH A BYE TEAM

The individuals on a Bye team (identified on the scorecard) are treated like subs and can prevent their opponents on the playing team from gaining points. If the net scores of the playing team is less than the scores of the Bye team then the playing team also takes the team point. Only teams playing with both regular team members have the potential to earn the maximum five possible points per round.

## SCORING WITH A SUB

Although subs cannot earn individual points for the missing member, playing with a sub can benefit a team:

- The sub's net score is used to calculate the team score with the potential to help win the team point;
- A sub prevents opponents from taking points whenever her net score is lower than an opponent's.

Only teams playing with both regular team members have the potential to earn the maximum five possible points per round.

**Both team members, no subs:** Possible Points: 5 (See "Calculating Team & Individual Points" above.)

**1 member, 1 sub:** Possible Points: 3 (1 team point, 2 individual points won by member, 0 individual points from sub.)

**2 subs:** Possible Points: 0 (Subs playing without a member cannot take team or individual points, but can block opponents from taking team or individual points by shooting lower net scores than their opponents.)

## SCORING WITH MISSING MEMBERS

There are penalties, up to and including forfeiture of all points to the opposing team, for missing team member(s) and/or failing to get a sub.

**1 member, no sub:** Penalties: Automatic forfeit of absent member's individual points to the opponents; Absent member's score is calculated as "course par + 9 penalty strokes". Team score is playing member's net score plus absent member's calculated score.

**No member, 1 sub:** Penalties: Automatic forfeit of absent member's (member with no sub) individual points to the opponents; Absent member's score is calculated as "course par + 9 penalty strokes". Team score is sub's net score plus absent member's calculated score. A sub playing without a member cannot take team or individual points, but can block opponents from taking team or individual points.

**No member, no subs:** Penalties: Automatic forfeiture of all points to the opponents.

## INDIVIDUAL POSITION ROUNDS

Each player will compete against the other players in her foursome for one point for each win and a possible total of three points. In the event of a tie, the players will earn  $\frac{1}{2}$  the points they would receive for a win on that day. A sub prevents opponents from taking points whenever her net score is lower than an opponent's. No team points will be awarded.

## TEAM POSITION ROUNDS

The winning team gets five points and the losing team takes zero points. A team with a missing player or using a sub can take no more than three points for a win. In the event of a tie, each team will earn  $\frac{1}{2}$  the points they would receive for a win on that day. No individual points will be awarded.

## VI. AWARDS

### AWARDS FOR LEAGUE WINNERS

Team and individual awards are presented to each Competitive league's 1st, 2nd, & 3rd place winners. See chart below for awards. If ties exist after the last day of golf, scorecards will be matched using the USGA recommended procedure found in USGA Committee Procedures, Section 5A(6) – "How Ties Will Be Decided", subsection "Stroke Play".

- The low net score will be used in all cases, first matching the last 6 holes of play; if still tied then the last 3 holes of play will be matched; if still tied, then the last hole of play will be matched. If after matching the last hole of play the net scores are still tied, then a tie for first place will be recorded and both will be eligible to play in the Championship.
- The net score for each hole will be determined using the course handicap capped at 54.

Awards will be presented to the Starter league's 1st, 2nd, and 3rd place most improved players. To be considered for most improved, Starter league members must play the equivalent of at least five 18-hole rounds, including eight 9-hole scores from Starter league play. Most improved is determined by using the USGA/GAM recommended formula applied to beginning and ending handicap indexes:

1. Add 12 to the player's Handicap Index at the start of the season. This is value A. Add 12 to the player's Handicap Index at the end of the season. This is value B.
2. Divide value A by value B, calculating to three decimal places. This is the improvement factor.
3. The player with the highest improvement factor (largest number) is most improved player award.

### LEAGUE AWARDS TABLE

| Competitive Leagues |             |             |              |             |            |
|---------------------|-------------|-------------|--------------|-------------|------------|
| # of Golfers        | Awards      |             | # of Golfers | Awards      |            |
|                     | Team        | Individual  |              | Team        | Individual |
| 0-5                 | 1. \$10 x 2 | 1. \$10     | 11-15        | 1. \$40 x 2 | 1. \$40    |
|                     | 2. no award | 2. no award |              | 2. \$30 x 2 | 2. \$30    |
|                     | 3. no award | 3. no award |              | 3. \$25 x 2 | 3. \$25    |
| 6-10                | 1. \$25 x 2 | 1. \$25     | 16-24        | 1. \$50 x 2 | 1. \$50    |
|                     | 2. \$20 x 2 | 2. \$20     |              | 2. \$40 x 2 | 2. \$40    |
|                     | 3. \$15 x 2 | 3. \$15     |              | 3. \$30 x 2 | 3. \$30    |

| Starter Leagues |               |  |              |               |  |
|-----------------|---------------|--|--------------|---------------|--|
| # of Golfers    | Awards        |  | # of Golfers | Awards        |  |
|                 | Most Improved |  |              | Most Improved |  |
| 0-5             | 1. \$15       |  | 11-15        | 1. \$40       |  |
|                 | 2. \$10       |  |              | 2. \$30       |  |
|                 | 3. \$5        |  |              | 3. \$25       |  |
| 6-10            | 1. \$25       |  | 16-24        | 1. \$50       |  |
|                 | 2. \$20       |  |              | 2. \$40       |  |
|                 | 3. \$15       |  |              | 3. \$30       |  |

## **LEAGUE CHAIR AWARDS**

In recognition of the work required, the league chair of each league will receive \$50. If there are co-chairs, they will receive \$25.00 each. If a league has less than 9 league members, the award will be reduced by 50%.

## **HVWGC CLUB CHAMPIONSHIP**

First place individual and team winners of each Competitive league will play for Club Champion at the end of the season at a neutral course to be announced during the season. To play in the championship a Competitive league must have at least 8 golfers as of June 1. An individual can represent more than one league. If the first place individual or team cannot play, then the second (or subsequent, i.e., third, fourth, etc.) place individual or team will represent the league. League Championship green fees will be paid by the Club. No substitutions are permitted in the Club Championship.

In the event of tied net scores, scorecards will be matched using the USGA recommended procedure found in USGA Committee Procedures, Section 5A(6) – “How Ties Will Be Decided”, subsection “Stroke Play”.

- The low net score will be used in all cases, first matching the last 6 holes of play; if still tied then the last 3 holes of play will be matched; if still tied, then the last hole of play will be matched. If after matching the last hole of play the net scores are still tied, then the competitors will be named co-champions.
- If still tied, declare multiple champions for that year.

There is no maximum hole score (pick up score) used for the championship. All holes must be holed out.

**The Board of Directors will decide any situations not covered by League Format, Scoring and Awards.**

## VII. MEMBER RESPONSIBILITIES

### MEMBER CONDUCT

HVWGC members are expected to conduct themselves in a manner that exhibits good sportsmanship, as well as our knowledge and appreciation of the rules, etiquette, and traditions of the game of golf. Our behavior and language should enhance the enjoyment of our playing partners and reflect favorably on our Club.

Good etiquette includes only emergency use of your cell phone and not playing music on the course.

No visitors are allowed on the golf course during league play.

Club members are also expected to be familiar with and abide by Club By-Laws and this Handbook. Both documents can be found at our website: [www.hvwgc.org](http://www.hvwgc.org).

### PACE OF PLAY

You are expected to complete a 9-hole round of golf in 2 ¼ hours. If pace of play is not maintained, groups may be required to pick up their balls, record their maximum score for that hole, and move to the next available hole. Some tips for speeding up play are:

- Play “ready golf”;
- Limit yourself to ONE practice swing;
- Select a club while others are hitting;
- Drop off cart partners with a selection of clubs and proceed to your ball;
- Take a selection of clubs to your ball when carts are not allowed off cart paths;
- Park walking and riding carts on the side of or behind the green to allow the group behind you to proceed with play as soon as you exit the green;
- Continuous putting is encouraged;
- Wait to record scores until the next tee;
- When two people have completed putting, they can proceed to the next hole to hit their drive while the other players finish putting.

### LEAGUE MEMBERS WHO CANNOT FINISH THE SEASON

League members who cannot complete the season are responsible for notifying their league chair who will work with the membership chair to find a replacement. Members on waiting lists will be given first consideration. A member will not be refunded green fees by HVWGC for weeks she cannot play.

The replacement member will pay prorated green fees to the member who can't finish the season. The replacement member will be eligible for team and individual points. The member who did not complete the season retains the right to return to their former league if they submit their paperwork on time. The replacement golfer will be informed of their temporary status on the league.

Pending Board review, members who drop out of leagues without notice may lose their membership status for the year and may be classified as a new member the next year should they reapply for membership.

**VIII. HVWGC LOCAL RULES**

Members are expected to follow USGA rules, unless superseded by local golf course rules or HVWGC local rules. All HVWGC local rules apply to leagues, special events, and trips. ***They do not apply to the league Championship unless indicated in the Championship instructions to golfers playing in that event.***

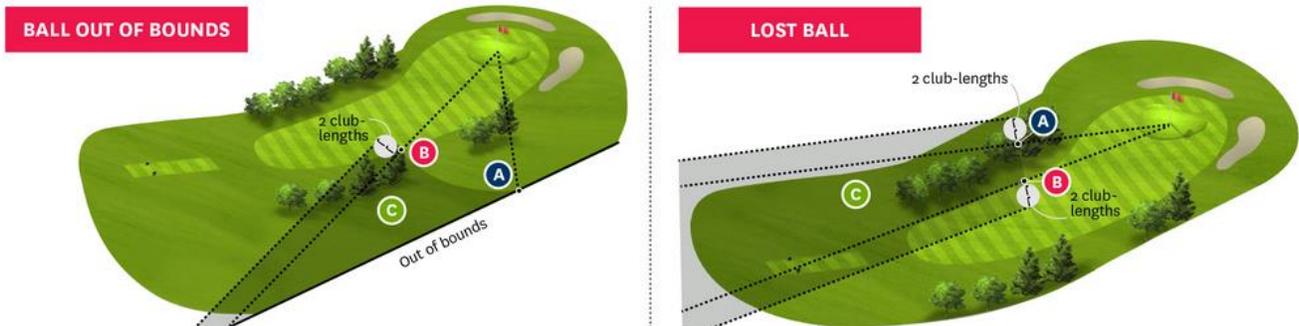
The USGA recommends that we use the wording from the Official Guide to the Rules of Golf when we adopt one of their Model Local Rules. Therefore, we have included the Rules of Golf reference number applicable to any local rule we have adopted, although we may have modified the rules to work within our Club. Local rules documented here override any model local rules in the USGA

**ALTERNATIVE TO STROKE AND DISTANCE FOR LOST BALL OR BALL OUT OF BOUNDS**

Adapted from Rules of Golf Model Local Rule E-5

**GOLF'S NEW RULES: STROKE AND DISTANCE**

A new Local Rule provides an alternative to stroke-and-distance relief for a ball that is lost outside a penalty area or out of bounds, effective January 1, 2019.



If the Local Rule is in effect, you can still take stroke-and-distance relief, but you now have the following additional option that comes with a penalty of two strokes:

- A** DETERMINE SPOT where your ball went out of bounds (left diagram) or is likely to be lost (right diagram).
- B** FIND NEAREST FAIRWAY EDGE no closer to the hole.
- C** DROP YOUR BALL IN SHADED AREA as defined on one side by a line from the hole through point A and on the other side by a line from the hole through point B, and not nearer the hole. The relief area is extended on both sides by two club-lengths.

This Local Rule is not intended for higher levels of play, such as professional or elite amateur level competitions.



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**Purpose.** When a provisional ball has not been played, significant issues with pace of play can result for a player needing to take stroke-and-distance relief for a ball that is out of bounds or cannot be found. The purpose of this Local Rule is to provide an extra relief option that allows a player to play on without returning to the location of the previous stroke.

This option allows the player to drop in a large area between the point where the ball is estimated to have come to rest or gone out of bounds and the edge of the fairway of the hole being played that is not nearer the hole.

The player gets two penalty strokes when using this relief option. This means that the relief is comparable to what could have been achieved if the player had taken stroke-and-distance relief.

**This Local Rule cannot be used for an unplayable ball, or for a ball that is known or virtually certain to be in a penalty area.**

**If a provisional ball is played and neither the original ball nor the provisional ball can be found, then the Local Rule may be applied for the provisional ball that cannot be found.**

## HVWGC Local Rule

“When a player’s ball has not been found or is *known or virtually certain* to be *out of bounds*, the player may proceed as follows rather than proceeding under *stroke and distance*.

For **two penalty strokes**, the player may take relief by *dropping* the original ball or another ball in this *relief area* (see Rule 14.3):

### Two Estimated Reference Points:

**a. Ball Reference Point:** The point where the original ball is estimated to have:

- Come to rest on the *course*, or
- Last crossed the edge of the *course* boundary to go *out of bounds*.

**b. Fairway Reference Point:** The point of fairway of the *hole* being played that is nearest to the ball reference point, **but** is not nearer the *hole* than the ball reference point.

For purposes of this Local Rule, “fairway” means any area of grass in the *general area* that is cut to fairway height or less.

If a ball is estimated to be lost on the course or last crossed the edge of the course boundary short of the fairway, the fairway reference point may be a grass path or a teeing ground for the hole being played cut to fairway height or less.

### Size of Relief Area Based on Reference Points: Anywhere between:

- A line from the *hole* through the ball reference point (and within two *club-lengths* to the outside of that line), and
- A line from the *hole* through the fairway reference point (and within two *club-lengths* to the fairway side of that line).

**But** with these limits:

Limits on Location of Relief Area:

- Must be in the *general area*, and
- Must not be nearer the *hole* than the ball reference point.

Once the player puts a ball *in play* under this Local Rule:

- The original ball that was *lost* or *out of bounds* is no longer *in play* and must not be played.
- This is true even if the ball is found on the *course* before the end of the three-minute search time (see Rule 6.3b).

**But**, the player may not use this option to take relief for the original ball when:

- That ball is *known or virtually certain* to have come to rest in a *penalty area*, or
- The player has played another ball provisionally under penalty of *stroke and distance* (see Rule 18.3).

A player may use this option to take relief for a provisional ball that has not been found or is known or virtually certain to be out of bounds.

**Penalty for Playing Ball from a Wrong Place in Breach of Local Rule: *General Penalty Under Rule 14.7a.***

## DROP ZONES AT HWGWC LEAGUE COURSES

| Course                   | Hole | Drop Zone  |
|--------------------------|------|--|
| Eagle Crest              | 13   | Over the water, to right of cart path  |
|                          | 16   | Left of green by the big tree  |
| Huron Hills              | 5    | To the right of the cart path just in front of the hazard  |
|                          | 6    | To the right of the cart path just in front of the hazard  |
| Leslie Park              | 10   | All the water on this hole is a lateral water hazard   |
|                          | 12   | If in pond in front of tee box, drop zone is between the cart path and the water, in line with the sand trap |
|                          | 17   | All the water on this hole is a lateral water hazard   |
| Stonebridge              | 4    | As marked on the course  |
|                          | 6    | Before the hazard, in line with the forward tee box  |
| Whitmore Lake Golf Links | 13   | Across the water, just to left of cart path  |
|                          | 15   | Across the water, just to right of cart path   |

## **RULE RESOLUTION**

Make every effort to resolve rule interpretations or issues during play with your partner and competitors. If you need further clarification, bring the issue to your league chair after the round, but prior to signing your scorecard.

If the league chair cannot resolve the rule issue, she will take the issue to the rules chair for further clarification of the issues.

If a member does not wish to confront another player regarding a rule issue, she should direct the rule issues to the league chair as above. The league chair, or rules chair, can clarify the rule and then send out a rules directive to all members of the league or club as appropriate.

## **RULES OR FORMAT QUESTIONS**

Take all rules or format questions to your league chair. League chairs will have access to the league advisor, rules chair and course professional for clarification.

## **IX. RESPONDING TO INAPPROPRIATE BEHAVIOR**

Club members are encouraged to discuss their concerns regarding sportsmanship, conduct, or rules violations by another member directly with that member in a spirit of resolving the issue when it occurs. However, if a Club member has ongoing concerns about the conduct of another member for rules violations and/or extreme inappropriate behavior, that member is encouraged to bring the issue to the attention of the league chair. League chairs will take appropriate action that may include “coaching” the individual toward more appropriate behavior and/or compliance with golf rules or etiquette, or seeking assistance from HWGWC Board members in dealing with the matter.

Club members may also contact Board Members directly about an ongoing concern related to inappropriate behavior or rules violations; in this case, members are encouraged to contact the League Advisor or Club President (see HWGWC website ([www.hvwgc.org](http://www.hvwgc.org)) for current information.) Such reports of extreme inappropriate behavior will be documented at the league and/or Board levels.

In the most extreme cases, Club by-laws enable the Board to remove members who fail to comply with member responsibilities or who are guilty of conduct injurious to the character or interest of the Club and its members.

## Appendix A HANDBOOK UPDATE HISTORY

### May 2020 Version Updates

- Regular leagues are now called Competitive leagues.
- Learning League 1 has been removed as a league option. Learning League 2 is renamed Learning League.
- An individual who was a member or member on leave from the previous season is eligible to play in Competitive leagues regardless of her handicap index, otherwise, she must meet the handicap index requirement of 53.9 for the upcoming season.
- Changes related to the new World Handicap System.
  - Members must post the day of golf by 11:59 pm. There are no loss-of-point penalties for not posting but Board may take action against players for not following posting requirements.
  - Maximum score (pickup) is par + 2 + handicap strokes on each hole.
  - Maximum course handicap is 54 for 18-hole rounds and 27 for 9-hole rounds.
  - Handicap index for the week of league rounds is determined on Saturday before the rounds for both league members and subs.
- Club-wide most improved recognition is removed.
- Missing member's score (without a sub) is "course par + 9 strokes".
- Bye teams or players are determined at the start of the season. If bye team or player is missing, the net score of the sub or the missing player penalty score of "course par + 9 strokes" is used.
- For any holes missed by arriving late, golfers score their maximum score for the hole (par + 2 + dots) BUT for handicap calculation, must POST net par (par + dots).
- If a league offers senior rates and a member qualifies based on age as of the first scheduled day of play for the league, the member should pay the senior rate greens fees by April 1<sup>st</sup>.
- To ensure correct computation of handicap indexes, scores should be posted hole-by-hole.
- Added the calculation for Most Improved for Starter leagues in the Awards section.

### March 2019 Version Updates

- Updated MEMBERSHIP REQUIREMENTS section to include change in the age requirement to 16 and over, added a new Junior League Member classification, and documented the dues of \$25 for a Junior League member.
- Updated cover page to include version date and updated mission statement.
- Updated SUB FEE PAYMENT to add a \$15 sub fee for 18-hole leagues.
- Documented special events for Starter Leagues.
- Updated HVWGCC LOCAL RULES section to remove some local rules and add a new local rule regarding Alternative to Stroke and Distance for Lost Ball or Ball Out of Bounds.