

RULES FOR THE SHEPHERD GOLF MATCH PLAY SUMMER LEAGUE

2015 Season

A. PLAYER ELIGIBILITY

1. **Players Defined.** Persons eligible to play in the Shepherd Golf League include anyone who has a current SCGA index.
2. **Participation.** All players are encouraged to make every effort to arrange a match with everyone in their league during the league season.

B. SCHEDULED MATCHES, TARDINESS & FORFEITURES

1. **League Season.** From June 1st through September 30th.
2. **Max Number of Matches.** 8 for the season and 2 against the same opponent.
3. **Scheduled Matches.** Upon agreement of the two players, a match may be played at any time during the league season. **NOTE:** *Playing 2 or more opponents concurrently is not allowed.*
4. **Rain.** In case of threatening weather, the 2 players must appear on the first tee as scheduled unless both players agree in advance to reschedule the match. If this procedure is not followed, and one player appears without the other, the player not showing will forfeit the match.
5. **Interrupted Play.** If play is interrupted by rain or other threatening weather conditions, play will be resumed on the same day if possible.
6. **Rain Out.** If rained out, the match maybe rescheduled as agreed by the two players.
7. **Late Players.** Please make it a point to arrive at least fifteen minutes ahead of your scheduled tee time. If one player does not show up in time to retain his/her reservation, the match will be considered a forfeit. Exception: If the player is able to join the other player before leaving the fourth tee, he/she may participate in the match. However, any hole(s) not played or already in progress shall be deemed as a loss of hole.

C. HANDICAPPING

1. **League Handicap System.** Each player's handicap will be adjusted for the individual course rating.
2. **Rounding of Handicap Index.** If the first digit after the decimal is 5 or greater, the index will be rounded up to the next number. If it is 4 or less, then the index will be the number as calculated.
3. **Tee Box.** All men A Flight players will play from the 3rd set of tee boxes (blue tees in most cases) unless both players agreed to move forward or back. All men B Flight players will play from the 2nd set of tee boxes only (white tees in most cases). All women players are eligible to play from either the forward or the 2nd set of tees.

D. POINTS AND WINNERS

1. **Points.** Each match will award 3 points for the winner, 2 points each if the match is halved, and 1 point to the loser.
2. **Winners.** The overall league champion for each flight will be awarded to the golfer with the most points. In case of a tie(s) the champion will be decided by a playoff match between the 2 top qualifying point

leaders. The playoff match must be made within 2 weeks after the completion of league play. Otherwise, the match will be deemed as halved and the two players will be considered as co-champions. Exceptions may be made by the Shepherd Golf Board on a case by case basis.

3. **Tie Breakers.** In case of a tie or ties for total points in the league standings the following, in order, will be used to determine the qualifiers. 1st most matches played; 2nd head to head match; 3rd number of holes remaining after win(s).

4. **Prizes.** Prizes will be determined as a reflection of the number of participants. Generally, the two finalists in each flight will be awarded a non monetary prize.

5. **Disagreements.** Any questions regarding rules or handicaps should be referred to the league chairman. Any disputes concerning the outcome of a match must be reported to the league chairman prior to the next match for the claimant. Otherwise, any claims will be considered invalid. The chairman may appoint a person or committee to resolve disagreements.

E. PLAYING RULES

1. **USGA Rules.** Except where modified by league or course rules, USGA rules apply.

2. **Fairway and Rough.** The ball shall be played as it lies in the rough or in a hazard. Breaking tree limbs, removing growing plants or weeds or altering the natural surroundings in any way to improve a shot results in a one stroke penalty.

3. **Dropping a ball.** The procedure for dropping a ball is to stand erect and drop the ball from shoulder height at arm's length. The ball must come to rest within 1 club length of the drop point.

4. **Lost Ball and Out-of-Bounds.** In the event of a lost ball or a ball hit out-of-bounds, the player will incur a one-stroke penalty. The time limit for search for a lost ball is 2 minutes. Search time begins when the player reaches the vicinity of the lost ball. In order not to delay play, in case of a ball hit out of bounds or a lost ball, USGA Rule 27 is modified so there is no distance penalty and no provisional ball procedure. Instead, upon agreement by the player and his/her opponent on the spot where the ball went out of bounds or was last seen (in the case of a lost ball), the player must drop a ball within two club lengths of the spot no nearer the hole, and a one stroke penalty is incurred.

5. **Unplayable Lie.** If it is agreed by a player and his opponent that a ball cannot be played as it lies due to a natural obstructions, a player may drop the ball within two club lengths of the spot where the ball lay, but no closer to the hole. A penalty of one stroke must be taken.

6. **Unplayable Sand Trap Lie.** If it is agreed by a player and his opponent that a player has a poor lie in a sand trap as a result of a foot print or improperly manicured or drained trap, the player may smooth the sand in the trap and drop the ball in the same area of the trap, as agreeable with the opponent. Should a portion of the trap be considered unplayable due to standing water, a player (with the agreement of his opponent) may take relief from that portion of the trap by dropping the ball in the closest playable section of the trap.

7. **Ball Identity.** Players should declare or identify their choice of golf ball at the beginning of each match.

F. PROCEDURES

1. **Scorecards.** Each player should record a scorecard individually. Both players should sign each of the two scorecards and keep them until the end of the season in case of a dispute.

2. **Reporting Scores.** Both players are responsible for reporting the final result of their match to the league chairman (through email). When the league chairman receives concurring results then the match will become official and posted in the standings.

3. **League Rules.** A copy of these league rules should be kept in the player's bag for handy reference. Playing at a good pace adds to the enjoyment of league golf. Stress to all members that it is their responsibility to know golf etiquette and be considerate of others.

G. HERE ARE TIPS FOR APPROPRIATE SPEED OF PLAY.

Don't lose site of the group ahead of you. Be Prepared! Play ready golf!

This includes on the tee, in the fairway (or rough), and on the green. Be ready to hit when it is your turn, proceed to your next shot after you have hit.

Take 2 or 3 clubs. If you use a cart, take 2 or 3 clubs with you so you don't have to walk back for another club.

Limit the practice swings while everyone is waiting for you. You can putt out on the greens instead of marking your ball.

Do not linger on the greens. After putting out, leave the green quickly and proceed to the next tee. Place your bag between the green and the next tee while putting. Scores not recorded before putting out should be recorded at the next tee.

Assist members of your group; e.g., rake the trap, move their bag, get their putter, etc., any little things that will help keep the group moving.

Lost Ball, After searching for a **maximum of 2 minutes**, a ball must be declared lost and a one-stroke penalty must be taken. Drop a ball no nearer the hole and in the same surroundings (woods, rough, etc.). If the ball is found after the dropped ball is put into play, the found ball may be reinstated into play.