

## League Rules and Guidelines

Welcome to the 2009 Sheldon Golf League season. The format will be the same as prior years. The weekly points will be accumulated throughout the season. All league players and substitutes must be a club member and have an established handicap with the club in order to play.

1. Fast play must be rule number one. Limit looking for lost balls and help keep the leagues flowing smoothly.
2. Play must begin on time. Teams not ready to play at the designated time will forfeit the hole and remaining holes where both players are not present. The team total will also be forfeited.
3. The 3:45 Tuesday men's league will not be allowed to begin a new hole after 6:00 PM. Any holes remaining will be split evenly between the two teams. The 6:00 PM leagues will also split points if darkness prevents completion of the match.
4. In case of forfeit, the team will get 22 points, the forfeiting team 0.
5. All matches must be played on the day scheduled.
6. Maximum handicap is 30
7. After you put 2 balls into the water with penalties, you may carry it across, counting 1 stroke for carrying it over.
8. In case of league cancellation, the match will not be made up. Listen to KIWA for announcements.
9. Scoring:
  - a. 2 points per hole
  - b. 4 points for total score
  - c. 22 points per match
  - d. Use handicap for strokes on card (i.e. Team A has a combined handicap of 6; Team B has a combined handicap of 10. There is a 4 stroke difference, so Team B gets one stroke on each of the four lowest handicap holes on the card.
  - e. Place your completed scorecard with the team number and total points per team in the box at the end of the round.

Note: Cancellation of an earlier league in the day does not automatically mean the later league will be cancelled and vice-versa. Remember, speed of play is important to getting everybody's round in.

Have fun.