

## ALGONKIAN SUNDAY MASTERS

## RULES and Procedures

Updates from last Year are as follows:

1. Our typical weekly format will be 2 low net but other variations may be introduced based on number of golfers. Golfers will be notified of the format before random team selection and play begins.
2. The weekly competition fees will remain at \$5. It has been suggested that if a player gets a hole-in-one, 100% of that weeks competition fees will be paid out to that golfer(s). It is HIGHLY encouraged that the winner(s) will use the funds to purchase beverages for the league to be consumed while we relive the amazing event
3. Annual dues are \$20 per golfer which covers first and second half winners paid out in 1st, 2nd and 3rd places based on the best (9) of (13) Stableford weekly totals.
4. An optional competition bracket for an additional \$10 will span the entire (26) weeks and will be the best (12) of (26) Stableford weekly totals. As several players didn't meet the minimum (9) weeks per half to be competitive in the half season brackets last season, this gives them another opportunity to participate. It has been suggested we call this the SkedEx Cup (thanks Mike) in memory of our friend and fellow golfer Alex Sked. Golfers who have paid \$30 can win in all three of the season competitions.

1. START DATE for the league is TBD
2. FIRST TEE TIME is TBD
3. Fast play. Be ready to hit.
4. USGA rules apply unless otherwise noted. Additionally, any course local rules printed on scorecard (OB, etc) or marked on the course (GUR, etc) also apply.
5. All matches are played from the white tees (Men), red tees (Women).
6. All matches are played with the ball "as it lies" unless otherwise noted.
7. All balls must be holed.
8. Handicaps will be maintained via the league hdcp system which closely follows the GHIN system parameters and are based exclusively on ASM rounds played. Existing players starting hcps are from last season. New players will have a hdcp noted/produced the first week.
9. Normal course rates/fees apply.
10. Season Schedule (Subject to change due to rain, cancelations, etc).
11. Mulligan off the first tee. If you use it, you MUST play that ball to the hole.
12. Please do not pull your carts out of the cart staging area until your foursome is called by the starter.
13. Season format is foursomes and individual Stableford points for first and second half (reset to 0 for both halves)
14. Teams will be selected weekly at the course. Each player is assigned a playing card with their name on it for the season. When you arrive 30 minutes prior to your teetime, alert the starter and the organizer will add your card to the hat. Prior to the start time a designate will randomly pick cards from those cards in the hat which will then be the teams for that day. Note: All teams will be recorded weekly, tracked and reviewed to ensure all players are getting to play with all other players. If imbalances develop, there will be a vote to manually pick a weeks team roster when/if necessary.
15. **Withdrawal Procedures - Holes Not Played (*I changed the names in the example to protect the innocent*)**  
If a player does not play a hole or plays it other than under The Rules of Golf (except for preferred lies

and tournament special rules), the score recorded for that hole for handicap purposes must be par plus any handicap strokes the player is entitled to receive on that hole. This hole score, when recorded, should be preceded by an "X".

Example: Greg is playing in the team competition with Mike, Pat and Carl and lightning strikes before he hits his tee shot on the 16th hole. While Mike is crazy and continues to play, Greg is taller than Mike and the others so he quits. Greg is entitled to 2 handicap strokes on hole 16 which is a par 5, 1 handicap stroke on hole 17, a par 3 and 1 handicap stroke on hole 18, a par 4. Greg must record X7 for hole 16 (par + 2 = 7), X4 on hole 17 (par + 1 = 4) and X5 for hole 18 (par + 1 = 5) as shown below. The little ( · ) is a hdp stroke.

Hole	1	2	3	4	5	6	7	8	9	F9
Par	4	3	4	4	5	3	4	4	5	
Hndcp Strokes	··	·	·	··	··	·	·	·	··	
Greg Gross/Net Score	6/4	5/4	6/5	5/3	8/6	4/3	4/3	5/4	7/5	50/37

Hole	10	11	12	13	14	15	16	17	18	B9	Total
Par	4	3	4	5	4	4	5	3	4		
Hndcp Strokes	·	·	··	··	·	·	··	·	··		
Greg Gross/Net Score	5/4	3/2	6/4	8/6	4/3	5/4	X7	X4	X5	47/39	97/76

This would cover ALL situations except "I am playing so bad I am out of my mind and gotta get off this course." (we have all been there). If a player leaves for reasons other than personal, injury or perceived danger, the league can review that player's status in the league.

#### 16. Unfair Lie Rules

- a. A ball in wet or trenched sand can be lifted, cleaned and replaced in the bunker with permission from other player. If permission is not granted then the ball must be played as it lies.
- b. If the course dictates "cart path only" you may Lift, Clean, & Place your ball, in your own fairway only.

#### 17. The "4 Options Rule" when area Not Staked: Unplayable Lie / Out of Bounds / Wooded Areas /Any ball that has to be moved in order to play it.

- a. PENALTY: ADD 1 STROKE and use one of the following 4 options...
  - i. Option 1: Place the ball and re-hit from approximately the same spot as your last shot.
  - ii. Option 2: Place the ball 2 club lengths from where the ball lies or the point of entry, no closer to the hole.
  - iii. Option 3: Keep the point of entry between yourself and the Flag and place the ball on this line, no closer to the hole, back as far as you want.
  - iv. Option 4: Keep yourself between the point of entry and Your Last Shot and place the ball on this line, no closer to the hole, back as far as you want.

#### 18. League Duration - (2) 13 week halves

- a. Use the "best" 9 weeks of each half for each player

#### 19. Addition of any proactive local rules - muddy bunkers, undesignated G.I.R. Ask another player for permission and place no closer to the hole.

#### 20. Triple Max Rule - no more than 3 over par on any hole played.

#### 21. Weekly Competition Fees - \$5 per player covers front, back, total, closest to the pin on hole #5 and hole #12

- a. To win the closest to the hole, the player must reach the green in regulation and make par or better. If on in regulation, mark, measure and record the distance to the hole. If par or better is not made,

scratch it out on the sheet.

b. If criteria for a) is not met, then the prize carries over to the next hole

22. Season Competition Fee (When implemented) - \$20 total to be paid out over 2 halves to the top three slots and ties. Option \$10 for SkedEx Cup entry (See updates). The payout is 50% going to highest point winner, 30% going to the second highest point winner, 20% going to third (ties split the pot). If three players all have the same highest point total they split the entire pot for that half. If four players all have the same highest point total they split the entire pot for that half, etc.