

UW GOLF LEAGUE RULES 2023

I. LEAGUE TEAMS AND MEMBERSHIP

- A. League Teams are comprised of four (4) Permanent Team Members. One Permanent Team Member of each Team is delegated as Team Captain by a consensus of the Team's Permanent Team Members.
- B. Permanent Team Members must be 18 years of age or older.
- C. Each Permanent Team Member shall be assessed dues determined by a consensus of the team captains. No team shall pay dues for more than four members. Dues shall be used to pay for greens fees, weekly session and annual prizes, and league administration expenses.
 - 1. Two individuals may share the dues of one Permanent Team Member. When dues are shared, one individual is designated as the Permanent Team Member and the other as a Substitute.
- D. Teams cannot change their roster of Permanent Team Members during the last four weeks of scheduled play (except due to injury or illness). Any team roster changes during this period are considered to be Substitutes.
- E. A Permanent Team Member or Substitute need not have University of Wisconsin-approved affiliation nor be restricted by gender. Questions of player eligibility shall be resolved by a majority vote of Team Captains, or their designees.
- F. Substitutes
 - 1. A list of permanent substitutes will be maintained.
 - 2. A substitute need not have a University of Wisconsin approved affiliation nor be restricted by gender.
 - 3. If a Permanent Team member will be absent for a match a substitute may be designated as a Team member for that match.
 - 4. Those individuals who share a membership may serve as a substitute on those weeks they are not scheduled to play on their own team. They may not substitute on a team that will be playing against their own team.
 - 5. Priority for subs for any given week will be given to those subs on the permanent substitute list.

II. LEAGUE ADMINISTRATION

- A. Assignment of team numbers shall be advanced sequentially each year. A team changing its name will assume the same spot as the previous team and any new team will take the spot of the team that has left. The order of teams (team number) for 2023 is as follows with the year each team will next become League Secretary indicated.

Team #	Team Name	Year Team I
1	Hard Drivers	2023
2	Bogeymen	2024
3	Saints	2025
4	Greenseekers	2026
5	Chipsters	2027
6	Fore Players	2028
7	Bunker Busters II	2029
8	Grads	2030
9	Tigers Nightmare	2031
10	Business Office	2032

- B. The Rules Committee shall consist of the two previous League Secretaries and the current League Secretary. Any and all disputes concerning these rules, scoring, or tournament that cannot be resolved by the teams or players affected shall be handled by the Rules Committee.

2023 Rules Committee

Ieff Arnold	Business Office
Orv Iordahl	Tiger's Nightmare
Rick Welnick	Hard Drivers

III. LEAGUE COMPETITION

- A. Two complete round-robin competitions (spring and summer) among the league teams will be played during the season with a winner determined at the end of each competition.
- I. The Team earning the most Team Points at the end of each round-robin competition is declared the winner of the respective half of the season.
- a. In the case of a tie for first place (or second place) in either the spring or summer round-robin competition, the winner is the team with the higher number of Team Points in the weekly session head-to-head match(es) between the tied teams during that half of the season. If the tied teams did not play during

the round-robin competition or the weekly session head-to-head match(es) score was also tied, then the winner is the team with the higher team score in the weekly session head-to-head match(es) in the other half of the season.

B. League Championship

1. The league Team Champion is the winner of an 18-hole playoff at Pleasant View Golf Course between the winners of the two round-robin competitions. This 18-hole playoff will be handicapped based on season averages calculated for 18 holes. A total of six points will be awarded for the 18 holes: one point for each of the four individual player matches and two points for net team strokes.
 2. In the event that a single team wins both the spring and summer round-robin competitions, That Team is declared the League Champion. The second place teams from the spring and summer round-robin competitions will play for second place in a 9-hole playoff. An 18-hole playoff may be substituted if mutually agreed upon by the opposing teams.
 3. The playoff must be scheduled by the two teams involved and completed at least 5 business days prior to the league banquet.
 4. Should the playoff end in a tie, the winner will be determined by a subsequent 9-hole match or matches until the tie is broken. 18-hole tie breaker match or matches may be substituted, if mutually agreed to by the opposing teams.
 5. No substitute may be used in the League Championship playoff unless that substitute has played at least 4 matches during the regular season.
- C. During the summer round-robin competition of a season, the league conducts an individual Flight Tournament among the Permanent Team Members simultaneously with the team competition.

IV. LEAGUE SCORING

- A. In each weekly league session, opposing teams play for six team points: one point for each of the four individual player matches and two points for net team strokes.
1. The winner of each individual match earns one point for the player's team and the loser earns no points. Ties earn 0.5 points for each player's team.
 2. The team earning the most net team strokes earns two Team Points and the opposing team earns no team points. Ties earn each team 1 point.
- B. Team Matches

1. During the spring (first) round robin competition of the season, Permanent Team Members of each team are ranked from the lowest season average (team rank 1) to the highest season average (team rank 4).
2. During the summer (second) round-robin competition of the season, the Permanent Team Members team rank is frozen at the rank established at the end of the spring (first) round robin competition to insure that each individual player plays approximately equal number of times on each course during the Flight Tournament.
3. Opposing players for each team in a team match is determined by team player rank.
4. Permanent Team Members of the same team rank of each team oppose one another.
5. Team Match Scoring
 - a. Team matches are scored based upon medal play incorporating Player Handicaps.
 - i. A Player Handicap, calculated as described below, is deducted from the recorded score of the player with the higher average of the two opponents to produce a net score for the match. The recorded and net scores of the player with the lower average are the same.
 - ii. The Player Handicap is 90% of the difference between the opposing players season averages with the result rounded to the nearest whole number (.00 - .49 = 0, .50 - .99 = 1).
 - b. The winners of the individual matches are determined by the net scores of the match.
 - c. The winner of each match earns team strokes equal to the number of net strokes by which the match was won. The sum of the team strokes of each match determines the winner of the Team Points.
6. If no Permanent Team Members of both opposing teams are present for a team match, neither team receives individual or team points for that match regardless of the presence of substitutes.
7. If no Permanent Team Members of one team are present for a match, regardless of the presence of substitutes, the opposing team receives all individual match and team stroke points for the match. The season averages for the Permanent Team Members of both teams will not include the scores for the session regardless of the scores turned in by the team that was present.
8. Individual Match Scoring
 - a. When two opposing players both have established a league average, the player with the lower established league average plays against the established average of

the player with the higher average adjusted to an advantage equal to the player handicap for both individual match and team strokes.

- b. When a player with an established league average opposes a player (Permanent Team Member or Substitute) without an established league average, the player with the established average plays against their average adjusted to a one-stroke advantage for both the individual match and team strokes.
 - i. If the player shoots their own rounded average or lower, that person wins the individual match and is awarded the individual match point.
 - ii. If the player shoots one over their own rounded average, that person ties the individual match and is awarded 0.5 individual match points.
 - iii. If the player shoots more than one over their own rounded average, that person loses the individual match and is awarded no individual match points.
 - iv. Team strokes are determined by subtracting the player's actual score from the players rounded average plus one.
- c. If one player must leave the course before completion of the match, the opposing player wins the match and the individual match point unless the opposing player is absent or playing without an average in which case no match points nor team strokes are awarded for the match. For team strokes the opposing player plays against their average adjusted to a two-stroke advantage.
- d. When a player with an established league average has no opponent (opponent is absent and no substitute is playing in their place), the player with the established average wins the match and the individual match point. For team strokes the player with the established average plays against their average adjusted to a two-stroke advantage.
- e. When neither opposing player has an established league average, the individual match point is halved and the team points are decided on the basis of the other matches played.
- f. When a player without an established league average has no opponent (opponent is absent and no substitute is playing in their place), the individual match point is awarded to their team and the team points are decided on the basis of the other matches played.
- g. When two opposing players are absent for a match and Rules IV. B. 6 and IV. B. 7 are not in effect; no individual match point and no team strokes are awarded for the match.

V. PLAYER AVERAGES

- A. Every player in the league (Permanent Team Members and substitutes) establishes an initial league average score equal to the average of the first two complete round scores recorded by the player in league play.
- B. Every player in the league establishes a season average score that is used to calculate the player's handicap in matches during the season.
 - 1. For the player's first match of a season, the player season average score is the last season average score recorded for any season in league play by the player.
 - 2. For the player's second match of a season, the player season average score is the average of the last season average score recorded by the player in any season of league play and the score recorded by the player in the player's first match of the season.
 - 3. In the third and all subsequent matches of a season, the player season average score is the average of all scores recorded by the player during the season in league play.

VI. PLAYING RULES

- A. Permanent Team Members and substitutes who are age 70 or older as of the first night of league play may choose to tee off from either of the two forward tees (currently green or red/lavender at PVGC). If eligible, the golfer must declare whether they will play the forward tee, and which forward tee before teeing off the first time during the season they play. Once the tee is chosen, the choice may not be changed for the duration of the season.
- B. Female players tee off from either of the two forward tees.
- C. The league encourages speedy play as a matter of courtesy.
- D. A maximum of 3 minutes is allowed to hunt for lost balls. If the ball cannot be found within that time, the player shall drop a new ball in accordance with the rules and penalties below.
- E. 'Winter' rules are in effect throughout the entire league season. Players are allowed to 'bump' their ball ONLY when the ball is in the fairway of the hole being played.
- F. USGA and Local Course Rules shall prevail in any instance not covered by League Rules. Note that the Rules of Golf have been updated for 2019 by the USGA.
- G. There will be assessed a one-stroke penalty for each playing violation, including the following:

1. Striking another ball while putting. However, if the player putting had asked the player of the ball hit to mark the ball and the player failed to do so, the player who failed to mark is assessed the penalty.
 2. Ball hit out of bounds. The ball must be dropped in bounds where it went out, not more than two club lengths and no nearer the hole.
 3. Playing "winter" rules any place except on the appropriate fairway.
 4. Lost ball in bounds. A new ball must be dropped in the area where the ball was lost.
 5. The following options are available for all balls hit into a water hazard (all one-stroke penalties):
 - a. Keeping the pin and the point where the ball crossed the hazard in line, the player may retreat as far back as desired.
 - b. Replay the shot from the spot at which the errant shot was hit.
 6. Touching the sand in a sand trap with the club while addressing the ball.
- H. NO PENALTY SITUATIONS: Ball played not your own; remedy by playing your own ball from its original location. Player of ball hit drops another where the improper stroke was taken. If two or more players play each other's ball inadvertently, finish the hole and exchange at the next tee.
- I. Every hole must be finished but an opponent may concede a short putt. Continuous putting is encouraged.

VII. LATE TEE-OFF

- A. Penalties for a late starter:
1. One stroke: if the player cannot join the scheduled foursome before they reach the first green.
 2. Two strokes: if the player cannot finish the first hole with the scheduled foursome.
 3. Three strokes: if the player cannot finish the second hole with the scheduled foursome.
- B. No player will be permitted to join the scheduled foursome after they have teed off on the third hole. The player is then considered to be absent and the match will be played accordingly.
- C. A late player must play the hole(s) missed after all others in the scheduled foursome have finished the round.

VIII.CANCELLATIONS

- A. Authority for cancelling play contractually rests with the Pleasant View Golf Course management. PVGC maintains an email list of all members and regular subs to notify players in advance in the case inclement weather is foreseen. Once at the course, the decision to play may be reviewed by the Rules Committee or, in the absence of a majority, by the league secretary captain.
- B. Once play has begun and a cancellation is not declared:
 - 1. If two opposing players of a match both leave the course before completing their match, no individual match point and no strokes toward team points are awarded. Team points are decided on the basis of the completed matches between the two opposing teams.
 - 2. If one opponent continues to play and completes his round and the other does not, the player who does not finish is considered to have not completed the match and scoring rule IV.B.7.c.v applies.
 - 3. If all players of opposing foursomes teams leave the course before completing their matches, team points are halved.
- C. In case of an authorized cancellation:
 - 1. Team standings for the current round-robin competition are based on matches completed.
 - 2. There are no make-up matches.
 - 3. If last match or matches of a round-robin competition are cancelled, the team standings from the last completed session determines the winner of that round-robin competition.
- D. If a rain out is declared after play begins, Rule VIII.C will be in force for all matches, regardless of any matches completed that day.
- E. If a rain delay occurs and play resumes, and power carts are not allowed on the course, any player requiring a power cart may be issued a rain check for nine holes by Pleasant View. The opponent will then play against his own established average adjusted to a one-stroke advantage.
- F. NOTE: In the event of inclement weather that forms during the course of league play, PVGC policy is that a player who completes five holes or more has played a complete round. Players who do not complete five holes are entitled to a rain-check that can be used for league or individual play. Players should use their own discretion regarding their personal safety and comfort, as to whether they continue or abandon play and return to

the clubhouse. If the weather passes quickly, it is possible to complete the round, observing Rule VIII.E., although this should be a group decision given the league's

- G. late tee times. PVCG has no horn, siren, or other warning system currently in place. To continue play or not, is the individual player's decision.

IX. SCORE CARDS AND SCORE DISPUTES

- A. Scorecards shall be turned into the League Secretary at the completion of play. Cards do NOT need to be signed.
- B. If a dispute arises over scoring or a rules interpretation affecting an individual score for a particular hole, notice of the concern must be made at the time of the dispute. Otherwise, the score will stand as recorded.
- C. Each score is recorded by the scorekeeper even if it is disputed. A disputed score must be indicated on the scorecard to denote its lack of finality.
- D. Resolutions of disputes shall be attempted in the following order:
 - 1. Within the foursome in which the dispute arose.
 - 2. By the opposing team captains.
 - 3. By the Rules Committee.
 - 4. By the league secretary if there is a tie vote by the Rules Committee.

X. PRIZES

- A. The number and means of winning prizes shall be determined by the League Secretary in consultation with league members. Typically, four flag prizes will be awarded for each weekly session on each course played. Each flag prize is a golf ball.
- B. Other prizes typically awarded as indicated below. Please mark score card so prize can be awarded for each hole as earned.
 - 1. a golf ball for each hole-out from off the green
 - 2. three golf balls for an eagle
 - 3. one-dozen golf balls for a hole-in-one

XI. FLIGHT TOURNAMENT

- A. The Flight Tournament (which occurs simultaneously with the second round-robin competition) is medal play, scratch, and limited to Permanent Team Members. The

league secretary determines the flights based on season averages up to the first night of tournament play.

- B. The Flight Tournament will begin with the second round-robin and will run for the remainder of the season of league play.
- C. The winner in each flight will be the player with the low number of strokes for 45 holes, consisting of the best 5 nine-hole rounds recorded during the second round-robin competition.
- D. In the event that cancellations reduce the number of sessions for the Flight Tournament, the number holes or none-hole rounds used to determine the scores will be decided by the Rules Committee.

XII. AWARDS

- A. At the annual banquet the following awards shall be made:
 - 1. An appropriate quality trophy/prize to each member of the league champion team.
 - 2. A lesser trophy/prize to each member of the league runner-up team.
 - 3. A trophy/prize to the winner of each tournament flight.
 - 4. Additional awards as determined by the league secretary.

XIII. RULE CHANGES

- A. Recommendations for new rules or for the modification of existing rules must be decided by a majority vote of the team captains.

APPROVED: Richard Welnick, Hard Drivers.