



OLD WHALERS GOLF LEAGUE



RULES / BYLAWS OF THE OLD WHALER GOLF LEAGUE

1) SCHEDULING - Matches will be played according to the schedule. If a player misses a match, it is his responsibility to coordinate a make-up match with his scheduled opponent. Make-ups must be played within three weeks. Otherwise, the match will be played concurrently with the normal league matches. The opponent has the option of choosing the course on which to play the match. In case of a forfeit, the winning player will card a score of 6-0.

SPECIAL NOTE: If a playoff match is missed, it must be played before the next playoff round, and it must be played on the originally scheduled course, if so desired by the opponent. If the final Sunday is missed, it is a forfeit. NO EXCEPTIONS.

2) HANDICAPPING - Each match will be played with handicaps for each player. The handicap will be determined by the player's previous scores, in league play only. Two practice rounds must be played prior to the beginning of the season. There is a maximum handicap of 18. The maximum allowable score (for handicap purposes) is a triple bogey. After a match has been decided, the maximum score becomes a double bogey. During the course of a season, a player's handicap can only be 3 strokes higher than his handicap at the end of the prior season.

3) MATCHES - Matches will be played according to match play, where each hole is worth 1 point. The winner of the hole receives 1 point; if the hole is tied, each player receives 1/2 point. Matches CAN end in a draw. Scorecards must be turned in following each match, signed by all players. Once both players have teed off to begin the match the match is official, weather permitting (refer to article 13)

4) STANDINGS - Standings will be kept after each week's matches with the following scoring system: 2 points for a win, 1 point for a tie, 1 point for attendance (*), 0 points for a loss.

*** 4a) Attendance Point** - To get this point, you must be at the course at the regularly scheduled time, ready to play, regardless of your opponent. You also must complete the round, weather permitting. The Attendance point will be forfeited if a round is not completed for any reason other than weather

5) TIEBREAKERS - In case of a tie in the standings," the following tiebreakers will be used:

- 1) Head-to-head
- 2) Divisional points (used for divisional ties only)
- 3) Conference points
- 4) Most wins
- 6) Most points for
- 7) Average league score

The Attendance point will be forfeited if a round is not completed for any reason other than weather

6) PLAYOFFS - At the end of the regular season, the top six players from each conference make the playoffs and will be seeded 1 thru 6, based on the standings. The top 2 seeds will be the division champions as ranked according to record and tiebreakers. The remaining four qualifiers will be the 3 through 6 seeds, ranked according to record and tiebreakers and will play a wild card round. In the wild card round, seed 3 will play seed 6 and seed 4 will play seed 5, with the higher seed receiving a .25 point home field advantage. In the quarterfinal round, the highest remaining seed will play the lowest remaining seed, and so on. The winners of these matches will advance to the semifinal round, again with the highest seed facing the lowest seed. The losers will move into a "loser's bracket" and will play each other the same way. The final round will be played the same way, and will be 18 holes, played on a Sunday. In the championship match, there will be no home-field advantage. In case of a tie, sudden death holes will be played. The four losers of the wildcard round will face each other to determine 9th-12th place. Likewise, the eight players who do not qualify for the playoffs will play a tournament to determine 13th-20th place. There will be prizes for closest-to-the-pin, long drive, long putt, on Final Sunday.

7) SKILLS - A separate skins game will be held when playing the Back Nine and Fox Nine.

A Closest to the Pin (Greenies) game will be held when playing the Front Nine.

* Skins are worth \$5/hole. A skin is won by the best GROSS score on a particular hole by all players. If the final hole of a round ends with no skins won, it will carry-over to the following Skins week.

* Greenies are worth \$15/par 3 holes. A marker will be provided to mark the placement of the closest shot. If a greenie is not won, it will carry-over to the following par 3 hole. (Front Nine only)

Skills money won will count towards any unpaid League Dues balance first, or be paid to the winning player before League play begins the following week, as long as the winning players League dues are paid in full. If a player misses a round, they are not eligible for the skills competition for that week. If the season ends with skill money hanging, it will be

spent on beer at the Final Sunday party. In case of an incomplete round by the entire field, skills will count only for holes completed by the final group; any remaining skills money will be carried over to the following week.

8) PRIZES -The prize money will be as follows: (based on 20 players)

President's Cup	\$100.00	(Regular Season Champ)
1st place	\$300.00	and name on the Old Whalers Cup
2nd place	\$225.00	
3rd place	\$170.00	
4th place	\$150.00	
5th place	\$140.00	
6th place	\$120.00	
7th place	\$110.00	
8th place	\$100.00	
9th place	\$90.00	
10th place	\$80.00	
11th place	\$75.00	
12th place	\$65.00	
13th place	\$60.00	
14th place	\$55.00	
15th place	\$50.00	
16th place	\$45.00	
17th place	\$40.00	
18th place	\$35.00	
19th place	\$30.00	
20th place	\$25.00	

The total prize money for the tournament is \$1965. The total skills prize money is \$630. The "specialty" prizes will total \$75. The President's Cup is \$100. Administrative costs total \$30. Pari-mutuel pool payout is \$200.00. Total league dues paid is \$3000 with total payouts of \$3000. If a Player misses the final League Round (Final Sunday) for any reason, any monies due are forfeited and spent towards beer and food for the "After Finals Luncheon". NO EXCEPTIONS!!

9) RULES OF GOLF - Matches will be played according to winter rules. The ball may be moved with the club WHILE IN THE FAIRWAY and AROUND THE GREENS, but not in the rough. There are no "gimme" putts in this league; every putt must be holed out. All other rules of match play golf apply, except as follows:

NOTE: Out of bounds rule - if a ball is hit out of bounds, the player' returns to the spot of the original shot, plus one stroke penalty. Lost ball rule - player hits shot at nearest possible location, as determined by playing group, with one-shot penalty.

NOTE: It is the player's responsibility to check the ball of his opponent, and to make sure that it is marked in such a way as to

provide no doubt when looking for it that it is his opponent's ball.

NOTE: If a ball is plugged in the rough, it may be lifted, cleaned and dropped. If a ball is plugged in the fairway, it may be lifted, cleaned and placed.

10) FEES - League dues are \$10/week. This fee includes skins and tournament money. Also, a minimum of \$10 must be bet in the pari-mutuel pool before the first round of the playoffs. Dues are to be paid to the league treasurer before the beginning of each round. Even if a player forfeits for a week, the weekly fees must still be paid. All Dues MUST be kept current.

11 DISPUTES -Any disputes over scoring or rules should be handled within the playing group. If they cannot be resolved that way, then the other playing groups for that week will decide how to resolve the problem according to the Rules of Golf. If there is a dispute that can not be resolved on the course immediately, it is the player's responsibility to tell his opponent of the dispute and to mark an asterisk on the scorecard, BEFORE EITHER PLAYER TEES OFF ON THE NEXT HOLE, or in the case of the final hole, BEFORE LEAVING THE GREEN. The dispute will then be resolved after the round. Non-compliance of this rule means that the on-course decision will stand. Any dispute not explicitly determined by the rules will be settled by the Commissioner.

12) MISSED MATCHES - If a player misses a match they shall play each other the next week, as well as playing their normally scheduled matches. They must play in the same foursome to be able to make up the missed match this way. Exception: If multiple make-up matches are to be played, when getting near season's end, it is possible that your opponent will not be in the same foursome. This scenario will ONLY be approved by the commissioner. NO EXCEPTIONS!!

13) WEATHER - In the case of inclement weather, a match may be discontinued if so decided by both the player and his opponent. If either player has reached 5 points for the match, the match results will stand. If neither player has reached 5 points, the match will be replayed from the beginning. In any case, if a round is not completed, it will not count for handicap or statistical purposes. If an entire week is cancelled the schedule will be adjusted so the matches will be in sequence, with only the course changing. (Front, Back or Fox). The matches will be played with the applicable handicaps at the time of the regularly scheduled match.

14) COURSES - Matches will be played on the assigned nine hole course each week. In the playoffs, the league will attempt to avoid playing the Fox nine, if possible.