

2011 ENGINEER'S CLUB GOLF LEAGUE RULES

LEAGUE FORMAT: Each week, you will play another team in head-to-head play. Two players from each team will play the front nine, and two from each team will play the back nine.

SCORING: There are 7 points available...4 individual matches, 2 two-man team matches, and 1 four-man team match, each of which are worth 1 point. For the two-man team matches, you simply add the scores of you and your partner vs. the scores of your two opponents (this is done on both nines). The four-man match is all four members of your team vs. all four members of your opponent's team. In the event of a "blind," the player that plays against the blind automatically wins, and the two-man team point for that nine automatically goes to the team that shows up as well. For the overall point, take the three scores from the team with the blind vs. the three lowest scores from the full team.

HANDICAPS: Handicaps are calculated by taking the average strokes over par for the last 10 rounds and multiplying it by 85 percent. All players that played last year will use last year's ending handicap as their handicap for their first night. In the event that a new player is playing for the first time, they will automatically receive a net score of 5-over par OR their actual score, whichever is lower.

PAIRINGS: For the individual matches, the low handicap players in each group will play against each other. For example, Team 1 has a 5 and 6 handicap and Team 2 has a 2 and 4 handicap. The 5 handicap player from Team 1 plays vs. the 2 handicap player from Team 2. In the event that the players on the same team have identical handicaps, the two teams will decide on opponents before beginning the round. If the scorecard does not indicate pairings, pairings will be made by comparing handicaps that are carried out to decimals. In the event that a team has a blind, the player on the team with the blind will play the opponent with the closest handicap on the other team.

STANDINGS: The league will be divided into two halves. The league championship will be decided on the last night of golf (week 21) in a match between the first half champion and second half champion. The first half champion is the team with the most points after the first 10 weeks, and the second half champion is the team with the most points between weeks 11 and 20. If there is a tie for first place in either half of the season or there is a tie in the league championship match, the tie-breaker is a sudden-death playoff starting on the 1st hole and continuing until a winner is decided. Each team in the tie-breaker will have two players play, and the team with the lowest combined **scratch** score wins. For the first and second half championship nights as well as the overall championship, subs are not allowed. Everyone playing for your team must be on your team's roster. Also, all players on your roster must play at least 1 time prior to the 10th week of golf league in order to be eligible for championship matches. Certain circumstances (injuries, travel for work, etc) will be considered by the commissioner and team captains for players that have played in the league in the past, but not for new players.

RAIN OUTS: In the event of a rainout during the first or second half, the schedule for the rainout will be substituted for the respective first- or second-half position night.

GENERAL RULES: USGA rules apply to the golf league with the exception of the following club rules.

Late Players: If a player arrives after their group has teed off, late player is assessed double par on each hole that he does not tee off with his team.

Improving your lie: Winter rules apply at all times. A player may improve the lie of his/her ball anywhere on the course 4-8 inches from where your ball comes to rest, but the ball must remain in like condition (you cannot move the ball from rough to fairway, or bunker to rough, etc). A player will be allowed to improve his/her lie by moving the ball NO MORE THAN 6 inches. Since players are allowed to improve their lie in bunkers and hazards, players are NOT penalized for grounding their clubs in those areas. If a player hits a shot into a bunker and removes the ball from the bunker for the next shot, that player will be penalized 1 stroke and must hit again from the bunker.

Sand traps: The player can lift his ball, rake the sand, and then replace his ball without penalty. If sand trap is completely full of water and not playable, player may take a drop in the grass adjacent to trap, no closer to the hole, without penalty. But if sand trap is partially wet and a portion is not playable, player may move his ball to the playable part of the trap and take a drop, without penalty.

Errant Golf Balls: If a ball clearly travels out of bounds (marked by white stakes), the penalty is stroke and distance; you must add one stroke and return to re-hit from the same spot, even if it happens twice. If you suspect that your ball is OB, hit a provisional to speed play. If you do not hit a provisional, and you drive/walk to your ball and find that it is OB, it is the decision of the opposing team whether you should a) add 1 stroke and return to where you hit the previous shot and hit from there or, b) drop where the ball went OB and add 2 strokes. If a player hits a ball that appears to be close to being out of bounds, the opposing team can force you to hit a provisional.

- Hole 10: St. Charles Rock Road is OB. The woods around the green left and long are a hazard. Past the woods (the road or the cemetery) is OB.
- Hole 14: The woods immediately off of the tee on the left are a hazard. When it opens up on the left side, the trees are OB, and this continues down until about 100 yards away from the green. Then the trees become a hazard again. Backyards behind the green are OB.

Engineer's Club Golf League Rules

Page 2 of 3

- Hole 15 and 16: The entire left side is marked as OB.
- Hole 17 and 18: The road is OB. The parking lot long on 18 is OB.

Lost Ball: A lost ball is a 1-stroke penalty

Pace of Play: Please avoid slow play. For example, do not take more than 3 minutes to look for a ball. Also, in the event of a lost ball, drop at the point where you and your opponents think your ball came to rest (you do not have to take distance penalty for lost balls). Always keep play moving. If the later player is in the parking lot and your group is on the tee box waiting, let group behind you can play through if they are ready. **If the course Marshall orders a slow group to skip a hole, each player should take a double bogey on that hole and proceed to the next hole without protest.**

Double Par Maximum: The maximum score a player can take is double par. Once you reach the maximum score, please pick up your ball and move on to the next hole.

Gimmies: Gimmies are at the discretion of your opponents. If a member of the opposing team says your putt is good, you may add one stroke to the current number of shots you have played to that point and pick the ball up (instead of having to make the putt in question). The member conceding your putt DOES NOT have to be the player on the opposing team that you are playing in the individual match. Either member of the opposing team can give you the putt.

Switching Golf Balls: A player may replace his or her ball at any point during the hole. You do not have to play the entire hole with the same ball.

Hole-in-One Payday: Any player that gets a hole-in-one will receive \$5 from every player in the league. The team captains have 2 weeks after the president's notification of a hole-in-one to collect their teammate's money and pay the treasurer. Late payments are penalized one team point each week the payment is late. The payment will be \$5 for every player on the roster.

Eligible Players: Captains must submit an official roster to the league president no later than two week prior to opening day. In order to be eligible, players must be an Engineer's Club member in good standing (i.e. annual dues are paid). New players may be added to the roster prior to Week 10. After Week 10, no new players or subs are allowed except that, if acceptable to all players in the foursome, a guest (Engineer's Club Member Only) may fill a vacancy and play for fun only. Subs are not allowed to play championship rounds. Also, all players on your roster must play at least 1 time prior to the 10th week of golf league in order to be eligible for championship matches.

End of Year Tiebreaker Playoff: Two members from each team play in a playoff hole starting at Hole No. 1.

Scorecards: The team captain's name MUST be on the score card and last names of each player should be provided. The ideal example of how to list players is shown below:

Player 1 Phillips (Team Wesolich)
Player 2 Klein (Team Eskridge)

Player 3 Cronin (Team Wesolich)
Player 4 Reitz (Team Eskridge)

PRIZE MONEY: Prize money is awarded based on individual play for the first 20 weeks of the season (no prizes the last week). \$1 is awarded to the winner of each individual match. In the event of a tie, the money is split. \$1 is also awarded for the closest to the pin on each par 3. The ball must be ON THE GREEN. If you are closest, put a card with your name down at that point. Players in the 4:44 group each night should collect the cards from the par 3's. The last prize money is \$1 awarded to the low NET score each week. Again, in the event of a tie, the money is split. Prize money will be given to captains at the end of the year, and it is their responsibility to distribute the money to their team members. Individual points are awarded each week for each win, low net, and closest to the pin.

SWEEPSTAKES: The last week of the season we will have an optional sweepstakes the final week of the season. The cost will be \$5. All money collected will be handed out immediately following the round, and pay-outs will be determined once we know how many participants we will have. Please note that this will be for individual play on the last scheduled night of golfing, not team play.

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