

Players' Guide

How Does the League Work? (League Format)

Season

The season schedule shall consist of two sessions. Unless the weather causes a cancellation of an event that cannot be made up, each session shall consist of six (6) scored singles matches and a "social" non-scoring event.

In the Awards section of this guide, we describe the scoring event payouts and the season-long payouts for each session's match play points accumulation. The twelve tournaments/events with scored singles matches will also award prizes at each event for low net and gross, closest to the pin, and optional skins within each division.

Points

In each scored singles match, two points will be awarded the winner of each nine (based on the net score of each hole and number of holes won) and two points for the winner of the eighteen. Ties will award one point to each player.

Flights/Divisions

The membership shall be separated into three divisions based on handicaps. With Board approval, returning players who are experiencing or recuperating from significant major medical issues (e.g., joint, back, or heart surgery) may establish a new league handicap at the beginning of the season. All members will remain in the division assigned throughout the season.

Pairings

The field is paired by division at the beginning of the season with the intent that a player will not play against the same person twice during the season. Exceptions occur when players who were scheduled to play cancel after the pairings were generated and scorecards printed. You may also play the same opponent during the "position" round. The position round is the last scoring round of each session when the players closest to each other in the points standings are paired against each other.

Three Player Groups

The league makes every attempt to pair players in four-man groups; on occasion we may have twosomes from different divisions play in the same group. However, four-man groups are sometimes impossible due to cancellations or an odd number of players being scheduled to

play. If the Tournament Director knows of a threesome before the day of the tournament, he will, during the pairing process before the scorecards are printed, pair the single player against one (the draw player) of the other two players in the group. If on the day of the event, there is a last-minute no show causing a threesome, and absent instructions from the Tournament Director, proceed as follows:

The Situation: A & B designated as opponents in a match. C does not have an opponent. The procedure is as follows:

1. A plays B as originally scheduled.
2. C plays A or B. Pick the player whose handicap is closest to C's handicap. Flip a coin if A & B have the same handicap.
3. Neither A nor B receive points from the match with C.

The Terms of Competition & Local Rules

The CSGL plays by USGA stroke play rules except for the below listed terms and local rules:

Terms of Competition

Partially Completed Events

When an event is canceled before ALL participants have completed play, all scores will be discarded as if there were no play that day, and no prizes will be awarded for skins, low net and gross, or closest to the flagstick. EXCEPTION: awards for a hole-in-one and a double eagle will still be paid. If an event cannot be completed, the league will attempt to reschedule subject to course availability. It is the player's responsibility to get the appropriate rain check from the course pro shop; the course will determine the amount of the rain check.

Late Arrivals

A player arriving at the teeing area after all players in his assigned group have completed their tee shots and left the teeing area, shall lose that hole and any previous hole(s) not played for match play purposes. Holes not played as a result of being late shall not be replayed. The late arrival shall remain eligible for that day's low net and gross prizes but must record an X on his card for all holes missed because of being late.

Players Departing Early

Players departing early must record an X on the scorecard for each hole not yet played. A player leaving early remains eligible for any of the daily net and gross prizes (stroke play), however, for match play, loses all holes not played and related match points. But the results of holes played will stand, and the departing player will retain any points won.

Scorecards and Scores

Each twosome shall receive a customized scorecard prior to the beginning of the round. The card includes the name and course handicap of each player and places to record GROSS scores only.

The designated scorekeeper shall record each player's GROSS score on each hole and may keep a running total of holes won. The lowest NET score on each hole shall determine the winner of that hole for match play purposes. The league scorecard will reflect on which hole(s) a player receives a stroke with a dot on the hole. During the round, the player should keep track of his own score for each hole on a separate card. Additionally, players and groups are encouraged to use the league's online scoring app on their phones to input scores. This will expedite the scoring process as the scoring table will have to merely verify the scores instead of inputting them.

After checking the league scorecard for completeness, accuracy and readability, each player **must** sign the card and submit it to the scoring table as soon as possible after completion of the round. Should one or both players fail to sign the scorecard, it will be accepted when turned in and considered final. If the single player in a threesome competes with a draw player, the draw player must sign his own scorecard as well as the scorecard of the single player.

Scores are considered final once the scorecard is turned in at the scoring table. Once the card is turned in, the player may not change the scorecard. It is the obligation of each player to ensure that his score on the league scorecard is accurate and legible prior to the card being turned in at the scoring table. Although in our league, there is no penalty for submitting an incorrect scorecard, each player should keep a separate scorecard and compare it with the official card following the round. Any disputes or rules disagreements must be brought to the attention of the league President, or a league board member in the President's absence, immediately after the round is completed and before the scorecard is turned in.

When and if there is a scoring issue due to an administrative error by the Committee, it should correct the error and issue new results if appropriate. Scores are posted to or verified in the Golf Genius system shortly after the round has been completed. Scores are considered final when all scores have been entered in Golf Genius and the round calculated.

All players are expected to complete each hole; however, if a player has begun his round and does not finish a hole, he must record an "X" for that hole. Any player with a scorecard containing an "X" will earn a double par on that specific hole but cannot win that hole. The player who records an "X" remains eligible for low net and gross prizes for that day.

Handicaps

One of the principles of the league is that it is the responsibility of all league members to maintain reasonable pace of play during league matches. In order to promote pace of play, and provide a pleasurable experience for all league members, all league members must maintain a

handicap of 24.0 or less during the course of the league season. Any player that fails to maintain a 24.0 handicap during the first session of league play will be given a written warning from the league Board of Directors informing them their league standing is in jeopardy. If at the end of session 2, the player has been given a warning and their league handicap for the year continues to be greater than 24.0, the player will be notified in writing and will not be allowed to participate in the league the following year or thereafter. Our league calculates a handicap index from league play only, except for new league members. We explain this calculation in the Handicaps section of our Members Portal. Regardless of calculations, each player agrees to play to a course handicap of 20 or lower. Actual player handicaps and method used for calculation are available from the league Tournament Director upon request.

Teeing Areas

Division A will use the teeing area that comes closest to a range of 6,000 - 6,300 yards. Division B will use the next teeing area forward (5,700 to 6,000 yards). Division C will use the teeing area that is from 5,400 – 5,700 yards. These are guidelines only, based on a par 72 course, and may be adjusted where deemed appropriate by league officials. We may use mixed teeing areas from time to time. In these cases, the scorecard will indicate which tees to use. If a player accidentally tees off from the wrong teeing area, there is no penalty; however, he is required to re-tee from the correct teeing area.

Local Rules

Maximum Score

The league has adopted the maximum score rule that is allowed in the USGA rules. In league play, the max score is set at double par. A player's gross score for a hole is based on the sum of strokes made and penalty strokes. A player who does not complete a hole for any reason should record an X for that hole on the scorecard. To help pace of play, players must stop playing a hole when they have not yet holed out and their score has reached the maximum, record an X on the scorecard, and may not win that hole in match play. Any X on the scorecard will be converted to the maximum score for that hole at the scoring table. If both players in a match record an X on a hole, they will tie the hole. The player who records an "X" remains eligible for low net and gross prizes for that day.

Penalty Areas

Unless marked as out of bounds, native grass and densely treed or brushy areas on the golf course are deemed as Penalty Areas. These areas may or may not be defined by red stakes or lines.

- When lines/stakes are not present, the edge of the Penalty Area is defined as the edge of the densely treed or brushy areas or the native grass mow line that is maintained at a height longer than the surrounding rough.
- When Penalty Areas are adjacent to out of bounds, the player must have knowledge or virtual certainty that his ball is in the Penalty Area OR stroke and distance relief is

required. The player may then choose to use the alternative rule for stroke and distance.

Alternative to Stroke & Distance for Ball Out of Bounds

If a player cannot find his ball and it is known or virtually certain (95% sure) to be out of bounds, **for a two-stroke penalty**, he may take relief by dropping in a large relief area explained below and seen on the diagram. A player cannot use this option if his ball is in a Penalty Area, or he has played a provisional ball unless the provisional ball is lost or out of bounds. To determine the relief area:

- a. Estimate the spot where your ball last crossed the edge of the course boundary when it went out of bounds. Imagine a line that starts at the hole and goes straight through this reference spot.
- b. Walk over to the closest edge of the fairway and find the estimated spot that is equidistant from the hole. Imagine a line that starts at the hole and goes straight through this reference spot.
- c. Imagine a curved line between the two estimated reference spots such that no point on that line is closer to the hole. You may not drop your ball closer to the hole than this imaginary line.
- d. The relief area where you may drop and play your ball for two penalty strokes will be quite large, anywhere as much as two club-lengths outside of the two imaginary lines as envisioned in paragraphs a, and b, and between them, but not nearer the hole than the imaginary curved line in c., going back as far as you wish.

GOLF'S NEW RULES: STROKE AND DISTANCE

A new Local Rule will provide an alternative to stroke-and-distance relief for a ball that is lost outside a penalty area or out of bounds. This new Local Rule will be available beginning January 1, 2019.

If the Local Rule is in effect, you can still take stroke-and-distance relief, but you will now have the following additional option that comes with a penalty of two strokes:	A DETERMINE SPOT where your ball went out of bounds (left diagram) or is likely to be lost (right diagram).	B FIND NEAREST FAIRWAY EDGE no closer to the hole.	C DROP YOUR BALL IN SHADED AREA as defined on one side by a line from the hole through point A and on the other side by a line from the hole through point B, and not nearer the hole. The relief area is extended on both sides by two club-lengths.	This Local Rule is not intended for higher levels of play, such as professional or elite amateur level competitions.
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Lost Ball Not in a Penalty Area

In agreement with your playing partner, determine a spot where you agree the ball should be, drop the ball and play with a penalty of one stroke.

Preferred Lies

Occasionally, an event may be played under conditions allowing “lift, clean, and place.” Such a decision will be made by the President on the day of the tournament. When the preferred lies rule is in effect, the player whose ball lies in a part of the general area cut to fairway height or less may lift, clean, and place his ball once in a relief area that is within one club length from and not nearer the hole than the spot of the original ball. Casual water may also apply. The relief area must be in the general area, i.e., not in a Penalty Area, bunker, or on the putting green.

Rake and Place

Since we find some or many of the bunkers on the courses we play in poor condition, we have decided to play a local “rake and place” rule in all sand bunkers. Rake and place means that the player may lift his ball in the bunker, rake the spot where the ball was while maintaining a consistent elevation to the surrounding area of the bunker (no mounding), and place the ball back into its location. You may clean the ball after lifting it.

Seams of Cut Turf (Sod Seams)

If the ball lies in or touches the seam or the seam interferes with the area of intended swing, the player may take free relief (in the general area within one club length of the nearest point of complete relief).

Ground Under Repair (GUR)

Any bare dirt/winter kill areas in the fairways are treated as GUR as well as any areas marked by white lines. In determining whether a GUR situation exists, the player whose ball is possibly in a GUR area, must obtain his playing partner's agreement that the ball is in a GUR area. Determine the point of nearest relief and move up to one club length, no closer to the hole, and drop the ball.

GUR not Marked in the Vicinity of Obstructions

When white lines are not used to mark the ground under repair right next to a road or path, the following Local Rule applies. Where areas of damaged ground are right next to artificially surfaced roads or paths, or another obstruction, they are treated the same as GUR.

Now that you've read the Local Rules, here's a Good Idea

When you hit your ball astray, ask yourself some questions to determine how to play.

- **Is the ball out of bounds?** If so, you can use the local rule taking a 2-stroke penalty.
- **Is your ball in a red Penalty Area?** If so, you may drop your ball within two club lengths, no closer to the hole, from the point where the ball first crossed the penalty area as one of your options. To use this rule, you must know or be virtually certain (95% sure) that your ball is in the Penalty Area. **Please read our definition of Penalty Areas on the page above!** This eliminates a lot of confusion.
- **Is your ball lost outside of a Penalty Area?** If so, you can use the local rule taking a 1-stroke penalty, dropping the ball in a spot in the rough in agreement with your playing partner. A good example is a ball in the rough that you simply cannot find.

Player's Responsibility

Cancellations

Revised December 15, 2025

Each league member is automatically scheduled to play in each of the fourteen events. If you cannot play in a scheduled event, you are required to notify the league as far in advance as possible. For an event scheduled for a Monday, the notification deadline for that event is 6 p.m. the Saturday prior to the event. Notification shall be made by emailing noplay@csglkc.org. Each no play request will be followed up with a confirmation email. A player who has declared himself a no play may cancel that status and play the designated round if he notifies the Tournament Director prior to 6 pm of the Saturday prior to the event,

After a player's first late notification, he will be warned. For the second late notification, the player will be fined \$10.00; for the third late notification, the player will be fined \$20.00; and if there is a 4th late notification, the player's league membership will be terminated. There will be no refund of league fees. The player must pay all fines prior to being allowed to play in any future league event. If a player shows up at the course but decides not to play, that will be treated as a late notification. A player may appeal his late no play designation to the President of the league, within 7 days of his receipt of the no play designation.

No Shows

A "No Show" is a player who does not play in a given event and did not cancel his commitment as required above under Cancellations. Players that notify the league as a No Play one hour or less than the scheduled tee off time for an event will be considered as "No Show". After each event, the Treasurer will email (or call if necessary) any member identified as a No Show informing him of the appropriate situation (fine or possible disciplinary action). The player will be fined \$10 for the first violation of this policy, \$20 for the second violation, and have his league membership terminated for a third violation. There will be no refund of league fees. The member must pay all fines prior to being allowed to play in any future league event. A person receiving such notification shall have an opportunity to appeal his "No Show" designation in writing (email or if no email access, a letter) to the Board of Directors (via the Treasurer) within seven days of initial contact.

Note: the potential of inclement weather is not a valid reason to miss an event; all players are scheduled/expected to participate in every event unless they cancel ahead of time by 6 pm of the Saturday prior to the event.

Liability

By joining the Classic Senior Golf League and submitting an application with a signed "CSGL Liability Waiver," each member agrees to assume sole liability and responsibility for all real and personal property damage or injuries he causes at any course during the day of a CSGL event.

Check In

Each player must report to the check-in table at least 30 minutes prior to tee time. The skins pot will close 15 minutes prior to tee time.

Green Fees

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Green fees must be paid to course officials prior to the round. If you fail to pay your green fees before leaving the course and the league pays your green fees for you, you will be assessed a fine of \$10. If the league pays for your fees, you will not be eligible to participate in a future tournament until the green fee and fine are paid to the Board Secretary/Treasurer.

Note: one or more courses may levy a fine on a player who does not pay his green fees before teeing off. On rare occasions when requested by a course, the Board may collect green fees by check or cash at the check-in table. You will be notified in advance if this becomes necessary.

Disputes

Disputes relative to the interpretation of the rules should be identified at the time of occurrence and directed to the President for a final ruling at the end of the round. In the absence of the President, disputes should be directed to an officer of the league.

If a player is doubtful of the correct procedure, he may complete the hole with two balls. He must decide to play two balls after the uncertain situation arises and before making a stroke. He should announce that he intends to play two balls, which ball he wishes to count, and must report the facts of the situation to the President, or in his absence, an officer of the league, immediately after the round has ended.

Weather Policy

If on the morning of a scheduled event you awake to bad weather and have a question as to whether the event is going to be played, please call the COURSE PRO SHOP, or watch for an email from the league President between 6 and 6:15 a.m. Unless you are told the event will be canceled, you should show up at the course.

Prior to the beginning of the event, the decision to begin a round threatened by inclement weather rests with the President in conjunction with other officers of the Board and course management. Regardless of course policy, play will be suspended if lightning is visible on the course. The President also is responsible for suspending play during the round should weather become an issue. Play may be resumed at the discretion of the President. If inclement weather is the issue, the President will wait a maximum of one hour to decide how to proceed.

Cell Phones

While we encourage players to use their cell phones for score keeping, to show consideration for other players, we strongly encourage you to limit the use of cell phones during the round to score keeping and emergency situations. If you have your cell phone on the course, please ensure the ringer tone is silent.

Dress Code

Many of the courses we play have dress codes prohibiting denim jeans/shorts and require collared shirts. Please ensure you comply with these guidelines.

Awards

Payouts for the first half point winners are awarded at mid-year. Second half point winner payouts will be awarded at the year-end function in September. All other prizes (low gross, low net, closest to the pin, and skins) will be presented at the next event after they are won. (Note: The amounts of monetary awards are dependent on the league attaining sufficient revenue through membership dues.)

The Board Secretary/Treasurer will be available at the check-in table to distribute the prior event's winnings until 30 minutes prior to that day's tee time. Anticipated prize payouts are listed below.

Awards for the Twelve Scoring Events

Event Low Gross Score – The player(s) with the lowest gross score in each division will be awarded a cash prize, or gift card if they so choose. Should there be a tie, we will use a scorecard playoff starting with the #1 handicap hole to break the tie. Whoever loses the tie breaker will then drop into the low net pool. The low gross winner is not eligible to receive a cash award/gift card for a low net score.

Event Low Net Scores - Cash prizes, or gift cards if designated so by members, will be awarded for up to the six lowest net scores in each flight. The actual payout amounts and number of places to be paid will depend upon how many members the league has for the season. The actual payout amounts will be published each year prior to the first event. We will let Golf Genius break low net ties with a scorecard playoff.

Closest to the Flagstick - Awards will be given on all par three holes. Awards will be either cash or gift cards from other sources.

Skins - Participation is totally voluntary. Participating players place \$10 into a pool for their division. Players who win a skin divide the money in the pool for their division. A player wins a skin if he has the low gross score on a hole. In case of a tie, no skin is awarded for that hole. Skin payouts are rounded down to the nearest dollar.

Yearly Awards

Match Play - Cash will be awarded to those players who accumulate the most match play points in events played each session. Up to the best 5 of 6-point totals in each session will be counted, unless an event is canceled and not rescheduled pursuant to the weather policy. Should this occur, the best 5 of 5-point totals will count. These prizes are awarded in each division. Match play point ties will split the monies involved in the tie position. For example, if two players tie for first and second, they would divide the combined payouts for first and second.

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The actual payout amounts and the number of places paid will depend upon how many members the league has for each season. The actual payout amounts will be published each year prior to the first event.

At the end of the season, the three players in each division who have accumulated the most points throughout the season will also receive a cash/gift card prize.

Championship Awards – A cash prize or gift card or certificate will be presented to the player with the lowest gross average for the season as well as to the player with the lowest net average for the season for each division. Consistent with weekly prizes, the low gross winner is not eligible to receive a cash award/gift card for both a low gross score and a low net score. Should two or more players tie for an award, each will receive a cash prize or gift card or certificate. Each individual's best 10 scores will be used to determine the average. Players with fewer than 10 scores are not eligible. Should one or more of our events be cancelled, the President, in consultation with the other board officers, may revise the number of scores needed to qualify for the awards.

Additional Prizes - \$100 for a hole-in-one or double eagle. Players making an ace or double eagle also are eligible to receive a skin if they entered the optional skins pool.

Waiver of Cash Award

The membership application includes a “waiver” for members who choose to receive a gift certificate in lieu of a cash award. Gift certificates will be provided at the last event of the season. If a member chooses this option, he must complete and submit the CSGI Award Waiver portion of each year's Application for Membership.

Pace of Play

The USGA Rules of Golf promote a prompt pace of play. As a courtesy to fellow players who enjoy playing at a steady pace, the league strives for all players to finish their round in **four-and one-half hours** from the time you tee off until the time you hole out on the final hole. To facilitate prompt play, monitor your group's position on the course and **DO NOT LOSE CONTACT WITH THE GROUP AHEAD!!** Do not be the person who causes your group to fall behind.

On the Tee

Do **NOT** play “honors.” Whoever is ready should play first regardless of who had the low score on the previous hole.

Everyone in the group should watch for errant shots so the ball can be found quickly. If your ball might be lost or out of bounds (white stakes), play a provisional ball if you prefer, but recall

the new local rule that provides an alternative. Once you play a provisional ball, the alternative local rule is no longer an option unless your provisional is lost or out of bounds.

In the General Area

- Take a maximum of three minutes to search for a lost ball. After three minutes, the ball is lost and may not be played. Penalties shall be assessed in accordance with previously cited situations involving balls hit out-of-bounds or lost balls. **The three-minute rule is arguably the most violated rule in our league.**
- When using motorized carts, drop one player off and proceed to the next ball.
- Park the cart past the green toward the next hole.
- When cart path only conditions exist, take several clubs with you to play your shot.

On the Green

Look over your putt while others are putting. Be ready to putt when it is your turn. Continue putting whenever possible.

HEALTH ISSUES AND REFUND POLICY

Health Issues

When a player cites a health/medical issue and must quit playing, the Board will consider his request for a refund/credit. The Board will presume the player is acting with the integrity and honesty as expected in the rules of golf.

A player's request must be in writing and preferably via an email to a Board member. Any Board member in receipt of such a request will forward it to the President of the league for consideration and action/final decision.

Providing Refunds. The President will approve refunds/credits for the following:

For the player who requests a refund prior to the beginning of the season (whether health related or not), his membership fee will be refunded in full.

The player who, citing a health issue, requests a leave of absence for the first half of the season only, prior to the first event, shall receive a league credit for 50% of the annual fees he has paid. In this event, the player will be eligible to play in the first event of the 2nd half of the season. The player has the option of paying the yearly fee amount and sending a "No Play" message to the league for the events he will miss in the 1st half, with no credit.

Prior to the second event of the season, if a player requests a refund for the remainder of the season (citing a health issue), his refund/credit will be based on a pro rata portion of the fees for the first event of the season.

Prior to the first event of the second half of the season, if a player cannot play the remainder of the season, citing health issues, he will be provided a credit towards the following season's league fees equal to 50% of the fees he has paid.

Credits Toward the Following Yearly Season

Credits that are approved will be applied to league fees for the following year season. Requests for a refund exception will be considered only if the player is departing the area or definitely not joining the league the following year.

The league Secretary/Treasurer will ensure the amount carried forward to the following year as credit is understood by the player and is appropriately recorded. The Secretary/Treasurer shall provide notice to the players who have credit once the following year's application is available to be submitted to the league.