

PINSEEKERS 2024 SEASON

PinSeekers Golf Club

Welcome to the 56th season of the PinSeekers Golf Club. The Club was founded to stimulate interest in golf by bringing together a group of golfers with diverse playing abilities interested in participating in a competitive golf organization from the greater Chicago / northern Indiana area.

The 2024 season kicks off with a member meeting on April 14th and concludes on September 29th. Members must pay their dues no later than April 21st.

There are numerous benefits to a PinSeekers membership:

- Access to a valuable Sunday morning tee time from April through September at Deer Creek.
- Play when you can, as much as you can.
- Weekly structured competitions to test / improve your game while battling for player of the year award.
- Participation in weekly incentives.
- Four events with food and drinks provided by the Club.

Member responsibilities

- Pay your annual dues by April 21st - \$100 non-refundable.
- Inform Club Officers when you are playing.
- Read / know / follow the rules - when in doubt, play two balls and ask for an official ruling after the round.
- Participate in the weekly event (\$7 every week except for 3 single day tournaments where the event is increased to \$12).
- Keep pace of play – falling 1.5 holes behind the group in front of you will result in forfeiting player of the year points.
- No club throws – anyone throwing a club will be fined \$10, payable immediately after your round.
- Anyone who believes a golfer in your group has done something to merit a penalty, you must inform that golfer of the possible infraction immediately.
- Any GPS device is allowed during play but music is not allowed except when using earbuds.

Playing Conditions

Playing conditions options will be posted on the first tee:

- Play the ball down OR
- Lift, clean and place everywhere except penalty areas

The Board of Directors will cancel golf if; we cannot start by 10:30 AM or when in a delay we are unable to return to the course within 2 hours of the stoppage. When bad weather occurs during play, the Board of Directors will signal a stoppage with an air horn.

Anyone refusing to tee off or leaving the course during bad weather and returning when the weather gets better while everyone else is playing will result in an automatic withdrawal from the competition, incentives and score posting.

Cancellations of events will result in the event taking place the following week along with the scheduled event.

UPDATED - Tee Boxes

Members will play tee boxes based on their weekly handicap index. There may be instances where you play a tee box one week, then a different tee box the following week as your index changes.

Blue Tees

- Handicap index up to and including 12.0

White Tees

- Handicap index 12.1 and higher OR
- Age 70 or older

Gold Tees

- Beginning the season with the following statistics; over 80 years of age and handicap index over 18.0

Tee Box Exception

Members may play back one tee box from their assigned tee box when declared at the beginning of the year. Example, member assigned white based on age but prefers to play blue. The member must play the declared back tee box the entire season.

Handicap Calculations

The PinSeekers mirror the USGA formula of calculating differentials and handicaps based on the tees you are playing. Since our season is 24 weeks, the PinSeekers will use the best 5 of your last 9 rounds to calculate your handicap index.

NEW - Divisions

Members will be divided into 3 Divisions with a mix of low and high handicaps. Competitions occur within your Division.

Division 1		Division 2		Division 3	
<u>Golfer</u>	<u>Handicap</u>	<u>Golfer</u>	<u>Handicap</u>	<u>Golfer</u>	<u>Handicap</u>
Hudson	3	Holstrom	6	Carbone	6
↓		↓		↓	
Jibber	24	Nielsen	24	Robison	21

UPDATED - Match Play

Match Play is a scheduled hole-by-hole competition where two golfers from the same Division compete against each other but play in their preferred foursome. This event consists of 14 rounds of golf with the last round consisting of a position round where the #1 golfer plays the #2 golfer, #3 plays #4 and so on.

COMPETITIONS

At the conclusion of 14 rounds, the top 3 golfers in each Division along with one non-Divisional winner (wild card) with the next highest total number of Match Play points compete for the Match Play Championship. In round 1, the player with the highest total number of match play points plays against the wild card. The other two players compete against each other. Example below:

Division 1		Division 2		Division 3	
Golfer	Points	Golfer	Handicap	Golfer	Handicap
Jibber	500	Nielsen	550	Robinson	600
Hudson	499	Holstrom	540	Carbone	541

Based on the results, the following matches will occur in round 1:

- Match #1 - Robison vs Carbone
- Match #2 - Jibber vs Nielsen

The winner of Match #1 plays the winner of Match #2 for the championship. The golfers making the Match Play Championships will receive 50 player of the year points. The champion will receive an additional 100 player of the year points and \$100.

Match Play is based on difference of handicap, where competitors subtract their handicaps and the member with the higher handicap will receive strokes. For example,

- Golfer #1 – handicap is 12
- Golfer #2 – handicap is 22
- Subtract Golfer #1 handicap from Golfer #2 (22 -12 = 10)
- Golfer #2 receives a stroke on handicap holes 1 through 10

Points system:

- 4 points for winning the hole (*ties = 2 points per golfer*)
- 8 points for winning the match (*ties = 4 points per golfer*)

Tournaments

Tournaments are special events where golfers compete within their Division. Each Division winner will receive 1/3 of the prize money collected and player of the year points. The remaining golfers will receive points as outlined in the various tables with ties sharing points (except first place). For example, a tie for second place between 2 golfers will result in each golfer receiving 85 points.

Point System - Tournaments #1, 3, 5			
Finish	Points	Finish	Points
1	140	6	50
2	90	7	40
3	80	8	30
4	70	9	20
5	60	10+	10

Point System - Tournament # 2	
Finish	Points per Golfer
1	110
2	70
3	50
4	30
5+	10

Point System – Tournament # 4	
Eliminated in Round	Points
1	10
2	40
3	70
Runner Up	90
Winner	140

NEW - Tournament #1 - Four Round

Multi-week Division tournament consisting of your best 4 net scores throughout a 7-week period (May 19th through July 7th). The more you play, the more chances of posting 4 great scores. No pre-golf scores.

Tournament #2 - Partner

The partner tournament is a team event where two golfers from the same Division are paired together to form a team. Teammates play together with their own golf ball throughout the round and the lowest better ball net score counts as the team's score. The team with the lowest score in their Division wins the tournament and prize money collected.

The Club executes a blind draw to pick teams, but teams may be realigned based on those present for the event. If there are an odd number of golfers in a Division, the golfer without a partner will draw a golfer to create a team score. The drawn golfer will receive winnings from either his assigned or blind draw partner.

Tournament #3 - Low Net

One day tournament where the lowest net score within the Division wins the tourney.

Tournament #4 - King of the Hill

Multi-week head-to-head elimination Division tournament. This is pure match play, using difference of handicap, where you must win more holes than your opponent to win the match.

Tournament #5 - Weekend Outing (Kendallville, IN)

Three-day net score tournament across the entire Club. Since this is a Club event, everyone playing in the weekend outing will automatically receive 50 player of the year participation points along with points earned from the tournament. Additionally, the Club will payout the first 3 finishing places in the tournament.

Members may bring a guest but must have a USGA handicap or the member must provide an overview of their playing capabilities to determine a fair handicap for incentives. Guests are not allowed to participate in the tournament.

COMPETITIONS AND INCENTIVES

Competition Tie Breakers

In the case of a tie for **first place** in any tournament, match play Division championships or playoffs, the winner will be determined by the best net score from the last 3 holes (16, 17 and 18). If still tied, go back one hole at a time until a winner is declared.

Posting a Score When Absent

Golfers can post a single future score, **four** times a year, when not able to play (*except Major 1, Weekend Outing and playoffs*).

- **Planned Absence** – on the sign in sheet, indicate the week you are posting that day's score prior to teeing off. Golfers may cancel a Planned Absence by showing up on that day. Scores can be posted no more than 3 weeks before the posting date.
- **Unplanned Absence** – the golfer will use their worst score from the last 3 weeks when unable to play and the member texted the Club they would be absent.
- *Those posting a score for the tournaments are only competing for Player of the Year points and are not eligible for the prize money.*

Substitute Golfer

The PinSeekers use a substitute golfer when a member does not play and has not posted a score. In this scenario, golfers will play against the average Division net score for that day.

Golfers not completing 18 holes will forfeit the match and will receive the max score for holes not played. Their scores are not official and will not be recorded for handicap purposes.

UPDATED - Playoffs

At the end of the season, all golfers will participate in the playoffs. After the first week of the playoffs, the top 24 golfers with the highest total player of the year points will advance to week two. Thereafter, 8 members with the lowest Player of the Year total will be eliminated each week.

Round 1		Round 2		Round 3		Round 4	
Finish	Points	Finish	Points	Finish	Points	Finish	Points
1	280	1	280	1	280	1	280
2	180	2	180	2	180	2	180
3	160	3	160	3	160	3	160
4	140	4	140	4	140	4	140
5	120	5	120	5	120		
6	100	6	100	6	100		
7	80	7	80	7	80		
8	60	8	60	8	60		
9	40	9	40				
10	20	10	20				
11-24	10	11-16	10				

UPDATED - Club Incentives

Weekly Event \$7 (\$12 during tournaments 2, 3, 5) MANDATORY

- When is tournament is not held, the Club will hold a weekly partner event. There will be a blind draw of partners across the entire Club after golf. The team with the lowest net score of the day wins the event. When an odd number of golfers occur, an extra golfer will be drawn who now has 2 chances of winning.

Skins, Pins and Putt \$15

- Gross skins - lowest untied gross score on a hole.
- Net skins - lowest untied net score on a hole.
- Pins - closest tee shot to the hole on a par 3.
- Longest first putt on the 18th hole.

Birdie Hole \$5 – posting a birdie or better on a scheduled hole. Schedules will be adjusted with rainouts.

Eagle Pool \$10 – one-time payment until someone cards an eagle.

Birdie Bingo \$10 – one-time payment. The golfer who birdies the most unique holes at the end of the season wins. The incentive will be allocated across three groups based on playing ability.

Members pay incentives after their round. Incentive winners are paid out once all scores are posted. Members may change their incentive selections (skins/pins/putt, birdie hole or eagle pool) three times a year:

- May 26, July 14, August 18

Any mistakes made by the golfer or foursome's scorekeeper not identified before the payout will be deemed the member's loss. Any mistakes by the Club will be rectified by the Club. Always keep 2 scorecards and compare for discrepancies.

Past members in good standing living out of state (Illinois / Indiana) and visiting the area are welcomed to participate in the skins / pins and putt incentive.

Cancellation Payouts

Incentives paid when 9 holes are completed by all golfers.

Gross Skins - \$3	Net Skins - \$3
Prox - \$2	Weekly Event – not paid

Payouts / recordings for special incentives during a rainout:

- **Eagle Pool** - Eagles will be paid out when they occur.
- **Birdie Hole Pool** - If someone cards a birdie on their birdie hole, they win the birdie pool. However, those present who did not get an opportunity to play their birdie hole will have an opportunity to do so the following week. Those who had an opportunity or did not play are not eligible.
- **Birdie Bingo** - Birdies recorded for holes completed by ALL golfers.

AWARDS AND CALENDAR

2024 Awards

End of the Year Awards	Prize
Player of the Year	\$350
Player of the Year – 2 nd place	\$200
Player of the Year – 3 rd place	\$150
Most Improved from Previous Year - (14 rounds)	\$50
Hole in One	\$150

2024 Calendar

Week	Date	Event
1	April 14	Season Kickoff
2	April 21	Match Play #1
3	April 28	Match Play #2
4	May 5	Match Play #3
5	May 12	Match Play #4
6	May 19	Match Play #5 Tournament #1 – First Posted Score
7	May 26	Match Play #6 Tournament #1 – Score 2
8	June 2	Match Play #7 Tournament #1 – Score 3
9	June 9	Tournament #2 – Partner Tournament
10	June 16	Father's Day Scramble
11	June 23	Match Play #8 Tournament #1 – Score 4
12	June 30	Match Play #9 Tournament #1 – Score 5
13	July 7	Match Play #10 Tournament #1 – Score 6
14	July 14	Match Play #11 Tournament #1 – Final Posted Score 7 (Best 4 of 7)
15	July 21	Tournament #3 – Net Score
16	July 28	Match Play #12 Start Tournament #4 - King of the Hill Week 1
17	Aug 4 *	Match Play #13 Tournament #4 - King of the Hill Week 2
	Aug 7 – 8	Early Golf for Weekend Trip
18	Aug 9-11	Tournament #5 – Weekend Outing
19	Aug 18	Match Play #14 – Match Play Position Round Tournament #4 - King of the Hill Week 3
20	Aug 25	Championship Weekend Match Play Championships End Tournament #4 - King of the Hill Championships
21	Sept 1	Playoffs Round 1
22	Sept 8	Playoffs Round 2
23	Sept 15	Playoffs Round 3
24	Sept 22	Playoffs Round 4
25	Sept 29	Club Scramble and Banquet
26	Oct 4, 5, 6	Ryder Cup – Swan Lake Golf Course

CLUB RULES

- **Max Strokes** – double par is the max number of strokes. Pick up your ball and stop playing the hole once you reached double par.
- **Playing the Ball Down** – No one can touch or roll the ball - balls in a divot must be played as it lies. *1-stroke penalty per touch*
- **Finish all Putts** - The hole is considered complete when the player's ball hits the bottom of the cup or has reached max strokes. Disqualification from **ALL** incentives and loss of hole during match play if the putts are not finished. If accidentally picked up, put the ball back, finish putt and take a *1-stroke penalty*.
- **Power Line** – ball hitting a power line, the player **must** replay shot.
- **Power Line Structure** - The power line structure is an unmovable obstruction and if it hinders your swing or stance you must take nearest relief. If the structure affects your ball flight, you **cannot** move your ball or take relief.
- **Out of Bounds** – defined as the short cut of grass or the stakes define the out of bounds. You cannot move an out of bounds marker.
 1. **Option 1** - re-hit from the same spot where you played that shot *1-stroke penalty* for each ball hit out of bounds.
 2. **Option 2** – where possible, drop 2 club lengths from the out of bounds or high cut of grass *2-stroke penalty*
- **Hitting the Wrong Ball** – replace the misplayed ball and play your ball with a *2-stroke penalty*. If your ball is lost, take a lost ball penalty too.
- **Unplayable Lies** - *1-stroke penalty* and drop the ball 2 club lengths from the unplayable lie or back as far as you want, keeping the place where the ball was unplayable between you and the flagstick on a straight line.
- **Lift, Clean and Place** – when the Club has deemed the conditions unfit for normal play, members may lift, clean and place except in a penalty area.
- **Lost Ball** - The golfer has the following lost ball options: Re-hit from the area where the original ball was originally hit (USGA rule) - *1-stroke penalty* **OR** to speed up pace of play, take a *2-stroke penalty* and hit from where the ball was thought to have landed. Balls lost inside a sand trap with water – no penalty.
- **Staked Penalty Areas**
 1. **Yellow or Red** - Play the ball as near as possible at the spot from which the original ball was hit, *1-stroke penalty*. Tee shots may be re-teed. **OR**
 2. Drop the ball behind the penalty area, keeping the point where the ball crossed the penalty area on a straight line between you and the flag on the green. *1-stroke penalty* **OR**
 3. If possible, you can hit out of the penalty area and you can ground your club in the penalty area.
 4. **Red Stakes** - All the options above plus you have the option to drop the ball 2 club lengths from the red stakes / line defining the penalty area. - *1 stroke penalty*.
- **Non-Staked Penalty Areas Defined** – the PinSeekers deem certain areas as red staked penalty areas where there is high grass to speed up pace of play:
 1. **Front Nine** - #1 left fairway, #2 entire left of the fairway, #7 right of green (same area for holes #8 and #9).
 2. **Back Nine** – the area between the 12th and 14th hole (from the 13th green to the end of the 14th green)
- **Sand traps**
 1. You may rake, clean and place the ball at any time – *no penalty*
 2. If there is standing water, place the ball anywhere in the trap, even if it means closer to the hole – *no penalty*
 3. Take the ball out of the trap and hit outside the trap – *2-stroke penalty*.
 4. You may re-hit from the original spot before the ball entered the trap – *1 stroke penalty*
 5. You may move the ball laterally anytime in the trap (except when there is standing water) – *1 stroke penalty*
- 6. If when placing the ball (for example on a steep slope), the ball moves to a different position – leave the ball at the new resting spot and hit from there – *no penalty*
- **Striking the Ball Twice** – no penalty, play the ball where it lies.
- **Ball Moving on Green** - If the ball is accidentally moved while on the putting green, place the ball back to its original position without penalty. If the ball moves by itself after you mark it on a green, replace the ball without penalty. If the ball moves on the green before marking the ball, play the ball where it lies.
- **Penalty Area** – you may ground your club in a penalty area – you cannot ground your club in a sand trap.
- **Loose Impediments** – can be removed in a penalty area and sand traps.
- **Green Maintenance** – can repair any damage on a green
- **Flagstick** – you can leave the flagstick in the hole when putting without penalty if you hit the flagstick.
- **Drop** – you must drop the ball from knee height.
- **Ball Landing on the Wrong Green** – find nearest relief OFF the green (no standing on the green) and take nearest relief of 1 club length.
- **Hit by Ball** – if you hit your ball and the ball comes back and hits you accidentally, no penalty.
- **Search Time** – *3 minutes* to search for a ball. Use your phone or watch to start the clock running.
- **Club Length** – longest club except putter
- **Moving a Ball During Search** – put the ball back if moved during the search.
- **Relief** – find the nearest relief, which means the point closest to where you can place the ball once you have your stance but no closer to the hole.
- **14 Clubs** – Max of 14 clubs allowed in the bag. Our penalty for this infraction is *disqualification and forfeiture of incentives*.
- **One Hole, One Ball** - A player must complete a hole with the same ball used at tee-off. A ball may be replaced if cracked, cut or out of round after your fellow playing partners agree.
- **Tee-off outside the markers** (in front, on the side or more than 2 club lengths behind) results in a *2-stroke penalty* and then hitting another tee shot.
- **Tee-off from wrong set of tees Club Rule** – if the golfer plays from the incorrect set of tees that are back from where you should be playing, the golfer must correct as soon as possible without penalty. If the golfer plays from a tee box forward from which they should be playing, the golfer will incur a *2 stroke penalty* per hole and elimination from the incentives for holes played from the wrong tees.
- **Embedded Ball** - relief without penalty for any ball that plugs (except in a penalty area) and can lift / clean the ball. Balls embedded in a penalty area may be lifted to identify the ball but must be put back in the original position.
- **Hitting the Ball During a Practice Stroke** - *1-stroke penalty* and place the ball back to its original position (this applies once the ball is in play – not on the tee).
- **Ball on Cart Path** - must find your nearest relief first and take a drop one club length, no closer to the hole.
- **Advice** – since we are playing matches against members outside our foursome, no golfer within a foursome may give advice to another golfer in the group.

COMPETITIONS

- **Standing Behind a Putter** – no golfer may stand behind another golfer while they are putting.