HSV LADY DUFFERS GOLF LEAGUE Golf Rules

effective March 2024

- 1. Read **LEAGUE RULES** carefully.
- 2. <u>Marking the Ball on the Green-</u> Always place marker behind the ball. If your ball is in the putting line of another player, use your putter head to mark to the side and replace your ball at your original lie.
- 3. <u>Bare Rock & Roots</u> If the player elected to take a relief, proceed as follows. Find the closest point of relief at least one club length, **no closer to the hole,** and drop (from the knee) the ball without penalty.
- 4. <u>Ball in Water Hazard</u> If the player goes in the water she shall under penalty of one stroke, drop (from the knee) a ball no closer to the hole within two club lengths of where the ball went in the water.
- 5. Out of Bounds This is a modified rule for pace of play. Determine where the ball last crossed the out of bounds line and under the penalty of one stroke, drop (from the knee) a ball no nearer the hole within two club lengths of that spot.
- 6. <u>Mulligan</u> During specified special events, one mulligan may be purchased by the player and used as designated on the day of play from drive through the hole including the tee box and putting green. If you use your mulligan, the mulligan shot becomes the ball in play.
- 7. Hitting Another Player's Ball on the Green Two penalty strokes are incurred if a player already on the green putts her ball and hits another player's ball that is at rest. To avoid the penalty, the player putting the ball should ask the other player to mark her ball. There is no penalty incurred if a player hitting from off the green hits a player's ball on the green, the player whose ball was hit must replace her ball to original position.
- 8. <u>Playing Another Player's Ball</u> If a player plays another person's ball it is a one-stroke penalty. The player whose ball was hit MUST replace her ball on its original position.
- 9. **Bunkers** Each stroke must be counted until the ball is out of the bunker. Before making a stroke at a ball, which lies in a bunker, the player's club shall not touch the sand. Players cannot test the condition of the sand. Rake sand and place rake in bunker before leaving.
- 10. <u>Lift, Clean & Place</u> In adverse conditions, such as mud and extreme wetness, before hitting another shot, a player may lift her ball, clean it off and place it within a club length of the original lie, NO CLOSER TO THE HOLE. This also aids in protection of the course.
- 11. <u>Tee Box Play</u> When a stroke is made at the ball, the ball will be played where it landed no matter what the distance may be, but cannot be teed up again. If you whiff your tee shot and ball remains on the tee, player may leave ball teed up and take second shot.

- 12. <u>Cell Phone</u> for safety reasons players should carry a cell phone when possible. Please be courteous to other players.
- 13. Flagstick In or out will be up to the discretion of each player.
- 14. <u>Scoring</u> It is the player's responsibility to be honest in her scorekeeping and accurate in counting strokes, including whiffs and penalty strokes. Remember that **each whiff is one stroke**. At the next tee, give the captain your total score first, including whiffs, penalties, fairway strokes and putts, which include gimmies and then give her the number of putts separately.

EXAMPLE: Six with two putts means the player hit, whiffed or has penalty strokes four times before getting to the green and then putted twice on the green for a total score of six.

On the **FAIRWAY count a MAXIMUM** number of strokes (including whiffs and penalty strokes) on the following:

- Par 3s 6 Strokes
- Par 4s 8 Strokes
- Par 5s 10 Strokes

If you reach the maximum number of strokes on the fairway, pick up the ball, walk to the green and place the ball on the edge of the green closest to current flight path, **but no closer** than one flag stick length from the hole. Putt from there with a maximum of three strokes. If the ball is not in the hole, pick it up and count four putts (4 putts maximum for each hole).

Maximum total strokes to be counted on a hole are as follows:

- Par 3s 10 Strokes
- Par 4s 12 Strokes
- Par 5s 14 Strokes

HSV LADY DUFFERS GOLF LEAGUE

Information & Guidelines

effective March 2024

- 1. <u>Purpose</u> To follow the rules and etiquette of golf for more enjoyable play. WE DO NOT USE SPOUSE RULES, OTHER LEAGUE RULES AND DO NOT FOLLOW ALL USGA RULES WE FOLLOW HSV LADY DUFFER RULES!
- 2. <u>Dues & Green Fees</u> Annual dues may vary from year to year as costs change. Dues are <u>non-refundable</u>. The POA sets all fees and charges.
- 3. <u>Penalties</u> The POA allocates tee times to the Lady Duffers. This allocation is subject to reduction if not used. Signing up to play and not showing up may cause the loss of tee times for the League.
- 4. **Prizes** Prizes are awarded as follows:
 - **a.** Weekly weekly prizes are paid out as follows:
 - Individual: 1st, 2nd and 3rd place for each flight
 - Team: 1st, 2nd and 3rd place

There shall be no more than three prize places for each flight. Weekly prizes are determined based on scores, then posted on the website and distributed at the Fall Luncheon.

- **b.** Year End Awards year end awards are as follows and presented at the Fall Luncheon
 - 1. Lady Duffer of the Year
 - 2. Duffer Eagle Award
 - 3. Most Improved Award

YEAR END AWARDS CRITERIA

- Members are eligible for one Year End Award per year.
- Members may receive the Lady Duffer of the Year Award or the Most Improved Duffer of the Year Award once in a lifetime. Should they qualify a second time for either of these awards they will automatically be placed in the Lady Duffer Hall of Fame. (No award will be given.)
- A member must participate in at least **51%** of league play for the current year to be eligible for **any** year end award.

YEAR END AWARDS

1. Lady Duffer of the Year:

Based on a combination of:

- Number of Wins during League Play
 - o 1ST Place- 4 points
 - o 2nd Place 3 points
 - 3rd Place 2 points
- Number of Birdies 5 points & pin
- Number of Chip-ins 5 points & pin
- Number of Eagles 7 points & pin
- Number of Holes-in-One 10 points & pin
- And points earned through the season for service as follows:
 - 5 Points Each = serving on the HSV Lady Duffer Board, including any Ad Hoc Committee Chair/Co-Chair positions. (Includes Chair and Co-Chair for: Nominations, Membership, Buddy, Publicity/Historian, Starter, Scoring/Handicapping, Pairings, Spring Luncheon, Fall Luncheon, Member/Guest Scramble/Picnic, Junior Golf, Crush Cancer, Website Administrator)
 - 1 Point Each =
 - Serving on a committee including Ad Hoc. One point for each in person meeting up to a total of three points. Plus one point for working the day of the event. Includes Orientation Committee and Founder's Day Committee.
 - One point for each Buddy outing up to a total of 3 points.
 - Serving as a Table/Deck Starter-one point each day of service.
 - Volunteering for Junior Golf-one point for each outing.

2. Duffer Eagle Award: (Reinstated in 2024

Based solely on the most wins for divisions A, B, C & D.

Based on the division you are in at the end of the season.

3. Most Improved Duffer (formerly the John Messer Award):

Based on handicap only.

(Eligibility for this award, requires one to be a member of the HSV Lady Duffers for more than one year and have a handicap from the previous year)

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Information & Guidelines continued

- 5. <u>Handicap</u> Handicaps are updated periodically and posted on the Lady Duffer's website. Only Low Individual Net, Low Individual Gross and Low Individual Putt scores, or whatever games the Board deems necessary, will be used for calculating handicaps.
 - a. **New Members**: For establishing a handicap new members must submit current scorecards for three 9-hole games at Coronado accompanied by a Lady Duffer Buddy. If unable to get three games in prior to league start date, new members may still play with their buddy on game day (or any other convenient time) in order to establish their handicap.
 - b. **Returning Members**: Must re-establish their handicap prior to league play IF they have not played for the last 2 seasons.
 - c. Handicap Calculation Formula

Handicaps are calculated on the Low Individual Gross, the Individual Net and Low Individual Putt games. They are computed four-five times a season based on the last three games played at the time of calculation. A Duffer's handicap is NOT calculated until she has played three of the designated games.

- . The formula used is as follows:
 - Add the total scores of the games played
 - Divide the total by the number of games played
 - Subtract 31 (par for 9 holes at Coronado Golf Course)
 - Multiply that by 80%

Example:

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50 + 45 + 55 = 150

150 (total of 3 scores) divided by 3 (# of games played) = 50

50 (average of 3 games) minus 31 (par for 9 holes) = 19

19 \times 80\% = 15.2 handicap

Handicap is rounded to a whole number (15.5 and lower, rounded to 15; 15.6 and up rounded to 16.)
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For scorecard printing purposes only, handicaps are rounded up or down to a whole number. For example, a handicap of 15.49 is rounded down to 15 and a handicap of 15.50 is rounded up to 16.

Golfers in the Lady Duffer league are not placed into flights for the year so active players are not "moving from one flight to another." Each week, the list of players is sorted by handicap from lowest to highest for scoring. This list of sorted players is divided equally into four groups and three winners are determined in each of the four groups (A, B, C, D).

6. <u>League Sign Up</u> – Sign up for play day is made on the Lady Duffer website. Deadline is **Wednesday** @5:00 PM preceding the Wednesday play day. Tee times are assigned randomly with the exception of a request for EARLY/LATE tee time or special circumstances. Pairings will be posted to the Lady Duffer website no later than Friday afternoon prior to play. Call the Pairings Chair if there are questions about signing up for play.

7. <u>Duties of Captains</u>:

- a. <u>ONE member</u> of the foursome serves as captain. The first player on the scorecard is the CAPTAIN. If a captain cancels or is a no show, the Table Starter will assign another Duffer to be Captain.
- b. <u>Scorecards</u> Keep **two** sets of scorecards, one in each cart or two per walking foursome. Sign both cards, have attested and deposit in Lady Duffer box at end of play. **NOTE If the final scores, including putts, do not match:**
 - 1. Team game the foursome will be disqualified from competition for that play day.
 - 2. Individual game scorer and attester will be disqualified from competition for that play day.
- c. All captains MUST read and understand the current play day game description and rules, convey same to teammates and ensure **ALL** duffer rules are followed.

8. Duties of the Player:

- a. <u>Attendance</u> Players who have signed up have the responsibility to play on that play date or to notify the Pairings Chair if unable to play. If an emergency occurs on the morning of league play, call the Pro Shop.
- b. <u>League Sign-Up</u> If a Lady Duffer, who has signed up for play is not on the website roster for that day, she should contact the Pairings Chair.
- c. <u>Play Time</u> Arrive at the golf course **45 minutes** before assigned tee time. With cancellations, the starter may need to send the players out early.
- d. **POA Cards** Each player should have her POA card, or know her POA#, when paying at the Pro Shop desk.
- e. Rain Play is cancelled at the discretion of the Lady Duffer President.
 Come to the course as scheduled, unless you receive an **EMAIL** that play has been cancelled. Play only counts on play day if ALL players have the opportunity to play and finish.
- f. <u>League Service</u> Members are **required** to serve as captain at various times during the season and **shall** accept this duty when requested.
- g. **Proper Ball** Each player should put an identifying mark on her ball. The responsibility for playing the proper ball rests with each player.
- h. Rules All members should have a copy of the Lady Duffer Golf Rules and the Lady Duffer League Information & Guidelines. They are in the Lady Duffer handbook and are on our website.

9. Faster Play/ Ready Golf from the Tee through Green

- **a.** Take **Only 1** practice swing. Make sure no other player is nearby.
- b. Between tee to green, players should be ready to hit their ball, whether they are away or not. This will help maintain pace of play.
- c. When it becomes evident that a lost ball will not be easily found, **No Longer Than 2 Minutes**, the player drops another ball at the approximate point it went out (NO CLOSER TO THE HOLE) plays it and adds a one-stroke penalty to her score for that hole. Players CANNOT play a second tee shot when the first one hits out of bounds, (NO PROVISIONALS).
- d. When carts are restricted to the cart path, players should carry three clubs to the ball in the event a different club is needed one above, one below and the correct one.
- e. Carry extra tees, balls and markers on your person at all times during play.
- f. <u>Gimmie</u> A gimmie is a ball that lies 18" or less from the hole, measured from the putter grip end. Gimmies count as one stroke. If within 18", DO NOT PUTT, pick up and COUNT THAT AS ONE STROKE.
- g. After each hole, return to the cart and return clubs to bag quickly. Move to the next tee box before recording scores.

10. **Courtesy Play**

- a. No talking or moving while others are playing a stroke. Do not stand in the sight line of player taking the stroke.
- b. Remain at a courteous distance from the foursome teeing off ahead of you.
- c. On the green, never step on a player's putting line.
- d. Repair ball marks on the green, yours and one or two more.
- e. On Par 3 holes, tee off only if you know you cannot hit the players on the green.
- f. Keep carts (pull and motorized) at least 10 yards from the greens.
- g. Duffers do not teach golf to others during a round.

HSV Lady Duffers GOLF TERMS

- ♦ Gimmie A gimmie is a ball that lies 18" or less from the hole, measured from the putter grip end. All putts of 18" or less are gimmies and a gimmie counts as one stroke. Gimmies are allowed only on certain play days.
- ♦ **Hole High** A ball that is even with the hole but off to one side.
- ♦ Line Up To study the green in order to determine how the putt should be played.
- ♦ **Mulligan** A second shot that is allowed to be taken in friendly play when the player has "muffed" the first one. Mulligans are allowed only on certain play days.
- ♦ Out of Bounds The area outside of the course in which play is prohibited.
- ♦ Putt Out To hole the ball with a putt.
- ♦ Reading the Green Determining the path, which the ball will take on its way to the hole by analyzing the contour and texture of the green.
- ♦ Whiff To swing and miss the ball completely. Whiffs are counted as a stroke.