

Rules and Regulations

Dues

One dollar (\$1.00) each week to cover web hosting and other expenses (subject to change if additional events such as tournaments or other services are provided).

Weekly Expenses

Each member is responsible for greens fees (whatever has been negotiated for that course). Additionally, you must pay \$10.00 for the **SKINS pot** and \$9.00 for the **RABBIT pot**. So with the \$1 dues, please come to the course prepared to pay \$20.00 in change (**nothing larger than a \$10 bill**). The money should be given to your group's scorer prior to completing the round so that he can turn in the money and the scorecard as soon as you finish.

Tee Times and Late Arrivals

Where possible, we schedule play beginning at 8:00 – spring and summer, and 9:00 – fall and winter.

Due to the ever-increasing size of the group, we will attempt to only schedule courses that allow either shotgun starts or split tees. As a result, the following changes will be implemented for future outings:

- 1) **Less variety in courses available for scheduling.**
- 2) **Less tolerance for players that arrive late.**

Players should arrive (and be ready to play) at least 15 minutes prior to the starting tee time. Once we assign groups, anyone not on site or who has not informed the starter that they may be slightly late must find a group and a starting hole on their own (this may be difficult if we're playing a course that does not allow fivesomes). Additionally, should a player arrive so late that he misses one or several holes; **he will be given the maximum score on those holes whether or not he subsequently plays them.**

Handicaps

Handicaps are updated weekly using the Callaway handicapping method. The Tournament Management System averages the handicaps from the 10 best scores of your last 20 rounds. The system also calculates a handicap for new players at the end of their first round (allowing them to compete in our skins and rabbit pots). The Maximum handicap is 25. New players, those with less than 10 scores, can have a maximum handicap of 16.

Scoring (Triple Bogey Maximum)

Net scores based on handicaps are used to determine the winners of skins and rabbits. For example, if a member has an 18 handicap, he gets a stroke on every hole. A 10 handicap gets a stroke on the 10 most difficult holes. A 27 handicap gets one stroke on all 18 holes plus an additional stroke on the 9 most difficult holes (27 minus 18 equals 9). ***How to determine where you get strokes:*** every course grades the difficulty of each hole and assigns the holes a numeric value from 1 to 18. The lower the number, the more difficult the hole. Generally, the front nine is assigned odd numbers from 1 to 17 and the back 2 to 18. These numbers may be found somewhere underneath the hole number.

Let's say you have an 11 handicap, you will get **six** strokes on the front where the hole handicap numbers are 1, 3, 5, 7, 9, 11 and **five** on the back with numbers 2, 4, 6, 8, 10. **Another method for the arithmetically challenged:** if the hole handicap is less than or equal to your handicap, you get a stroke.

Ready-Golf, Ball Searches, Slow Play

In an effort to speed up play we take some liberties with the rules of golf (see below), have a maximum score of triple bogey on each hole, encourage ready-golf and limit ball searches to less than 5 minutes. Please do whatever is necessary (up to and including skipping a hole) to keep up with the group ahead and complete your round in four and a half hours or less. For insight on how to speed up play or ready golf, please see our resident marshal – preferably before he has to see you.

Bumps/Moving/Rolling the Ball

We allow a **scorecard bump** (i.e. the width of the scorecard) anywhere on the course with the exception of: **Out of Bounds, Hazards and on the Green**. The ball must remain in similar condition – i.e. in the rough, behind a tree, side-hill, downhill etc.

Hazards and Drops

Red Stakes: Lateral hazard - Take a one-stroke penalty drop either: 1) from the spot you hit your last shot, 2) within two-club lengths of where the ball last crossed the hazard boundary line, or 3) any distance behind the point at which it last crossed the boundary (keeping that point between you and the hole) as far back as you desire (don't forget to add the **ONE** stroke penalty). **Special Note:** many of the courses we play that have heavily wooded areas usually designate them as lateral hazards.

Yellow Stakes: Same as above, except the hazard must remain between you and the green (even if you cleared it and kicked back in).

Drops:

- **Free Drops:** Within **ONE** club length of the nearest point of relief if **no penalty** is assessed (e.g. Cart paths, ground under repair, casual water, drainage, etc.).

- Penalty Drops: Within **TWO** club lengths of the nearest point of relief if there **is a penalty** (e.g. unplayable, etc.). (See above for drop options for hazards)

Out of Bounds and Lost Balls

If you believe your ball may be lost or OB, hit a provisional from the point you hit the shot, adding one stroke penalty to put the new ball in play. Otherwise, choose one of two options; 1) take the maximum on the hole (triple bogey); or 2) take a drop near the point you last saw your ball and add a **TWO**-stroke penalty. Do not under any circumstances look for your ball then go back and re-hit. If did you hit a provisional ball, then later find your original ball in bounds, disregard the penalty stroke and second shot.

Gimme Putts

Ball must be completely inside the leather.

Skins

The net score as determined by the players handicap and the hole handicap is used for skins. The amount to be paid for each skin is calculated by multiplying the number of players by 10 then dividing by the number of outstanding skins. Skins are paid for the following:

- **Low Gross**
- **Low Net**
- **Winning the hole**
- **Natural Birdies**
- **Natural Eagles (2 skins)**

Note: Many net birdies and net eagles are made during the round – these earn a skin only if they win the hole.

Rabbit

The net score, as determined by the player's handicap and the hole-handicap, is also used for the rabbit. We play three 6-hole rabbits with carryovers. The rabbit hole is determined randomly by a throw of the dice. They are such that the first, second, and third rabbit holes will be in the following ranges, respectively:

- 1. Holes 1 thru 6**
- 2. Holes 7 thru 12**
- 3. Holes 13 thru 18**

Example: If the dice throw yields a 2, the rabbit holes are #2, #8, and #14. So the first rabbit starts on hole #15 and ends on hole #2 and so on.

In order to win the rabbit a player must have 1 or more legs on the rabbit at the completion of the six holes. All members risk \$3.00 for each of the six holes, \$9.00 in total. If no one wins the first rabbit, that money carries over to the second six holes (the rabbit money doubles), if no winner on the second rabbit, again the money carries over to the third six holes (money triples if no one won first rabbit). Rabbit wins are relatively rare and we do not carryover the rabbit pot from week to week. Therefore, players may get some or all of their \$9 refunded to them.

A player gets a leg on the rabbit by winning a hole (note that only one player may have a leg(s) on the rabbit at one time). To retain that leg he must at least tie all the other players in the field on the subsequent hole. In most cases with a field of 20+ players this is difficult at best to retain a leg for more than 1 or 2 holes. Once a player has a leg, it has to be freed before someone else can get a leg. However, if the leg was obtained on any of the rabbit holes (based on the dice throw), that player wins the rabbit and is paid either 3, 6 or 9 dollars per player, depending on whether there were carryovers. In essence, once a player has a leg he becomes a target for the rest of the field and must beat or tie the field on the remaining holes thru the money-hole to win.

The example below with different 6 hole scenarios illustrates how we play the rabbit, assuming a dice throw resulting in the number six.

Hole

1. Player A wins the hole with a birdie – gets a leg on the rabbit
2. Player B has a 4, Player A makes a 5, loses his leg – rabbit free
3. No one wins the hole, one tie, all tie – rabbit running
4. Player Q wins the hole with a par - gets a leg on the rabbit
5. Players Q and E tie the hole with birdies – neither wins the hole, but since no one beat Q's score he still has 1 leg. Q is now the only player in the field that can win the rabbit because he has one leg with one hole to play.
6. Player Z gets a birdie, Q has a par, loses his leg. Note that although Z won the hole he didn't get a leg on the rabbit and unlike skins didn't win anything (except the gratitude of his fellow players for saving them \$3). Since no one won the rabbit in the first six holes, the money carries over to the next 6 holes ending on #12.

Hole

7. Player T wins the hole with a birdie – gets a leg on the rabbit
8. Player M gets a par, wins the hole, freed leg held by T – rabbit free
9. No one wins the hole – rabbit running
10. No one wins the hole – rabbit running
11. No one wins the hole – rabbit running
12. Player C makes a birdie, gets a leg – wins the second rabbit plus the carryover. Everyone in the group pays him \$6. This is how the majority of our rabbits are won (the rabbit is usually free going into the money-hole and someone gets lucky).

NOTE: With this scenario the last six-hole rabbit that ends on hole #18 is worth \$3 per player.