

1. LEAGUE OVERVIEW

A. TEAMS

- ▮ The league will consist of two person teams. We will have one division consisting of 18 teams

B. FEES

- ▮ **League Fee:** Members = \$70 (per player). Non Members = \$90
- ▮ **Cart Fee:** Optional. Pay member cart fee.
- ▮ **Non Members:** \$35 (Green fees/cart).
- ▮ **Note:** RVCC encourages everyone to pay fees (for the entire season) before or on week 1 of the season.

2. LEAGUE PLAY

A. SCHEDULE

- ▮ **Regular Season:** 17 play dates
- ▮ **Playoffs:** Optional - details will be announced later
- ▮ A copy of league schedule will be provided and posted on the club website and bulletin board

B. TEE TIMES

- ▮ You must make a tee time to play (tee time block 3:00 pm - 6:00 pm or earlier if available and approved)

C. WEATHER/CANCELLATIONS

- ▮ The Pro Shop will declare all league cancellations due to bad weather. A decision will be made no later than 3:00 pm on the play date. Call Pro Shop before traveling to the club if you are concerned. Announcements will also be made using the Remind App.
- ▮ Teams will be **expected** to play unless weather causes the course to close.
- ▮ If a cancellation occurs, that week of play will need to be made up on your own time. You will contact the other team and make the match up.

D. MATCH EXPECTATIONS

- ▮ You are **expected** to play matches on the scheduled played date (*only reschedule if emergency*)
- ▮ Your match must be played within two weeks or a forfeit will be applied.
- ▮ **OPTIONS FOR COMPLETING YOUR MATCH:**
 1. Play on scheduled date as normal or with subs (you can have 1 or 2 subs for a team)
 2. **You minimally need (2) players to have your match.** (see page 2 for how to score matches)
 3. Reschedule match if team agrees to a new date. It is your responsibility to notify the other team if you need to reschedule a match and please let the Pro Shop staff know this as well. If you can not make personal contact, notify the Pro Shop. Do not rely on answering machines. Please talk to someone.

3. COURSE AND PLAYER RULES

A. TEE BOXES

- ▮ The Ladies League will use a "Mixed Tee" format. Players may play from their own respective tees.
- ▮ Players will choose the tee box (Red, Orange) that they believe is a FAIR challenge based on the Tee It Forward philosophy. Any changes to the normal Tee Box you play must be verified with the Pro Shop.

B. HANDICAPS

- ▮ Each player will establish (1) league handicap to be used for all of the leagues they play in.
- ▮ Handicaps will be calculated by using the player's **8 most recent** league scores. This is **not an official USGA handicap**. You would need to purchase a GHIN account at the pro shop and enter all of your own scores following each round of golf. The GHIN system will create an official handicap you can use when entering outside events that require an Official USGA index/handicap.
- ▮ The **average** of your scores will be used to calculate your handicap.
- ▮ Your scores will carry forward from year to year.
- ▮ Please maintain the **Integrity** of your **handicap** by trying to make the best score on every hole.
- ▮ See league bulletin board for more details about Handicaps and how they are calculated.

C. COURSE RULES

- ▀ We will follow USGA rules and play winter rules (move ball (1 grip length) own fairway)
- ▀ Any other rule changes will be posted such as weather issues.

D. PLAYER SCORING

- ▀ **Gimme's** - all putts should be holed out
- ▀ **MAX HOLE SCORE** - In an effort to help keep pace of play, the **MAX** on any hole is a **NET DOUBLE BOGEY (net DB)**. If you do **not** finish a hole, simply pick up and record a "double bogey + your strokes" on the hole. See below for how this works.

MAX ON EACH TYPE OF HOLE

	PAR 3	PAR 4	PAR 5
NO STROKES	5	6	7
1 STROKE	6	7	8
2 STROKES	7	8	9
So...max " <i>net DB</i> " on any hole...			

- ▀ Please notify Pro Shop staff with any scoring issues. Play a 2nd ball if necessary and then get a ruling.

4. MATCH FORMAT AND SCORING SYSTEM

- ▀ You will play together (not head to head) and will count the (2) best "**net**" balls of your group.
- ▀ Example scoring on Hole #1 (par 4)

	Score	Net	
Player 1	4 ¹	3	-1
Player 2	6 ¹	5	+1
Player 3	4 ²	2	-2
Player 4	5	5	0

The (2) best net scores are (-1) and (-2) so you would have (-3) for hole #1. You can record (-3) on your card as this is easier than doing a total of "5" as a score.

Complete all 9 holes this way for a final score that both teams will get for this night of play. This score will be posted on the standings for the night (such as say -8 or + 1)

5. WEEKLY PRIZES

- A. There will be (3) flag prizes each play date. If you are the 1st team playing, check with the pro shop to ensure flag prizes are out on the course. If not, the first team going out will take them out. The last team to play for the night will be responsible to bring them back to the pro shop.
- B. Each flag prize will be a \$10 gift card to be used at the Pro Shop or Bunker

6. LEAGUE WINNERS

- A. The top 6 places will be awarded.

7. LEAGUE DINNER

- A. Dinner will be provided on a date to be determined near the end of season. We will post ahead of time.

RVCC COURSE RULES

Play is governed by USGA rules except for the following local rules:

1. **Winter rules** – Ball lying in fairway of hole being played may be lifted and cleaned without penalty. Ball must be placed within six (6) inches so as to preserve the original lie.
2. Ground Under Repair - take free relief with group agreement even if not properly marked if

White Stakes - Out of bounds. Loss of stroke and distance. (re-hit shot from same location and add 1 stroke penalty)

PENALTY AREAS (RED OR YELLOW):

1. Play ball where it lies without penalty (**CAN GROUND CLUB**).
2. Drop ball **behind** the hazard along a line from the hole and the point where the ball last entered the hazard, **penalty one** stroke. (*not always possible – areas that are marked yellow you can do this*)
3. Play from the original spot where the ball was struck, **penalty one** stroke.
4. Drop within two club lengths where the ball entered the hazard, no nearer the hole, **penalty one** stroke.

Local Rules:

1. Ball coming to rest across the centerline of route 249 is to be brought back across route 249. Drop ball within **two** club lengths where ball **crossed** the road, **penalty one** stroke. (**DO NOT NEED TO FIND BALL**)
2. **Hole #13 Hillside Safety Zone** - Any second shot or greater that enters OR may enter the defined area you may choose to use the drop zone at top left by the green. This is for safety only and will result in a 1 stroke penalty.

Holes With Penalty Areas

Hazards are marked with lines and or stakes. If both are present use painted line. In some cases, use unmowed edge to determine where edge of hazard is.

- #1 Pond on very left of green is red stakes.
- #2 Pond is red stakes.
- #3 Red Stakes behind green.
- #4 Red Stakes on right. red stakes around pond. Red stakes behind the green.
- #5 Red Stakes on right side.
- #6 Red Stakes on right side.
- #7 Red Stakes on right and left.
- #8 Ball in pond behind green, play from drop area. Penalty 1 stroke. Ditch on left is Red Hazard. High grass red stakes.
- #10 Red Stakes on right and left. Ball over green into red area use drop area (right side of green by cart path).
- #11 Red Stakes on right and left side.
- #12 Pond on right is Red Stakes. The dirt road on the right side is white stakes.
- #13 Jemison Creek is red Stakes. Right side is Red Stakes. (**see local rule if safety is a concern on hill**)
- #14 Jemison Creek is red Stakes.
White Stakes to right of hole (on the other side of the creek) near 15 Tee Box is OB.
- #15 Wooded area on right-Red Stakes. Route 249(see local rule above). Drainage ditch on left side is red stakes.
Brick House property line is white stakes.
- #16 Jemison Creek is red Stakes. Property line on the right side is White Stakes.
- #17 Pond is red Stakes. Route 249 (see local rule above).
- #18 Route 249 (see local rule above).