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GOLF –SPRING

ONLINE Registration

YOU WILL NEED A VALID EMAIL ADDRESS

FEES: **$215 Per Team**

INSURANCE: If desired, players are responsible for providing their own insurance.

ROSTERS:

1. List of team members must be emailed to Berenice Mora (bmora@chulavistaca.gov) at least 1 week prior to the first match. Any additions to the roster may take place up until the last match starts on Week 8, when no additional players can be added. Players who participate in post season play-offs must play a minimum of 4 matches.

2. Every player must sign the waiver/roster prior to participating and is available at the course each week. All players must be on the official roster by week #8

TEAMS:

1. Four players constitute a team.

STANDINGS:

1. Standings will be posted online and should be available 5 business days after your game (will vary).
2. Team win-loss records will determine standings.
3. Tied matches will be 1/2 win and 1/2 loss.
4. Ties for first or second place at the end of the season will be broken by results of matches played between involved teams during league play.

TIEBREAKERS:

Tiebreakers in the standings will be decided using these criteria and in this order:

A. Head to head record
B. Most points scored
C. If 3 or more teams are tied with the same record, the tiebreaker criteria to determine the winner will be as follows:

- Most total wins against other tied teams
- Head to head for remaining teams
- Most total points for remaining teams

D. If a match ends in a tie in the postseason, the higher seed gets the win and advances.

C) Leagues with an odd number of teams / games played. Winning percentage will determine which team makes the playoffs.

LINEUPS:

Both teams are responsible for completing the scorecard information and keeping accurate score for both teams.

1. First and last names MUST be used on all scorecards.
2. Staff will not be present for matches, so each team must complete a scorecard for their match.
3. Teams listed second on the schedule are the home team.
4. Pairings (1st & 4th, 2nd & 3rd, etc.) will be determined by players handicap.

MATCH:

USGA rules apply unless otherwise specified with in this packet. Please reference USGA rules if there is a rule discrepancy.

1. If a player does not report in, the forfeit shall result in a 0-8 score in favor of the player forfeited to.
2. If a player is late checking in, they may join their foursome at the next tee, with the any missed hole being a forfeited hole (signified by an X) and the total score going to the opposing player.
3. If a player does not complete 9 holes, their opponent automatically wins each of the remaining holes plus total score.

MATCH PLAY SCORING:

1. Matchups will be determined by low handicap through high handicap (for example, Team A has handicaps 3, 8, 9, 12; Team B has handicaps 6, 8, 10, 12. Matchups would be 3-6, 8-8, 9-10, 12-12)
2. In a team who is playing non-handicapped players versus a team with all players with established handicaps, all handicapped players must be matched up, as described above, prior to matching up the non-handicapped player with an established handicap player.
3. If a team has only 1 non-handicapped player, and the opposing team has only 1 non-handicapped player, the non-handicapped players will be matched against each other.
4. If both teams have equal number of non-handicapped players, but more than one, the non-handicapped players should be matched up according to their estimated handicap prior to the round.
5. If players on the same team have identical handicaps, they can make the decision which opponent they will match up against, assuming Rule #1 is not compromised.
7. PAIRINGS MUST BE DETERMINED AND MARKED ON THE SCORECARD BEFORE TEEING OFF THE FIRST TEE AND CANNOT BE CHANGED.
8. **65+ years of age may tee off from the WHITE tees at Chula. Females may tee off from the FORWARD tees at Chula.**

TEE PLACEMENT:

1. Men will use the tee boxes one from the back (Gold Tees at Eastlake Country Club, Blue Tees at Chula Vista Golf Course, and Blue tees at Bonita Golf Course). Women will use the front tees at all golf courses.
2. Hole #3 at Chula Vista will be played as a Par 3.

HANDICAPS:

1. All players will start without an established handicap.
2. Handicaps will be based on the last 4 rounds, with the lowest and highest score not factored in.

3. For handicapping purposes, scores of forfeited or practically forfeited matches will not be considered. Scores from rounds not completed (8 holes or less) will not be considered towards handicaps either.
4. All scores over triple bogey will be adjusted to triple bogey when computing handicaps.
5. Players will be given a handicap after their first round played.
6. Players who do not have a league assigned handicap will play with a minimum net score of 40, and their first round handicap will be based on their total net score* minus 40.

*To figure net score for handicapping, all scores over triple bogey will be adjusted to triple bogey. Gross score will be count towards point totals and final round total.

7. A player may not receive more than one stroke per hole, or more than nine strokes per match, regardless of the differences in handicaps.
8. USGA and SCGA handicaps are **not** recognized in our league.

SCORECARD:

1. Both teams are responsible for keeping score.
2. It is the responsibility of both teams to verify scores immediately following each match, preferably each hole, and for both teams to have a representative sign each scorecard.
3. Scorecards need to be turned in to the City Staff the same day as play.

WINTER RULES:

1. Lie may be improved from tee to green, excluding hazards (must use club head, no hands, no more than 6", and no closer to the green).
2. All putts must be holed out.

COURTESY RULES:

1. Players, please have consideration for the teams behind you, and be on the tee at your designated starting time.
2. **PLAY READY GOLF!!!!**
3. **PLAY READY GOLF!!!!**

HOW TO PLAY PENALTY SHOTS: **SEE NEXT PAGE**

Penalty Shots: How to play and score them

1. Out of Bounds (white stakes) – we see these a lot at Chula Vista, occasionally at Eastlake, and rarely at Salt Creek, but nonetheless, they are there. Since this is a twilight Golf League with time constraints, we play OB shots a little differently (or least have the option to play them differently) than the USGA rule book states.
    a. If you hit a ball Out of Bounds, you have the option to 1) go back to the spot where your original shot was taken and add a **one-stroke penalty** to your score, or 2) you may drop at the nearest point of relief where your ball went OB for a **two-stroke penalty**.
        i. Example for Option 1: Player A tees off and hits his ball OB. He searches for his ball but realizes it went OB. He drives back to the tee box and hits his **3rd shot** off the tee.
        ii. Example for Option 2: Player B tees off and hits his ball OB. He searches for his ball but realizes it went OB. He drops at the point nearest to where his ball went OB and hits his **4th shot**.
    b. If you think your ball may be OB, please hit a provisional ball in the essence of saving time.

2. Water Hazard (yellow stakes) – if you see water directly in front of you, you will probably see a yellow stake. Here are some options to playing these hazards.
    a. You can always try to play out of a water hazard with no penalty. You cannot ground a club in any hazard (yellow staked, red staked, or sand hazard).
    b. If you wish to drop you may:
        i. Return to the spot where you took the original shot, and add a **one-stroke penalty**, or
        ii. Drop anywhere in line with where your original shot was taken and where your ball entered into the hazard, plus add a **one-stroke penalty**. You must keep the hazard between where you hit your next shot and the hole (you must hit OVER the hazard).

3. Lateral Water Hazard (red stakes) – the most common hazard stakes (think the creek at Chula Vista Muni for most of the front nine).
    a. You can always try to play out of a water hazard with no penalty. You cannot ground a club in any hazard (yellow staked, red staked, or sand hazard).
    b. If you wish to drop you may:
        i. Return to the spot where you took the original shot, and add a **one-stroke penalty**, or
        ii. Drop two-club lengths from where your ball entered the margin of the hazard, no closer to the hole, and add a **one-stroke penalty**.
        iii. Drop on the opposite side of the lateral water hazard, equidistant to the hole (no closer to the hole, equal to how far it would have been if you would have dropped your two-club lengths), and add a **one-stroke penalty.**