

LINCOLN SENIOR MEN'S GOLF LEAGUE RULES
2018

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Section I: MEMBERSHIP

A. Eligibility

Membership is open to men 50 & older. Members do not have to be residents of the city of Lincoln.

B. Membership Categories & Dues

Members may be either 'Regular' members, that is, a 'Regular' member of a two man team; or they may be 'Substitutes.'

Regular Members: Dues \$30 per person. Substitutes dues \$20 per person [No registration deadline]

League membership dues cover general League operating costs, year end divisional prizes, lunch at the Annual Meeting, and Fun Day flag prizes. Dues do not include any greens or cart fees, or entry fees for special events..

Section II: LEAGUE ORGANIZATION/SCHEDULE

Regular League competition is by two man teams. Team competition is conducted on Wednesday mornings from May through August with the number of matches determined by the annual calendar..

Once all team entries for the year have been determined, the teams are assigned to divisions according to the sum of the beginning handicaps of the two players.

Most divisions play 18 hole matches, but there will typically be at least one division which plays 9 hole matches.

The League also maintains and sponsors a large number of 'extra events,' generally called "Fun Days," at many of the municipal, local, and area courses. See the separate section (Section XIV) regarding Fun Days.

III. CHOICE OF TEES

A. General Rule

All players in the Senior League, regardless of which Division they play in, and regardless of age or handicap, play from the WHITE tees on the municipal courses. This insures that handicaps are kept as equitable as possible.

B. Fun Days

Special rules regarding the use of tees will be formulated for all Fun Days and special events. Provisions of the rules will vary according to the course involved and the nature of the event. The effort will always be to allow all members of the League to enjoy the Fun Days while maintaining an even competitive environment.

IV. VARIANCE FROM USGA RULES OF GOLF

League play will be governed by the USGA Rules of Golf as modified by local rules and the following special League rules.

- A. Preferred Lie (When ball is found): All players in ALL divisions will be allowed a preferred lie in all locations during the entire season in League play. (All locations includes all locations in the rough as well as the fairway, and in all hazards, including sand bunkers and all water hazards marked with red or yellow stakes or lines) To use a preferred lie, a player must first locate his ball and then may move his ball without penalty no nearer the hole within one club length from the spot where the ball originally came to rest. The player may lift, clean, and place the ball, or move it around with a club. The player may move the ball without penalty one club length no closer to the hole with the following exceptions: the player may not move the ball without penalty (a) from off the green to on the green; (b) from the rough to the fairway, (c) from a hazard to outside the boundary of the hazard—but see special note regarding sand bunkers below, (d) from the primary cut of rough to the first cut, (e) for a ball submerged in water that cannot be retrieved by hand, or, (f) when ball is on the green. (A ball on the green may be moved up to 6" to avoid an imperfection in the green.) Note: One club length means ONE club length, not two or three. If one club length will allow a player to avoid having a tree or bush interfere with his stance, line of intended flight of the ball, etc., so be it. But if he has located his ball and wishes to move the ball more than one club length to avoid those problems, he must invoke the 'unplayable lie' rule, take a one stroke penalty, and proceed according to the rule. (See Paragraph C)
- B. Sand Bunkers: The Senior League frequently plays on courses early in the morning before sand bunkers can be prepared properly. Consequently, we allow players to use a preferred lie in the bunkers and rake a spot before hitting. Players may use all conditions of the preferred lie, including moving the ball without penalty no nearer the hole within one club length of its original spot as long as the new spot is within the bunker. In addition, if the ball is in water in the trap or on a spot so barren of sand that it is not possible to find a spot within the bunker no closer to the hole that will provide relief from the faulty condition of the bunker (including stance and lie), the player may: (1) place the ball, without penalty, at the nearest point within the bunker which provides relief from the faulty condition, even if that point is closer to the hole than the spot where the ball originally lay; or, (2) place the ball, under the penalty of one stroke, outside the bunker, keeping the point where the ball originally lay directly between the hole and the spot on which the ball is placed, with no limit on how far

behind the bunker the ball may be placed.

The player shall be the sole judge of 'faulty conditions' to warrant application of this procedure.

- C. Unplayable Lie (When ball is found): A player may deem his ball unplayable at any place on the course except when the ball is in a water hazard or out of bounds. The player is the sole judge as to whether his ball is unplayable. After the player locates his ball and desires to move it more than one club length, he may, under a penalty of one stroke, drop a ball behind the point where the ball lay, keeping that point directly between the hole and the spot on which the ball is dropped, with no limit to how far behind that point the ball may be dropped; or drop a ball within two club lengths of the spot where the ball lay, but not nearer the hole, and take a one stroke penalty.
- D. Lost Ball, Ball out of Bounds, Ball in Hazard: When a ball is lost, hit out of bounds, or hit into a water hazard or a lateral water hazard, players should proceed according to the following general principles. This rule has been adopted by the League primarily to enhance pace of play.
(Water hazards are marked with yellow stakes, lateral water hazards are marked with red stakes and out of bounds by white stakes or a fence.)
1. Lost Ball: The drop location of a lost ball, not in a marked hazard, will be determined by the player and coordinated with his opponent. A lost ball event may involve various scenarios, but, in general, follow one of these procedures: (1) If the lost ball has left the fairway, crossed over some light rough and apparently ends up in heavy rough, place a ball where the ball entered the heavy rough on the line of flight, take a one stroke penalty, and play on. Examples of this would be hitting a tee shot on Hole Number 9 at Pioneers way to the right and not being able to see the end of the ball flight, or pulling a ball left on number 10 at the Highlands. Another example might be a pulled shot left on hole number 5 at Pioneers into the trees and at the north end of the pond. In that case, put a ball down within two club lengths of where it entered the trees, etc. on the line of flight, take a one stroke penalty, and play on. (3) For a ball lost in a relatively open area it will be left up to the judgment and integrity of the player to determine a drop location, take a one stroke penalty and play on. Limit any search for a lost ball to 3 minutes.
 2. Hazard or Out of Bounds: Drop or place a ball at a spot, no nearer the hole, normally within two club lengths of the point the ball last crossed the margin of the hazard or the boundary, but choosing a spot which also provides reasonable relief from the a virtually unplayable lie. Take a one stroke penalty and play on.
 3. Drop Area: If a drop area is provided for or marked for any shot on any hole on any course, after hitting only one ball into any hazard involved, you have the option to place a ball in the drop area, take a one stroke penalty, and play on. Consider the front tee areas to be the drop area if a different drop area is not marked. You may not place the second ball on a tee.
 4. USGA Rules: You may always opt to use specific USGA rules applicable in any case, instead of these League options, if you believe it is to your advantage, and if you are certain that your understanding of the USGA rule is accurate. If you choice results in holding up play, you must wave the following group through.
- E. Putts: The flagstick may remain in place for any ball putted on the green. All putts must be holed out, unless conceded by your opponent.

V. HANDICAPS

The League is a handicap league; therefore, all members must have a handicap for use in all League events. The League keeps its own handicaps, using only scores from League play to establish a handicap index for each player. With the use of the League Manager software a differential will be calculated for each appropriate event, which includes consideration of slope and course ratings with Equitable Stroke Control applied. The handicap index will be a calculation involving only the last six scores recorded, with the two highest differentials discarded and an average of the four remaining scores used in the calculation. For each player in each event, a course handicap will be established

Because of the difference in slope and course ratings, "strokes given" on the scorecard may vary from course to course. Special rules regarding the use of handicap index will be specified for Fun Days or special events as in the past. Handicap indexes are limited to a 25 for nine holes and 50 for 18 holes. Nine hole players playing in 18 hole events will have their handicap doubled. The handicap indexes for returning players will be those current at the end of the previous season as adjusted by the handicap index software. The history (last six scores) for returning players will be retained, and handicaps will result from continued use of that history as play progresses.

A. New Member Handicaps

For those members new to the League, their established GHIN handicap, and/or any handicap from another established league will be used to determine initial placement in the league divisional structure. If a handicap does not exist, one will be established by agreement.

The handicap index the player will have on the first day of match play will be determined by an average of the sum of (1) the differential he actually records on that day, and (2) the handicap used for divisional placement.

Consequently, the result of the match (including hole by hole competition) cannot actually be determined until the match has been completed. That calculated index will be used as the handicap for the second match; but the index to be used for the third match will be calculated in the same way, averaging the three numbers involved (the two actual differentials and the initial estimated handicap). The same procedure of averaging differentials will be used through the player's fifth match day, after which the regular handicap program will take over,

B. Scorecard Handicaps

When the scorecards are prepared for regular team members, a 'match handicap;' for each player will be entered on the scorecard. NOTE: that the hole handicaps are set by the League and may be different than the hole handicaps on the Lincoln Muni scorecard. If a team has a Bye because of necessities in making the schedule, NO tee time for the team will be scheduled for that week.

VI. SUBSTITUTES

Membership in the League will include many 'Substitutes.' When regular league members are unable to play, they are responsible for getting substitutes. Try to get a substitute with a handicap reasonably close to that of the absent member. To be fair to all teams in your division, PLEASE make every effort to get a substitute when you will be absent OR arrange to play the match at a mutually agreeable time. [See 'Alternate Date' below.]

A. Finding Substitutes on the Web

The Sub List Manager will maintain a section of the website which will indicate which substitutes will be available for each date of scheduled match play (and, by omission, which substitutes will NOT be available on each date). The information will contain each substitute golfer's ID (member number), current handicap and telephone number.

The process for using the website to locate an available substitute:

1. Go to "lincolnseniorgolf.com"
2. Click on Substitutes
3. The list will be maintained both by **code number**, handicap and last name

The preferred method for obtaining a substitute on the substitute list clearly states the procedure to follow in obtaining a substitute golfer and what information needs to be communicated to the Scorecard Preparer. The information must be sent to the Scorecard Preparer at Scorecard@LincolnSeniorGolf.com so that the scorecard can be adjusted prior to the league match.

The responsibility for securing a substitute will still be that of the member seeking the sub. The Sub List Manager, in an emergency, will attempt to find a sub. However, he can not "assign" a substitute.

The Sub List Manager's primary responsibility is to provide current, accurate and updated information on the website.

B. Members Who Do Not Have Access to the Web

Please check with your partner or member acquaintance who has access to the website and is willing to keep you informed. Also, Board members may be able to provide you with assistance.

C. Two Substitutes Allowed on a Team

The League will allow two substitutes to play at the same time for the same team. We know that it would be possible for teams to abuse this arrangement, particularly at the end of the season in a 'crucial' match; but we believe that possibility is negligible. The purpose of the league is for people to play golf and have fun, and we believe this policy will create that opportunity for more people in the long run.

D. Emergency Substitutes

If all else fails and you cannot obtain one of the League's substitutes on a given day, but you can recruit a person who is not currently a member of the League to play, it may be possible to sign him up for the match. The substitute must be a person eligible to be a member of the League, agree to other conditions (including payment of the \$20 Substitute membership fee as soon after the match as reasonable), and must have an appropriate handicap established. If you want to use this option, call the Sub List Manager for further information.

F. Full Field Eligible Substitute (FFE Sub)

An FFE Sub will be a member who has recorded three scores in league play based on the previous or current season. FFE subs are eligible to participate in all LSMGL events with no restrictions. Those substitutes who **have not** achieved FFE status will be eligible to play in Fun Days only if the field is not filled. **Please Note:** A new substitute in the League will be considered an FFE sub during his initial year of membership.

VII. ALTERNATE DATE FOR MATCH

A team unable to play at the scheduled time for whatever reason may arrange with the opposing team to play on another date or a time of day different from the scheduled tee time. The match must be played at the scheduled course and prior to the original date or no later than the Friday following the original date, and the scorecard must be turned in to the League Manager no later than the Friday following the original date of the match.

Teams are not required to accommodate requests for changes in time or date. The team requesting the change will be responsible for arranging a tee time and date with the course involved.

If you have made up a match in advance, and the matches in your division are canceled because of weather on the day you would regularly have played this match, the results of the match will NOT count in the League standings.

VIII. SCORECARDS

A. PLEASE WRITE ACTUAL SCORES (NOT 'NET' SCORES) FOR EACH HOLE ON THE SCORECARD. THIS IS VERY IMPORTANT. The League Manager must be able to read the numbers accurately. Any notations on the scorecard other than scores should NOT be made on the line containing the scores; put them above, below, on the back, or anywhere else on the card. It is CRITICALLY IMPORTANT that the official scorecards be CLEARLY marked.

B. Special League scorecards will be available on the day of play at the scheduled golf course indicating:

- (1) The date of play, division, teams, and scheduled tee time.
- (2) The names on the card will be paired according to the matches to be played.
Lower handicap player of 1st team vs. Lower handicap player of 2nd team
Higher handicap player of 1st team vs. Higher handicap player of 2nd team
- (3) Strokes: a player will receive as many strokes in the match as his match handicap is higher than that of his opponent. Stroke holes will begin with the #1 handicap hole on the course, then # 2, etc. [For example: Player A has a handicap of 22; his opponent, Player B, has a handicap of 17. Player A will receive strokes on the 5 holes on the course which are the #1 through #5 handicap holes as marked on the scorecard.].
- (4) Strokes holes will be marked on the scorecard. [But please check them out to make sure you agree.]

Note: The hole ratings for handicap purposes on the LSMGL scorecard will differ from the golf course scorecard(s) on some holes. This is due to the variance in the relationship between the white and blue tees on some holes. The golf course handicap ratings are printed for the blue tees, while the LSMGL Matches are from the white tees.

C. Scoring

The League Manager will do the actual scoring of matches based on hole by hole scores, but golfers are encouraged to do their own computations and compare their results against posted results. Any discrepancies should be referred to League Manager without delay.

D. Substitutes on Scorecards

When Substitutes play in matches, the scorecards must include the Substitute's first and last name, MEMBERSHIP NUMBER, and current handicap.

If you know about a substitute in advance (typically by Saturday or Sunday preceding the match) please inform the League Manager by sending an E mail to Scorecard@LincolnSeniorGolf.com so that the needed information can be put on the scorecards.

If you do not know about a substitute that far in advance, or if for any reason the substitute's name is not on the prepared scorecard, the following steps MUST be taken:

- (1) Identify the substitute's name, MEMBERSHIP NUMBER, AND CURRENT HANDICAP. We hope that the substitutes themselves will keep themselves aware of these numbers. Desk personnel at the four municipal courses will be familiar with accessing the League website to obtain this information.
- (2) Compare the substitute's handicap to his teammate's handicap to determine which player is to be matched against the lower handicap player of the other team.

IX. POINTS

A. Full Team, Both Teams:

Six points are awarded for each match:
2 points for each individual match (match play)
2 points for low combined net team score (medal play)

B. Ties

In case of ties, the two points are divided between the teams.

C. Absent Team

Absent teams forfeit all 6 points, but the OPPOSING TEAM MUST PLAY to receive points

D. One Member of One Team Absent

If one member of one team is absent, that team forfeits 2 match points plus the 2 for low net team score

E. One Member of Each Team Absent

If one member of both teams is absent, the remaining players play a match with only FOUR points at stake: TWO points for the match play, and TWO points for the low net medal score. The other two points (for the match that is not played) will not be awarded to either team.

F. Only One Member of One Team Present

If only one member of one team is present for a scheduled match and he submits a scorecard with a score for a completed round, the player earns two points for his match and two points for the team total for a total of four points for the day

G. BYE : If there is an uneven number of teams in a Division, resulting in a BYE being scheduled, the team with the BYE will not play that week.

H. New Team Member

If one team member is 'out for the season' and a new team member is found, teams will continue play in the Division, and points scored for (or against) the original team will count in final standings.

I. Team Dissolved

If a team is dissolved during the season, no points will be awarded to opponents for any matches played or scheduled against the dissolved team, in effect, those matches become bye weeks for all teams in the division.

J. Minimum Holes for Match

Every player must complete a minimum of 13 holes. Anything less will be considered an absent player and scored accordingly. Any hole not played, up to the missing five holes or less, will be given a score based on the player's handicap (*a la* USGA handicap procedures) ; the resulting score will be utilized for updating the calculation of his handicap. If a player misses playing any holes (even one to five), his team automatically forfeits the two points for the combined net team score. In the match involving a player who plays a minimum of 13 holes but does not complete the round of 18, the player automatically loses any holes he does not play; if, however, the match is decided considering only the holes he has played, the results of that match and the two points involved will stand. For 9 hole matches: the minimum number of holes will be 7. Other provisions listed above for 18 hole matches will be adjusted proportionately.

X. RESULTS/TEAM STANDINGS

Team standings (points) will be updated prior to each week's matches.

XI. WEATHER CANCELLATIONS

Cancellations due to weather for League play will be made by the Division Coordinator, not by the Executive Committee of the League or by Golf Course Personnel, unless the golf course has not been declared "open for play" by the Course Superintendent. Because of variances in tee times, or local conditions at different golf courses, or even just the tolerance of players in the division, it is entirely possible that some divisions will have weather cancellations on the same day that other divisions hold and complete competition.

The Division Coordinator should make his decision in as timely a fashion as reasonable and inform the pro desk personnel at the golf course in question.

Individual players should CONTACT THE PRO DESK AT THE GOLF COURSE SCHEDULED FOR PLAY to determine if your Division is playing. Please don't call Board members. They won't know anything, you will just waken their late sleeping wives.

There will be no make ups for weather cancellations in any divisions. If you are rained out, you are simply rained out: it's the 'rub of the green.' However, at the discretion of the Board of Directors, should an entire day's play for all divisions be cancelled for weather or other issues, the entire slate of matches may be rescheduled if the League schedule can reasonable accommodate such an addition.

If a team match is terminated due to bad weather conditions, none of the scores will count unless the teams have completed 13 holes and then the scoring will follow the procedure outlined in Section XI(J).

Cancellations for Fun Days will be announced over the [League Fun Day Hotline, 402-434-7575](tel:402-434-7575), or information posted on the League website.

XII. HOLE IN ONE:

Any League Member (including Substitutes) who scores a hole-in-one during League play, including Fun Day events, will receive a Gift Certificate for \$100. When it occurs, tell the Pro, get verification of your playing group, and see that the information gets to your Division Coordinator and Publicity Coordinator.

XIII. DEFIBRILLATORS

Defibrillating equipment has been made available at each of the municipal golf courses through the contributions and cooperation of various groups, including the Senior Golf League, and personnel at each of the courses have been trained to use the equipment in case of emergency. If there is a potential need for this equipment for anybody in your group, find a cell phone and call both the clubhouse and 911 at once.

XIV. SPECIAL EVENTS (Fun Days)

A. Fun Days

During the course of the season, and continuing through early fall (usually September and October), the League sponsors many special events called 'Fun Days.' Participants must sign up in advance for these events. These events are held at the municipal courses and many other quality courses in the region; they use a wide variety of formats ('scramble,' 'shamble,' 'best ball,' 'trifecta,' —including many variations of most of these formats). For a full calendar and details concerning individual events, see the Fun Day calendar on the web site, lincolnseniorgolf.com.

ALL League members, including Substitutes, are eligible for all extra events, but if the Fun Day event limit has been reached non-FFE subs will be wait-listed. Fun Days for the entire season will be grouped and the Fun Day Coordinators will inform the League members when they can register for the various events in each group. To register for Fun days please refer to the Fun Day Schedule page on the league website.

The Fun Day Coordinator will determine whether each four man team may be formed by the members (U PIK), or whether he will select the team participants (MIXER).

Substitutes will generally be pulled from the waiting list, but, in any case must be approved by the Fun Day Coordinator.

Carts are required at events held at courses other than the municipal courses. You must indicate whether or not you want a cart reserved for events at the municipal courses.

Weather cancellations will be announced on the League Fun Day Hotline, 402-434-7575 or on the website.

B. Guest Policy for Fun Days

League members have been allowed to invite guests (such as visiting relatives, prospects for membership, etc.) to play with them in some League sponsored events under certain conditions. League members have priority if limits have been reached in any event. A person may not play as a guest more than once during the season without paying the \$20 Substitute membership fee.

XV. PACE OF PLAY

Although it sometimes seems to us to be a bad rap, far and away the number one complaint about play in our League, by players in the League, by golf course personnel, and by other golfers who play behind us, is and has always been 'slow play. We will not rehearse here all the suggestions for habits and practices to address the problem. All League members know what they are. But there are some points we would like to emphasize.

- A. Groups must keep up with the group ahead of them. If your group cannot maintain, or does not wish to maintain, this pace without an open hole ahead, and following players are consistently waiting, allow the following group to play through. From time to time, there will be marshals on each course monitoring pace of play. Please cooperate with their instructions.
- B. Park carts (pull carts as well as mechanized carts) while finishing play on a green so that you exit the green immediately to the rear or the side rather than to the front, recording scores on the next tee.
- C. After you hit a shot, if you are riding, move on **BEFORE** you put your golf club 'away' in your bag. **Note: After all, the very first thing we do after arriving at our next shot is to go back to the cart. This one simple move eliminates hundreds of unnecessary steps throughout an eighteen hole round.**
- D. On the green, line your putt up as much as you can, and make decisions about it, as soon as you reach the green.
- E. If your group is obviously falling behind, players in your group who have finished putting on a green could

immediately move to the next tee and tee off.

- F. Remember to give attention to where each player in your group has hit his shot, especially from the tee. Communicate the line and location accordingly, and note landmarks which may assist in locating the ball. Looking for 'lost' balls is our number one cause of 'slow play.' **Limit your search for a lost ball to 3 minutes.**
- G. We urge you to almost completely forget the notion of '**honors**': play 'READY GOLF.' Hit your ball when you are ready, as long as it does not interfere with the play of others, and *BE READY!*

XVI. RULINGS AND DISPUTES

The player in each group who holds the lowest current handicap will be responsible for his group's observance of League rules during play. If an issue arises concerning the application of any of the Rules of Golf (other than these special League rules) and there is doubt about a ruling, the proper procedure is for the player to play a provisional ball and then consult the course Professional or Rules Committee Chairman for a ruling after the round is completed.

If there are any unresolved disputes or questions arising from application of these special League rules, the matter shall be referred to the RULES COMMITTEE: (refer to website). Any complaints regarding team scores or Interpretation of the rules must resolved the Sunday following the match and said scores or interpretations will become official and non-negotiable after Sunday.