

DELVETS POST #2 GOLF LEAGUE RULES

1. League members must have paid DelVets membership dues prior to start of first night of play.
2. League members must pay league fee(\$45.00) by start of first night of play.
3. Player teams consist of two golfers, one "A" and one "B". The "A" player will play the opposing team "A" player and the "B" player will play the opposing team "B" player in match play format. One point for each match.
4. A third point is awarded by using better ball match format of all players. All matches are played with full assigned Handicaps with strokes falling where they are indicated on the score card across the 18 holes of the course.
5. Handicaps are figured on 80% of the difference between the players averaged scores and par for the course. A maximum score of two times par may be recorded on each hole on the scorecard for handicap purposes. Handicaps will be updated every other week. The maximum handicap for any player will be 36.
6. Players must make every effort to begin play between 4:00pm and 5:00pm. Should a player show up late, that teams match is to begin after all other teams have started not to go beyond 5:00pm. Any holes played will be a forfeit by the tardy player(unless a late start time has been agreed to before hand by the teams involved and approved by golf course and golf committee)
7. At least one member of each team must play in order to have an official match.
8. Prior to the start of play, the course professional and the golf committee will decide whether the course is playable. If due to inclement weather, the matches cannot be started by 5:00pm, they will be called of with each team awarded one and half points, unless the committee specifies the matches will be made up at a later date. If half the teams finish a round the match counts. Teams will take one and a half points for the match if they have not finished five holes. Teams that have finished five or more holes will base their match on the number of holes completed
9. Teams that fail to show for play will forfeit and the opposing team will be awarded three points. The team they were scheduled to play must complete their round to receive the points. By agreement of both teams involved and through the approval of course Pro, a match may me scheduled on any day the week prior to its scheduled date. The scorecard is to be turned in prior to the day of regular play.
10. All matches will be played using the winter rules. You may move the ball one club length in all conditions but must remain in the same condition(i.e. in the rough, stay in the rough) The ball may not be moved in a hazard.
11. The rule for out of bounds shots is as follows:
Off the tee its stroke and distance - Hitting 3rd shot of tee. All other shots the player hits the ball from a point just in bounds from where the ball went out of bounds and takes a one stroke penalty. The rule for a lost ball is the same as for out of bounds, A one stroke penalty will be imposed and the opposing team will decide where the lost ball will be hit from(best guess as to where it should have been).
12. One team each week will prepare dinner for the rest of the league(to be served @ 7:00pm). In case of inclement weather the meal will still be served even though matches have been called off.
13. In case of disagreements or questions regarding the rules of play or handicap to be used by substitutes, the golf committee will decide. All decisions of the committee are final. The committee will be Chuck Cordivano, Ed Clarke, and Tim Ward.
14. Tee selections are as follows:

Jonathan Landing	up to 59	Blue tees
	60 to 69	White Tees
	70 +	Red Tees
Wild Quail	up to 59	White Tees
	60 - 69	Gold Tees
	70 +	Red Tees
Maple Dale	up to 59	White Tees
	60 to 69	Gold Tees
	70 +	Red Tees
15. All teams that are scheduled to play un-opposed in a all play week will play against their handicap