

Hakmups Wednesday Night League - Milham Park Golf Club

2011 Season

Rules and Guidelines

- Scores and Strokes

Maximum scores for scorecard and handicap purposes are double par

Par 3 max would be 6

Par 4 max would be 8

Par 5 max would be 10

If you reach double par and have not holed out, please pickup your ball and circle your score or put a P next to the number.

Your opponent will win the point for that hole.

If your opponent also reaches the limit for that hole, the point will be split among the players.

The maximum strokes you will be allowed to get on a Par 4 or a Par 5 hole will be three (3).

On a par 3 hole, the maximum strokes you will be allowed is 1. The remaining strokes are carried forward to the next handicapped hole.

On the Front 9; the max strokes given between any two players will be 23 despite what the handicaps may be.

On the Back 9; the max strokes given between any two players will be 25 despite what the handicaps may be.

The program will assure this is maintained.

If someone gives you a putt or tells you to pick up, you still must count that as a stroke.

- Points per match

Points will be given in the following manner (Revised in 2011):

Individual points

1 point per hole

1 point for the lowest net score for the match between you and your opponent

Team points

1 point to the team with the lowest net total team score per hole.

1 points to the team with the lowest net total team score.

So there are a total of 30 points for the night.

New in 2011: If you are unable to get a sub, your partner will play against both opponents using his/her handicap. A team that does not have both players (or subs) will not receive any team points.

If both of your opponents do not show and subs are not present, you will play unopposed against the course and your handicap.

If your net score is less than or equal to par, you will receive 8 points for the week.

If your net score is greater than par, you will receive 5 points.

- Substitutes

Each player is responsible for finding a substitute if they cannot play. If you know you will have a sub the following week, please let me know as soon as possible. I can add their names to the scorecard and if they have an established handicap everything will be accurate. Anyone can be a substitute. A list of subs will be published.

New in 2011: If you are unable to get a sub, your partner will play against both opponents using his/her handicap. Hopefully this will avoid panic calls on Tuesday afternoon. If you are unable to attend, please let me, the course, your partner or your opponents know so they are not waiting around for you i.e. missing the scheduled tee time. My number is on every email and my email also goes directly to my phone.

- Handicaps

Generally, handicaps are determined by looking at the last five (5) scores discarding the highest. When only one, two, or three scores are present; all the scores will be used to determine the handicap. When four (4) scores are reached the highest score is discarded and the remaining three (3) scores are used.

The remaining three (3) or four (4) scores are totaled and divided by 3 or 4; par is subtracted from those scores. The result is multiplied by 96% and rounded to the nearest whole number for the final handicap. The program also adjusts for the course slope and the course rating.

- Matches

The lowest handicap players from each team will play each other. The same match up with the highest handicap players.

If a sub is used, the sub plays the person the normal player would have played despite the sub's handicap.

When you match up for an event and both you and your partner have the same handicap, you must inform your opponents who the lower handicap player will be.

- Pace of Play

- Plan your shot while walking to your ball or while others are playing.
- Line up your putt when others are putting and be ready to play when it is your turn.
- Be ready to play when it is your turn.
- Walk briskly between shots.
- Walk directly to your golf ball; don't follow others unless assisting in a search.
- If riding, take several clubs with you to your ball so you won't have to walk back to your cart.
- Be efficient with your pre-shot routine.
- Play a provisional ball if you think the original might be lost outside a water hazard or out of bounds.
- Exit putting green promptly after holing out.
- Unless prior arrangements have been made; Men will play the white tees; women will play the red tees.

- General Play

In the case of inclement weather, league competition should begin if the golf course is officially open at the first tee-time. We will not cancel unless canceled by vote at the course after consulting with Milham Park. It may be raining in Parchment but sunny at Milham Park. So in other words... show up no matter what. We do not have any rain dates built in, but since all golf is paid in advance, we should receive rain checks for rain outs.

We will play by winter rules so you may improve your lie if it comes to rest in a divot, ground under repair, tire track, etc.

You may not 'fluff' your ball in the rough. A couple comments were made last year about players doing this. You may identify your ball but not 'elevate' its position to one that is favorable for your next shot.

If you are in the edge of the rough, you can't put the ball in the fairway.

If trees, roots or natural vegetation are in the way, you may drop but you incur a 1-stroke penalty.

Man-made objects (sprinkler control, electrical boxes) or flower beds (are there any at Milham Park?) are not a penalty and are allowed a 1-club length drop not nearer to the hole.

Fences, despite being man-made objects, are an out of bounds marker and would require a drop with a 1-stroke penalty.

Balls hit out of bounds carry a penalty of one stroke. There are two options available in order to speed up play:

a) One stroke penalty with the option of the next stroke being taken two club lengths from the point where the ball went out of bounds or b) the player can elect to hit from the original spot with a one stroke penalty.

If a ball is in a sand trap (hazard), practice strokes may not be taken in the trap (hazard). The club must not touch the sand unless while attempting to hit the ball. Any time the club touches the sand a stroke must be counted.

A lost ball carries a penalty of one stroke (one stroke penalty and the next stroke should be played from a location approximate to where the ball was lost).

Provisional balls may be play under the current USGA rules and upon making the opponents aware of your intentions.

Always remember, if your shot hits the green on the fly, there will be some damage. Find it, repair it, then look for and repair at least one other that someone else missed. If you notice any ball mark on the green that needs fixing, fix it.

Never stick your putter head into the cup to remove your ball from the hole as it could cause damage to the edges of the cup.

Never take your pull-cart across tees or greens, or across the fringe between the green and a greenside bunker. Always move your cart to a spot between the green and next tee box before proceeding to the green to putt.

Always replace fairway divots.

Put your discarded waste paper, drink containers, discarded cigarette butts, etc., in the course receptacles provided.

- Dues and Green Fees

Dues for the 2011 Season are \$10 and are payable only to Andrew Falkenberg. The dues cover weekly prizes and trophies at the end of the year.

Green fees are established yearly by Milham Park Golf Club and the KMGGA.

For the 2011 Season green fees are \$13 a week. We are playing 19 weeks for a total of \$247. Milham Park will accept the payment in full or half payments.

The first half amount of \$123.50 is due on April 27 (our first night of golf).

The second half amount of \$123.50 is due on or before June 29.

- Scheduled Time of Matches

The schedule is made to guarantee our tee times. If you are one of the first three or four matches to tee off, please be ready to go by the first tee time.

If the first group is not ready, we will automatically move to the next group. This way, unless you're the match that's late, you should always tee off at or before your scheduled time.

The match that is late will continue to be bumped back until both teams are present.