

UNIVERSITY OF NEBRASKA MEDICAL CENTER

IM GOLF LEAGUE

INFORMATION AND RULES

LEAGUE OFFICERS:

President/Statistician/Treasurer Rick Pruch (9-8422)
 Social Chairman ?

GENERAL INFORMATION

1. The 2009 UNMC Golf League will conduct play on the Elmwood Park Golf Course. The starting date is scheduled for Thursday, April 30, 2009. The first foursome will tee off at 5:00pm and the remaining foursomes will tee off at seven minute intervals thereafter. League play will be conducted concurrently on both the front and back nine. A match will consist of nine holes.
2. Each team registering in the UNMC Golf League will be required to pay a \$60.00 entry fee (plus a \$10 late fee if necessary).

By April 8, 2009, each team must pay the green fees for the league.

Pay table based on the number of teams in the league. Fees based on 4 players X green fees X number of weeks played and 1 tournament scramble.

Teams	League			Total Green Fees	Registration Costs		Total Costs	
	Weeks Played	Tourney	Green Fee		Early	Late	Early	Late
17	16	2	\$12	\$864	\$60	\$70	\$924	\$934
16	15	2	\$12	\$816	\$60	\$70	\$876	\$886
15	14	2	\$12	\$768	\$60	\$70	\$828	\$838
14	13	New 2	\$12	\$720	\$60	\$70	\$780	\$790

Teams may enter more than one team for the tournament scramble and pay the additional green fees.


3. Any disputed rules will be resolved by a three member AD HOC Committee to be appointed by the President. The committee, as appointed, will not include members from either team involved in the dispute.

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1. United States Golf Association rules for medal play and local Elmwood Rules will govern play.
2. **Winter rules will be observed on the entire course. The player may improve his lie only with the club head and may move the ball no more than six inches and no nearer the hole. (Penalty for breach of Rule 2: 2 strokes and loss of hole.) If you are in the rough you must stay in the rough. You may not improve your lie in a hazard.**
3. If the ball is next to a fence, you may drop the ball two club lengths from the fence, no closer to the green, with no penalty.
4. **Out of Bounds Rule - (two options).** **First**, you may play stroke and distance. Play your next stroke from where you hit the ball last and take one stroke penalty. **Second**, you may drop your ball two club lengths from the point your ball went out of bounds, one stroke penalty. The point out of bounds is where your ball crossed the out of bound marker not where your ball ended up. Line of flight rule does not apply here as it does for a lateral hazard.
5. **Lost Ball Rule - (two options).** When after 2 minutes of searching, a player's ball has not been found, it shall be deemed lost. **First option**, you may drop a ball in the area your original ball is thought to be, one stroke penalty. **Second option**, you may go back along the line of flight to drop your ball, one stroke penalty. Either option, the drop area should be agreed upon by your opponent.
6. **If after seven (7) strokes a player is not yet on the green, that player must pick up his/her ball and take a nine for the hole. A maximum of nine strokes may be taken on a hole and after nine strokes; the player must pick up his/her ball. A player intentionally taking nine strokes in order to raise his/her handicap will be disqualified from that week's competition.**
7. HOLE #2: Due to the water hazard, a ruling on the play of this hole is necessary due to the conflicts that have resulted on taking strokes. The player should make an attempt to hit the ball off the tee. If after one stroke the ball is either short of the water or in the water, the player may move the ball to the other side of the water and take a stroke penalty. The player would then be lying two, hitting three. The ball should be dropped in the drop area, left of the green by the pine trees, and played from there.
8. Bad Weather:
 - a. Both teams will meet at the designated tee time and plan to play unless the course superintendent determines that conditions are unplayable. (Call Elmwood Golf Course, 444-4683.)
 - b. After 5 holes of play and if both teams agree to discontinue in bad weather, scores can be calculated based upon the number of holes played. If five holes have not been played and both teams agree to discontinue play, the match will be replayed from the start at a later date agreeable to both captains.
 - c. If there is a disagreement on discontinuing play after 5 holes during bad weather (one team wants to play-- the other team wants to quit) the match will end at that hole; with all scores remaining the same on the completed holes. Play will continue on the next hole at a later date agreeable by both captains so that the match can be completed.
 - d. Rainouts-scoring, handicaps--If rained out and cannot finish a round, compute handicaps by multiplying by # of holes finished and dividing by 9. (Handicap X Completed Holes/9= Adjusted Handicap) These adjusted handicaps are to be used for scoring that round only. You must finish 9 holes to be eligible for low individual net.
9. In case of inclement weather on Thursdays, the rule will be - If The Course is Open, We Play !!!!!
10. **Sand Traps: Prior to your descending blow to the ball, you may not touch the sand with your club head. This includes practice swings. Penalty is one stroke!**
11. If any dispute arises on lie of the ball, ruling, number of strokes taken, etc., try to resolve the problem before going on to the next tee.

12. Short putts, less than a club's length, may be given to a player **only by his opponent**. If it is accepted, it should not be putted. If it is putted and missed, all strokes must be counted. This rule will speed up play. **DO NOT ASSUME ANY PUTT IS GIVEN!**


LEAGUE PLAY

1. There will be seventeen (17) teams allowed in the League. The first 17 teams submitting the entry fee will be granted membership to the league. A person wishing to play golf who is not a member of the first 17 teams should contact the Center for Healthy Living (x9-8422 or x9-5254).
2. New Golf League members may be added to the roster at anytime before the tournament round provided they have not played for another team.
3. A Round Robin will be played. If less than 17 teams are in the league there will be up to two weeks of position play and/or a fun week scramble in the middle of the season.
4.  **An 18 hole four-person team scramble tournament will follow the league or position round(s) play. No new players for the tournament scramble. Players must have played on a team to play in the tournament. Players may play one or both weeks. Teams will play one nine the first week and the other the next.**
5. The League Secretary will attempt to schedule teams to play an equal # of games on both the front and back nines.

TEAM MEMBERS

1. Team members must be either students, staff, faculty, volunteers, retirees and/or their spouses or their parents or children of the age of 16 or older. However, each team is allowed **two** non-UNMC/TNMC players on their roster.
2. Please contact Rick Pruch at the Center for Healthy Living (x9-8422) to get an "ok" for your player.
3. The team captain is responsible for notifying team members of tee times and for reporting scores to the CFHL.
4. No player may play in the tournament that has not established a handicap in this league.
5. A list of substitutes will be kept consisting of players uncommitted to a team roster. In the event, that a team cannot field four players, they may draw players from this list. This will, hopefully, keep team rosters to a minimum and allow non-regular players to participate more frequently. Exception - Those players whose teams have not made the tournament round are eligible as subs during the tournament round.
6. During the season, players of the team with the bye may also be used as subs. Only for the night they have a bye!
7. A team roster should consist of a maximum of 10 players. Non-regular players should be referred to the sub-list.

HANDICAP

1. Handicaps will be carried over from last year. If someone has not established a handicap in the last year, they must establish a new handicap.
2. Handicaps will also be carried over from the last three years. Meaning if you missed a year or two in there your handicap from two or three years back will be used
3. Handicaps will be calculated on a running average of the difference between the players gross score and the Elmwood Men's Par X 80% for the first five (5) games of league play in which each individual competes (fractions of .5 or greater will be rounded on the next largest whole number). When a team member plays, his or her sixth league match, the handicap for the first match of the season will be dropped from the average. Thereafter, only the handicaps from the last five matches will be averaged for each individual.
4.  **Handicaps will have a maximum of 27. If a player shoots a 75 and the math brings him to a 33 the max handicap brings him down to a 27.**

5. Handicaps will not be computed when a player is not paired with a competitor for the opposing team.
6. Handicaps will not be computed when a player misses one or more holes and is forced to score a 9 on any hole. This must be marked on the scoring worksheet so that the handicap is not altered!
7. New players to the league without handicaps will not have an established handicap listed until their third round. For their first two rounds they will be required to play in last position and calculate their handicap for each individual week. Handicap is computed by taking their score minus the par (34) times 0.8. Starting on their third round the new player will have a handicap representing both previous rounds.

TEAM SCORING

1. Total points per match (10 points).
 - a. 4 points individual match play (1 point each match) (for each match, a maximum of 18 strokes difference will be given; two (2) strokes per hole).
 - b. 4 points individual medal play (1 point each match).
 - c. 1 point for team low net. (Based upon the four individuals net scores from each team.)
 - d. 1 point for individual low net. (Based upon the low individual net scores from each team.)
2. In case of ties, points will be divided equally.
3. The official handicap hole rating on the Elmwood score cards shall be used to determine match play winners.
4. In the event a team does not show for a scheduled match, the opposing team shall win by forfeit and shall receive 10 points if 4 members play, 8 points if 3 members play and 6 points if 2 members play. To avoid forfeit, a team must field at least two players. To win by forfeit, the opponent must play the scheduled round with two or more players.
5. If at the assigned time all members of a team are not present, players who are present should tee off first (i.e. 2-2 & 4-4). If a player is still not present when the hole is open, the players must start. If both captains agree the first foursome of the following match may tee off instead. The next group must be from the original match; no other delay is given.
6. A late player will not be allowed to start play at the first tee if any player has teed-off behind his group. The player must join his team at the next hole of play, taking a score of 10 for all holes missed. If the late member misses 4 holes of play, the individual match will be forfeited.

REPORTING SCORES

1. The winning team's captain is responsible for reporting the scores of a round to the League Statistician before 12:00pm on the Friday following the match. The captains must turn in the scoring worksheets. Score cards are also necessary if there are some questions on rules or scores. The worksheets should be filled out entirely. First and last names are recommended. A signature from both teams on the bottom of the worksheet is required. Captains may drop off the worksheets at the CFHL, mail them to the CFHL (zip 5530) or fax them to 9-9609.
2. Team standings and individual handicaps will be made available to the players before the next weeks round via email or the Center for Healthy Living's website (<http://www.unmc.edu/services/bus-fin/fitness/golfstats.htm>).
3. Late Cards: No cards will be accepted after 12:00 noon on the Tuesday following the match. The winning team that is responsible for turning in the scorecard will be penalized by forfeiting all points earned that night.
4. Lost Cards: Teams that have lost score cards can either:
 - a. Reconstruct the scores by captains of each team.
 - b. Split points, with handicaps remaining the same.

PLAYER POSITIONING

1. Team captains shall inform opposing team captains of players with their handicaps who are scheduled to play the match.
2. The lowest handicap of one team shall be matched against the lowest handicap of the opposing team, 2 vs 2, 3 vs 3 and 4 vs 4. If both captains agree, opponents do not have to be in the same foursome.
3. If a player shows up late, he will assume his proper position; if possible, otherwise, the match-ups will be rearranged after the round has been completed.
4. Foursomes shall consist of two paired opponents from each team. The captains shall decide which pairs shall be in each foursome.
5. A player without a handicap will play in the last position on his team for that day. (This includes new payers before their third round.) If two or more players per team are playing without a handicap, position of play between those non-handicapped players will be determined after the match, but they will still remain in the 3rd and 4th positions.
6. If a team plays with an ineligible player, they must inform the opposing team captain before the match is started. When they do, they automatically lose one match point, one medal point and low team net, if their opponents have more players that are eligible. If a team does not follow the above procedure, and their ineligible player is found competing for points, the team will forfeit all ten points!!!!!!!!!!

Hints for Speedier Play

From the City of Omaha Golf Division,
the Center for Healthy Living & UNO Campus Rec

1. **Being on time**
2. Waiting until the group in front reaches the green. At Elmwood where we have short par 4's, the golfer must hit when the group in front reaches the green, not when they leave.
3. Always have the shortest hitter tee off first and the longest hitter last.
4. The putting green is where much time occurs. **Have your putt lined up while others are putting.** Use the continuous putting rule - twelve (12) inches or less should be putted out not marked.
5. Play Ready Golf when possible or at least be ready to hit your ball when it is your turn.
6. Once again, common sense and thinking about the group behind you is the key to proper play.
7. Keep up with the group ahead of you. If you have fallen back by a hole or more pick up the pace.
8. The golf course is a great place for conversation; but do it while you are walking, not while it is your turn or when someone else is ready to hit.
9. Save time around the green - place your bag/cart towards the next tee and definitely not in front of the green.
10. Sand traps - bring the rake with you into the trap.
11. Keep practice swings to a minimum.
12. Do not hold up play by looking for a lost ball - If you can't find it after a couple minutes, a penalty stroke should be taken and play continued.
13. If after eight strokes a player is not yet on the green, that player must pick up his/her ball and take a ten for the hole.