

## Basic rules for WEM golf league

1. League dues are \$50.00 per player due by first league night.
2. League dues will be distributed as follows throughout the year:
  - Weekly payouts are as follows: \$40.00 a week for 20 weeks of matches excluding position rounds. Prizes are 2 Closest to Pin, Longest Putt Made and Team Combined Low Net. The first 2 rainouts there will be no carryover, after that all weekly payouts will be carried over to following weeks.
  - Final payout  
 $\$50.00 \times 24 \text{ players} = \$1200.00$   
 $\$40.00 \times 20 \text{ weekly} = \$800.00$   
 $\$400.00 \text{ year end prizes}$   
1<sup>st</sup> place = \$200.00  
2<sup>nd</sup> place = \$140.00  
3<sup>rd</sup> place = \$60.00  
\$400.00  
If no rainout and 21 weekly payouts are made final payout will be adjusted.
3. Standard golf rules apply with the exception of the following
  - Golf ball can be rolled in the fairway only within a 1' radius of original spot no closer to the hole and not improving lies into fairways or out of hazards.
  - Out of bounds: Player will place ball at the point where the ball went out of bounds along with two club lengths no closer to the hole. A one stroke penalty will be assessed. The opposing team will police this action to ensure that the ball is placed in the agreed upon area. Please use Drop Zones to speed up play.
  - Lost ball: both teams will determine where the ball must be placed along with 1 stroke penalty.
  - In order to speed up play, double par + 1 will be in effect. Max score will be 7 on par 3, 9 on par 4 and 11 on par 5. You may pick up any time and take max score to increase pace of play.
  - If the course is on cart path only, the lift-clean-and-replace rule will be in effect.
4. Cancellation of play: League play will continue as long as the course is open. If a rain delay should take place and you feel you can't finish for any reason you may split the remaining points for your match for the holes not finished. An official league evening is determined by 3 groups finishing all 9 holes.

5. If a player or a team is unable to play on any given week, it is each player's responsibility to have a sub in place for that week. Missing league play WILL NOT BE TOLERATED! If at any time through the year a player misses two (2) league nights and fails to ensure a sub replacement for those nights, this will be considered as league abandonment and will not be allowed to play again in the WEM league, all league dues are forfeited by that player. Any team can trade their tee times with another group as long as the opposing team and group is in agreement.
  - Tee times are posted on the schedule. This means if your tee time is at 5:15pm please be on tee at 5:10pm. If you are 5 minutes late to the tee your opponents can start without you. You will have 2 holes to join them or forfeit the match. Everyone has cell phones and emergencies do happen, please be 5 minutes early to your tee time or call your opponents. Communication is the key to not backing other groups up on the tee. Please allow groups here to start if you are late.
6. Subs with handicaps will play as the A or B player depending on their partner's handicap. If a sub does not have a handicap he will receive 80% of his score and play for the player he is subbing for regardless of his calculated handicap after the round. 2 opposing subs with no handicap will play each other regardless of who their subbing for. If a team has 2 subs without a handicap determine the player they are subbing for before the match and they play them regardless of their calculated handicap.
7. Handicaps, scores and prizes will be kept and calculated by the Golf course. Handicaps are established after a player plays 2 league rounds. 3 out of 4 rounds will determine your handicap. No outside handicaps will be used in league play.
8. All disputes will be handled by the golf committee, Mike Verdes and Andy Wise, with the managing Golf Professional as a tie breaking vote only.