

MACC 2011 Golf Rules

<u>Where:</u>	Boone Creek Golf Course	<u>Tee Times:</u>	4:00 PM to 5:00 PM
<u>When:</u>	Thursdays May 12 thru August 11, 2011 Party August 18, 2011	<u>Off Date:</u>	None
<u>Registration Fee:</u>	\$60.00 due at registration.	<u>Weekly Fee:</u>	\$12.00 – walking \$2.00 – pull cart \$20.00 – cart
<u>Prizes:</u>	Team – 1 st , 2 nd , 3 rd Individual – Most points and lowest scratch golfer.		

Maximum points earned per team per round are 28:

- 1 per hole won for the A player.
- 5 for the A player for showing up.
- 3 for the A player for preplay.
- 1 per hole won for the B player.
- 5 for the B player showing up.
- 3 for the B player for preplay.

When you can't be there:

- Pre-play the round. (Preferred)
- Call a substitute.
- Forfeit the round.
- NO MAKEUP ROUNDS ARE ALLOWED.

When a sub plays for you:

- Contact the league committee and inform them who is subbing for you.
- Print the subs name and phone number on the score card and who they are subbing for.
- Points awarded to the sub go to you and your team.
- Subs handicap will be calculated right away.

When a player is not going to be present at the designated date and time he/she may pre-play the round. This must be done at Boone Creek Golf Course at their availability and normal course rates. It must also be on the scheduled course.

During the Golf Season there may be bad weather. If the round is cancelled due to;

1. Boone Creek Golf Courses' decision as to the course being playable and/or open.
- or
2. The League Chairman decides the round is cancelled.

Then there will be no Golf scores recorded for that day for all players. If someone has already played, or pre played, then that days score can be used as a preplay for another day on the same course.

If a ball cannot be found within two minutes you are to put a ball in play about where the ball was lost. **One stroke penalty.**

Maximum strokes per hole are 10.

Any grievance shall be presented to a committee member, in writing, for review by the committee. The committee will have the final say.

Promptness is a must as there is another league that follows us. Therefore you **must** adhere to the tee off schedule. The tee time is when you tee off not when you get to the golf course. If any player is not there go ahead and begin play without him/her.

To prevent any misunderstandings each golfer is to **putt** out at each hole.

We will be playing the **ready rule** again this year.

Ready Golf is a concept utilized by golfers to help keep play moving along at an even pace. On the Professional circuit, usually the person, who is farthest from the flag or hole, will hit. After they hit, the next farthest hits next and so forth until everyone has finished the hole. This takes place on the fairway and green.

For our purpose, and which should occur during most recreational golf, is ***Ready Golf***. This gives the honor of hitting next to the person who is ready first to hit. So while someone might still be farther away, the golfer who is ready to hit, should hit next if they have addressed the ball and are ready to swing away. Thus, if someone has a lengthy warm up routine or just generally dawdles around before they hit, everyone does not have to wait for this process to end before they begin their own routine. Basically, everyone should get to their ball promptly and be prepared to hit without worrying about who is farthest away.

An exception to this would be if someone were to advance into the path of a golfer behind them and put themselves in danger of getting hit by a ball. Safety should always take precedent.

By observing this practice the entire group on the course will play faster and create a more enjoyable round of golf.

While we understand that the McHenry Area Chamber Golf League is a social activity, there is still a need to calculate and report an accurate golf score for the purposes of recognition and awards. While everyone may not know the PGA scoring rules, we generally adhere to these in order to have a consistent and fair system. Therefore, we have summarized a few of the more common issues that may arise in the course of a round.

1. No mulligan's, do overs, etc.
2. Putt out and finish the hole. There are no "gimmies".
3. If you hit a ball out of bounds or into a hazard from which you cannot play, drop the ball in bounds at the point where it ventured into the unplayable area. There is a one stroke penalty. For instance, if on your second shot you went into a pond, drop the ball near the point where it went in. You would then be hitting your fourth shot. Counted as second shot in, third out, hitting four.
4. Follow the ready golf rules. In short, you do not have to wait for the person who is farthest away to hit first. Who ever get to their ball first should set up and hit as long as there is no safety issue. This will keep play moving along and reduce the three hour round.
5. If you hit the ball behind a tree or some other permanent object, you either hit it where it lays, or take a stroke penalty and move it a club length distance away from the object, but not closer to the hole. No foot wedges or other type of "free" relief.

If you have any suggestions please let someone of the golf committee know.

Other than listed above all golf standard rules will apply.