July 7, 2011

Policies and Procedures

CREED

In the 1930's a group of University faculty and staff members started our golf league. Your Committee feels that their philosophy should be documented and continued as our League Creed:

The University of Michigan golf league was established to provide an opportunity for faculty and staff to compete in an organized golf league and to meet others from various parts of the University.

Based upon these objectives our League policies and procedures governing play have been developed to encourage the spirit of fellowship and competition and to recognize the range of golf handicaps among League members.

GOVERNANCE

A Committee consisting of from five to seven regular members governs the League. Its Chair for the following year is nominated by the current Chair and approved by a majority of the regular membership at the annual Fun Day. The Chair selects four to six additional members from the regular membership.

MEMBERSHIP

Eligibility

Regular league members and substitutes must be full-time Faculty/Staff members of the University of Michigan. Members can be added to the roster at any time. Eligibility terminates with termination of employment, except retirement.
The Committee may consider non-traditional Faculty/Staff members, such as visiting Scholars, on a case by case basis.

Since the intent of the league is to maximize opportunities for Faculty/Staff members to participate in an organized golf league, a member of the Thursday Faculty/Staff league may not be a member of the Wednesday League. Members of either league may substitute in the other league.

Replacing League Members

A majority vote by the League Committee governs the eligibility of a candidate for membership as a regular team member. The intent of the League is to replace members with active participants from the substitute list who have shown a sincere interest in playing in the League regularly. Selection of new members generally will be in accordance with the following guidelines:

Replacing a complete team: The league secretary will review the league records for substitutes who have played during the last two consecutive years and current league members wishing to change teams or courses. Current teams will have priority. The secretary will submit this list to the League Committee for selection of the first member of the new team. The new member will then select a partner in accordance with the paragraph below.

Replacing one regular team member: The remaining team member picks a new partner from a list of eligible names provided by the league secretary. To be eligible, a substitute must have played at least once during the previous two seasons. Current league members are also eligible to move to a new team, if desired.

If replacements cannot be found using the above procedure, the League Committee will determine eligible replacements.

Substitutes

It is the responsibility of each team to obtain an eligible substitute for a missing team member. New substitutes must register with the League by recording their name and campus phone number on the scorecard.

Dropping Team Members

If a team forfeits twice during a season by failing to show and not providing substitutes for the matches, the team members will be dropped from the League.

RULES GOVERNING PLAY

USGA rules apply where U-M and local rules are silent.

You may improve your lie, but ONLY IN YOUR OWN FAIRWAY.

Play continues until the ball is in the hole.

You may not ground your club in a hazard (sand trap). Penalty: 1 stroke.
You may request relief from your opponent if your ball is in a footprint, or other unnatural condition, in a bunker (sand trap).

Golfers may tee off from either of the two middle tees, however a 'standard' tee will be designated for each course. Golfers must declare which tee they will use on their first night and specifically notify the league secretary if using the non-standard of the two available tees. The league secretary must be notified at least one week in advance of any golfer changing tees and the player will reestablish his handicap, if moving forward, as outlined for first night players. Handicap calculations and stroke allocations will be based on the use of the 'standard' league tees.

LOST BALL: One stroke penalty. Limit search to 3 minutes. If you cannot find your ball, drop another ball at a point agreeable to your opponent and continue play. (You cannot go back to where you originally hit the ball and hit another ball.)

OUT OF BOUNDS: One stroke penalty. Drop another ball near where the ball went out of bounds and at a point agreeable to your opponent. Count the stroke, which put the ball out of bounds and add the penalty stroke. NOTE: If your drive off the tee goes out of bounds, you may hit another ball off the tee OR you may follow the above procedure.

UNPLAYABLE LIE: One stroke penalty. When you decide that you cannot hit the ball in its present location, you may move it up to two club lengths, not nearer the hole, OR you can pick it up and move it back along its line of flight as far as you wish and drop it. (Boundary fence applicable under this rule.)

NO PENALTY STROKE: You may move and drop your ball within two club lengths, but not nearer the hole, IF: a) You are standing in or your ball is lying in casual water. b) Your lie is impaired by any unnatural hazard (hose, stake, irrigation head, etc.). c) In the course of your swing your club strikes any wired tree (wire or stake) or any tree less than 4 feet high.

If your ball strikes a wire supporting a tree, or an overhead wire, you may take the shot over without penalty.

If your ball comes to rest in an aeration hole on the green you may place it to either side not in the aeration hole, but no nearer the pin.

WATER HOLE - Blue #18: Score per USGA Rules with one exception: If you hit two balls into the water hazard, you may elect to drop on the other side along the line of flight of your last shot, with a penalty of one additional stroke.

BLUE #3 Hole - You man not play down the #4 fairway to the #3 green, you must play back to the #3 fairway from #4.

INCLEMENT WEATHER

Closed Course
League matches for the affected course are canceled if the golf course is closed at the start time of the league (4pm) or closes during play (even if it may reopen the match is cancelled, players do not have to wait around).

Inclement Conditions

When weather conditions warrant, the decision to begin play will be made separately at each course at 4:00 p.m. League matches may be canceled by the course coordinator or a majority vote of those league members present if the course is open but conditions are unfit for play. The "threat" of bad weather will not be a reason to cancel except under extreme circumstances. It is suggested that course coordinators check with the course management and view available radars prior to making a decision.

Course Closes During Play

If the golf course is officially closed during the course of play all matches are canceled.

Rainouts

If the golf course is officially closed all matches are canceled. These rainouts will be played on the next position night. If the final position night must be used to make up a rainout, the final position night will be played in place of the B.S. Open.

No Carts During Play

If the golf course is open but carts are not allowed those members with a medical reason why they cannot walk will use their partner's score or an appropriate surrogate (see team forfeit below) for their match score. The points will count for the team but the scores will not be used for handicaps. The league committee will review the circumstances to prevent abuse of this rule.

PAIRINGS, STROKE ALLOCATION, AND POINT SCORING

Individual match play competition

Player Pairings: Lower handicap players from opposing teams compete. If both players on one team have the same handicap, they determine pairings. If lower and higher handicaps from one team match those of the other team, pairings are determined by coin flip.

Stroke Allocation: Use full difference in handicaps for both match and stroke play competitions.

A stroke will be given on each hole to the higher handicap player for as many holes as the full difference in handicaps between the players. Two (2) strokes will be given on as many holes as the difference in handicaps exceeds nine (9), with one (1) stroke on all other holes. Three (3) strokes will be given on as many holes as the difference in handicaps exceeds
eighteen (18), with two (2) strokes on all other holes. Strokes are given in the order assigned on the scorecard.

Point Scoring: Two points per hole are awarded to the player with the lower net score. Six additional points are awarded the player winning the most holes per match. In the case of ties, one-half of the points are awarded each player.

Team Stroke Play Competition

Twelve points are awarded the team with the lower net team score (sum of gross scores less full handicaps). In the case of a tie, each team is awarded six points.

FORFEITS

The Committee will review all forfeits and relevant circumstances, if known. Points will be awarded only to players completing partial or complete nines. Points in situations not covered below will be awarded in equity.

Points For Matches Involving Forfeits. There are no free lunches for a full team playing against a team with either one or two forfeiting players. All players are assured of a match. As before, a team with one forfeiting player can earn only the points from a single match.

Points for a Match Involving One Forfeiting Player: Both players of the fully staffed team will compete separately against the one player from the team having the forfeiting player. In effect, they will be playing against twins with identical handicaps shooting identical scores, and all points for the fully staffed team will be awarded as above.

The team with the one forfeiting player gets points from only the regularly scheduled match that is actually played. Pairings for this match are determined in the usual manner, before teeing off. The phantom twin does not earn any individual match points nor does the team with the forfeiting player earn any team stroke-play points.

Score keepers should note clearly that a forfeit has occurred by writing "No Show" or "Forfeit" where the forfeiting player's name would usually appear.

Points for a Match involving a forfeiting Team: This happens infrequently, but it has occurred and may again. Both players of the non-forfeiting team must complete nine holes. Their scores will then be matched by the Committee, after the round, against those of the lowest ranking team from their flight having a full complement of regular players. If no team has a full complement of regular players, or if it is the first night of the season, then the scores from the team with the highest net score for that night will be matched against those of the non-forfeiting team. Matches will be paired and points awarded the non-forfeiting team just as if there had been head-to-head competition. The forfeiting team gets zero points.
Points for a match involving a Partial Forfeit: A partial forfeit occurs if a player misses one or more holes because of a late arrival or an early departure. The forfeiting player is awarded only the points earned on the holes played with both players present; the forfeiting player loses the individual match points and the team loses the team stroke-play points.

The forfeiting player's opponent will compete against all scores posted by the forfeiting player in head-to-head competition. On the missed holes the non-forfeiting player will compete against scores posted by the "phantom twin" (see above), with appropriate handicap adjustment, and will earn individual hole and match points in the usual manner. For the team stroke-play competition, the forfeiting team's handicap will be pro-rated by the Committee according to the number of scores contributed by each team member.

SCOREKEEPING

1. Use full difference in handicaps for both match and stroke play competitions. Allocate strokes to holes as indicated on the scorecard.

2. Record players' team numbers "T " at the far left of each line.

3. Record players' last names following the team number. Use a first initial as well if duplicate last names appear in the league roster.

4. Record players' handicaps "( )" following the last name.

5. Get the pairings right. You may arrange players as you wish so long as you always pair opponents from different teams on the first/second lines and on the third/fourth lines.

Pairings involving players without handicaps are troublesome. First guess at the handicaps and tentative pairings. Then proceed as above. After the round fill out a new card, if necessary, to assure correct pairings. Some scorekeepers prefer to keep two cards and then turn in the correct one.

6. Record outcomes of weekly competitions for balls. They are not computed - NO RECORD, NO BALLS.

7. Sign the card and place it in the box provided near the 9th hole.

HANDICAPPING

1. A handicap for a player playing in the league for the first time is computed for the first night's competition as follows. Subtract par from each actual score, for each hole, to obtain nine differences. (Birdies and eagles produce negative differences.) Add the seven (7) lowest differences (including negative differences) to obtain the handicap.

The actual score subsequently will be ESC'd (see "3." below) by the initial handicap and will become the first SCORE AVAILABLE in "4." below.
2. A handicap for a player playing in the league for the second time is computed for the second night's competition as follows. (This is provided for information only--the handicap will appear on the weekly report.) Compute the nine differences from the first night's score as in "1." above. Add the eight (8) lowest differences to obtain the handicap to be used for the second night's play.

The actual score subsequently will be ESC'd by the second handicap and will become the second SCORE AVAILABLE in "4." below.

3. Equitable Stroke Control (ESC) is applied (by the computer, not the players) to all scores used for computing handicaps, and only for computing handicaps. Each hole is subject to a maximum score, based on 9-hole handicaps as follows:

<table>
<thead>
<tr>
<th>9-Hole Handicap Maximum score on any hole.</th>
</tr>
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<tbody>
<tr>
<td>4 or less</td>
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<tr>
<td>5-9</td>
</tr>
<tr>
<td>10-14</td>
</tr>
<tr>
<td>15-19</td>
</tr>
<tr>
<td>20-24</td>
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<tr>
<td>25-27</td>
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</tbody>
</table>

The maximum league handicap is 20.

4. Handicaps are equal to 96% of the average of the differentials (ESC-adjusted scores less 36) of the SCORES USED from the ESC-adjusted SCORES AVAILABLE as shown below. The pool of SCORES AVAILABLE includes all scores, up to a maximum of the last 20, from regular and substitute play in past and current seasons.

<table>
<thead>
<tr>
<th>SCORES AVAILABLE</th>
<th>SCORES USED</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Hcps for 1st and 2nd night's play per &quot;1.&quot; and &quot;2.&quot; above.</td>
</tr>
<tr>
<td>3</td>
<td>Lowest 1 (For computing hcps for 3rd round.)</td>
</tr>
<tr>
<td>4-5</td>
<td>Lowest 2</td>
</tr>
<tr>
<td>6-7</td>
<td>Lowest 3</td>
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<tr>
<td>8-9</td>
<td>Lowest 4</td>
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<tr>
<td>10 or more</td>
<td>Lowest 5 of the last 10.</td>
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