

Hakmups Wednesday Night League - Milham Park Golf Club

2019 Season

Rules and Guidelines

- Dues and Green Fees

Dues for the 2019 Season are \$25 and are payable only to Andrew Falkenberg. The dues cover weekly prizes and trophies at the end of the year. But really... that doesn't cover everything, Jim Lippincott can attest to that. In 21 years of running these leagues, I don't think I've broke even or better once.

Green fees are established yearly by Milham Park Golf Club and the KMGA. For the 2019 Season green fees are \$15 a week. We are playing 16 weeks for a total of \$240. Milham Park will accept the payment in full or half payments.

The first half amount of \$120 is due on May 1 (our first night of golf). The second half amount of \$120 is due on or before June 26.

- Tee Boxes (revised for 2019)

In the spirit of the USGA Tee It Forward program and handicaps linked to tee boxes; handicaps will determine the tee box you will use for each round.

Each week your handicap will determine the tees you can use.

Handicap in whole numbers	Tee Box used
0 to 4	Blue
5 to 16	White
17 to 25	Yellow
26 and up	Red

If you are on the lower limits for each range (say a 17), you may hit from the previous tee group (white in this example).

If you are hitting from the Blue tees, you will not give more than 1 stroke per hole on par 3's and 4's and 2 strokes on par 5's. (revised 2019 with the equalized handicap tees)

- 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's handicap will determine which opponent is matched up. The scorecard may need to be changed to reflect this. Please place a note on the card. (revised 2019).

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.

- 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.

My team (Team #1) always has the last tee time. You will never have the last tee time unless you are playing against Team #1.

- 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 2008):

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 point to the team with the lowest net total team score.

There is a total of 30 points for the night.

- 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 people who have asked to be subs will be published.

If you are unable to get a sub, the league average will be used in your place. If both of your opponents do not show and subs are not present, your team will play unopposed against the league average for that side. 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 (revised for 2019)

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, the course rating and the different tee boxes.

Scorecards will state the tee you should be playing with your handicap equalized based on your and your opponent's tee boxes.

For players or subs that do not have an established handicap, the following will be used.

- The first score (the program adjusts for course rating and slope), par is subtracted from each score. The result will be multiplied by 70%.
- After two scores, the two scores are totaled and divided by 2 (the program adjusts for course rating and slope), par is subtracted from each score. The result will be multiplied by 80%.
- After three scores, the three scores are totaled and divided by 3 (the program adjusts for course rating and slope), par is subtracted from each score. The result will be multiplied by 90%.
- After four scores, the normal calculation will automatically apply.

- 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.
- Only search for up to 3 minutes for a lost ball to keep the pace moving. Assist others with looking after you know where your shot is.
- Exit putting green promptly after holing out.
- *Handicaps may facilitate a person playing from a different set of tees.*

- General Play (updated 2019)

In the case of inclement weather, league competition should begin if the golf course is officially open at the first tee-time.

No one will be forced to play. However, if the course does not officially prevent us from playing (no carts on the course, etc), it will not count towards our two rain dates.

The decision to cancel will be made after reviewing multiple radars and consulting with Milham Park. We do have two rain dates built in. Since all golf is paid in advance, any more than those dates and we should receive rain checks for rain outs.

As a general rule, show up at the course. I will try to have my phone on, but I may be talking with others at the time.

It may be raining in Parchment but sunny at Milham Park.

If you are golfing with someone relatively new to golf, please be courteous in informing them of these rules.

You may make a stroke from the green with the flagstick in the hole.

You may repair spike marks on the green prior to putting.

You may ground your club in penalty areas (not bunkers).

You may remove loose impediments (such as sticks and stones) in penalty areas and bunkers.

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, burnt-out area, etc.

Some people play 'it down' in all situations; other roll it out of the problem area (hole, divot, etc). Please be courteous and conscious to not utilize a 'foot wedge' to grossly improve your lie.

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 not a penalty and are allowed 2-club lengths not nearer to the hole.

If the ball is up against the fence or the fence would interfere with your swing, you may drop within a 2-club length not nearer to the hole.

Drops should be within the line of flight and should be at waist height.

If the ball rolls back into a position that makes interference possible, the ball may be placed.

If the ball is beyond a fence, it is out of bounds 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 should 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 provided course receptacles.