

# USAOMMCS GOLF LEAGUE CONSTITUTION

2015

1. The OMMCS Golf League Board of Officials shall consist of a President, Vice-President, Secretary, Handicapper, Treasurer, and Team Captains, hereafter called the Board.
2. Board members (except for Team Captains) shall be elected by nominations from the floor at the last announced business meeting of the current year. Each team shall elect that team's Captain.
3. The OMMCS Golf League:
  - a. Shall be open to all Redstone employees, including civilian, military, and contractors. Team members who do not qualify must play in a "guest" status.
  - b. Shall conduct play at the Redstone Golf Course.
  - c. Shall be a non-profit organization.
  - d. Shall consist of no more than 20 teams. Each team shall have a minimum of six members at the start of league play and a maximum of 12. (See Para. 10 for adding new members)
4. USGA rules for stroke play shall prevail, except where modified by league rules established by the Board. (See annex A: RULES FOR USAOMMCS GOLF LEAGUE)
5. The Board, at its discretion, may appoint committee members to coordinate special activities, such as rules changes and tournaments.
6. The Secretary shall maintain records of handicaps, correspondence, rules, weekly results, the league schedule, and the league constitution. He/she shall also be responsible for posting results of weekly play prior to the beginning of play the next Tuesday. This is a paid position (\$50 annually).
7. The Handicapper shall tally weekly results to determine team standings and also update handicaps after each week's play. He/she will provide weekly standings and a new handicap roster to the league secretary NLT the following Monday for posting. This is a paid position (\$400 annually).
8. The team entry fee shall be determined by the Board and shall be due on the last business meeting before league play begins or the team shall be barred from play. A team that withdraws once league play has started will forfeit all fees.
9. The league will begin play on the date selected by the Board. All matches will be scheduled on Tuesday/Thursday.
  - a. The league will reserve tee times on one of the nine-hole courses, and will rotate the course selection as allowed by course officials.
  - b. Each team shall be ready to play 10 minutes before its scheduled tee time. If the tee is open, teams may begin play early with the approval of the starter on duty. League players may play practice rounds before or after league play.

10. Teams captains shall submit a final roster to the secretary prior to the beginning of league play. The roster shall indicate the full name, telephone number, and status (Military/civilian/ guest) of each member. Senior players who have elected to play from the Gold Tees shall also be annotated. New members may be added during league play by submitting the names to the secretary for board approval and shall not exceed the team maximum of 12. Team rosters and handicaps will be updated and posted weekly.

11. Individual handicaps will be kept under the USGA rules using the Equitable Stroke Control (ESC) system for recording handicap scores (see Para. 12). The handicap will be based on 96% of the difference between the course rating and the average of the three best scores of the last six rounds. All fractions below 0.6 will be rounded down; all above will be rounded up to the next whole number.

12. All score sheets will be reviewed following play by the handicapper to determine the ESC score which will be entered in the individual's record for calculating the new handicap. Under ESC, scores on "bad" holes may be reduced based on the individual's established handicap.

Below are the ESC limits based on a 9-hole handicap:

Course Handicap	Maximum Number
4 or less	Double Bogey
5 – 9	7
10 – 14	8
15 – 19	9
20 +	10

NOTE: The above maximum scores are for ESC purposes only. The maximum score a player may post on the scorecard is covered in ANNEX A – Rule 1-J.

13. Handicaps for returning league players will be carried forward from the previous year. New member handicaps will be calculated after each played round using the provisional handicap procedure contained in the "League Metal Box" (See Annex C: NEW PLAYER HANDICAP INSTRUCTIONS) until that player has completed six rounds.

14. A round between two teams will be played each week and will consist of four individual matches and one team match. Individual members of opposing teams will be paired against each other, based on similar handicap standings within the team. A foursome will consist of two players from each team, with the two lowest handicaps from one team playing the two lowest handicaps on the opposing team. A new member's starting position for the first round will be determined by the team captain prior to the start of play. A minimum of two players from each team is required to qualify for a match. Team Captains are encouraged to contact each other and seek to reschedule the match if they expect to have a number of forfeit positions. (See ANNEX D for forfeit rules and scoring instructions)

15. Procedures for handicapping new players and for determining team play results are outlined in the SCORESHEET INSTRUCTIONS (Annex B). Signed scoresheets and scorecards for each match will be placed in the front of the "League Metal Box" after completion.

16. Team standings at the end of 7 and 16 rounds will be based on the cumulative number of points each team wins each week. If possible, position rounds will be played on the 8<sup>th</sup> and 17<sup>th</sup> week of play to determine final positions in the first and second halves of the season for prizes. Individual prizes will be awarded each week based on net scores: Low individual net - \$3.00, all net scores under 34 - \$1.50, low team net score - \$3.00/player.

17. Any league officer present is responsible for ruling on lateness, forfeitures, delayed matches and/or incomplete rounds. Delayed matches must be completed by Thursday of the following week or else the match will be considered "Not Played" and each team will be given 50 points for the match.

18. The course marshal on duty is responsible to determine the playability of the course during inclement weather. Play will be suspended immediately if lightning occurs. If play cannot be resumed, matches that have completed 6 or more holes will be considered complete and a scoresheet will be filled in for the completed holes. "Par plus handicap" (based on posted handicaps) will be used for the holes that were not played. For a first-match rookie, scores for the holes not played will be based on his scores from the holes played. A match in which fewer than six holes are completed will be considered a rainout and will be rescheduled or completed via card match IAW paragraph 17. The rainout rules also apply to running out of daylight. A player's score as calculated via "par plus handicap" per the rainout rules will be used to compute his handicap just as if he had completed all nine holes "naturally".

19. Changes to this Constitution and to the league playing Rules will be submitted to and voted on by the Team Captains prior to the start of play each year.

ANNEX A:

RULES FOR USAOMMCS GOLF LEAGUE  
2015

1. The official USGA rules of golf apply except as modified as follows:
  - A. The RSA golf course local rules, as posted, shall apply.
  - B. Lost balls (Lost, Out-of-bounds, or in Environment Controlled Areas) - "Lost balls" (even if found) are considered as having entered a lateral hazard, and may be played from anywhere along the line of flight to the hazard with a one stroke penalty (If the ball has entered a "lateral hazard" beyond the putting green, it shall be dropped within two club lengths of the hazard but no closer to the hole). No provisional ball may be played from the point the ball was originally hit. If a player's ball is found after he plays a dropped ball, he must continue to play the ball dropped. The original ball cannot be placed back in play.
  - C. A maximum of **THREE** minutes is allowed to look for a lost ball after you reach the area; other players should hit their balls and then help look.
  - D. Unplayable lie:
    - (1) Ball may be dropped within two club lengths but no nearer the hole, adding a ONE-stroke penalty.
    - (2) Ball may be played from any distance behind the point where the ball lays, along a straight line to the pin, adding a ONE-stroke penalty.
    - (3) Drops for unplayable lies, in traps or bunkers, must be in the trap or bunker.
  - E. Improved lie - winter rules are in effect. Improve your lie with your club only and not more than twelve inches in the fairway under play. Lies will not be improved in the rough, hazards, or adjacent fairways unless a stroke is taken. In the event a player's ball should come to rest on a rock(s) or bare ground, in the fairway or rough, and an attempt to play the ball would result in club damage or possible injury to a player, a free drop will be allowed, but circumstance and line of flight to the green must be maintained. The opponent team must be consulted before you move the ball.
  - F. A ball on the green is a "gimme" putt if the ball is within the length of the club-head to where the grip begins on a standard length putter. If a "gimme" is evident, then pick-up and add one stroke to what you currently lie. While on the green, a ball may be substituted only if the original ball put in play from the teeing ground is lost or becomes damaged to the extent that it is unplayable. Substituting may only be made on the hole during the play of which the damage occurred and in the presence of the opponent. To speed up play, continue to putt out if possible instead of marking your ball each time.
  - G. Do not ground your club in a hazard (drainage ditches are considered a hazard).
  - H. Practice on the same day is waived.
  - I. Claims/penalties - If a dispute or doubt arises between players on any point, in order that a claim may be considered, it must be made before any player in the match plays from the next teeing ground, or, in the case of the last hole of the match, before all players leave the golf course. Should a dispute arise between competitors, which cannot be settled amicably, the player being challenged may play out the hole with a second ball (alternate). Before playing a stroke with either ball, the competitor must announce his attention to his opponent. Separate scores will be recorded for both balls. Upon

completion of play, the dispute will be factually reported to the Board, which will rule on the dispute and determine which score will stand.

- J. Max Strokes – The most strokes that can be *taken by* any player on any given hole is 4-over par. Therefore, once a player is 4-over par on a given hole, he/she must pick-up and write down a 5-over par score on the card including an X to indicate a pick-up. This is whether he/she is in the fairway or on the green.

Scoring procedure under this rule:

- 1) A player who has taken a 5-over par under this rule shall not win the hole. He will lose the hole to a competitor who has a “natural” score (up to and including 4-over par). This is regardless of any handicap strokes the player who has picked-up is due on the hole.
- 2) A player will tie the hole if his opponent has also taken a 5-over par under this rule. No consideration is given to “who was closer” when each picked up or to handicap strokes.
- 3) Full handicap will still be used for scoresheet purposes (for determination of 2 point match winner & team score differential).

2. Penalty for breach of rules shall be based on stroke play and not match play. Playing partners and their caddies may give each other advice, no coaches are allowed. A caddie is defined as one who carries the clubs of the player; clubs carried on the motorized golf cart are not considered as being carried by a "caddie".

3. Etiquette. If a group is holding up play due to a lost ball, hazards, or generally slow play, and the hole is open in front of them, the group behind must be allowed to play through. The golf course personnel marshal the course for slow play.

4. Tee Time. The published tee time will be followed for the order of priority off the first tee. If a team cannot field four players it must forfeit the last playing position. A minimum of two players from each team is required to have an “official” match. A team consists of a minimum of six players and a maximum of twelve players. Once the season begins replacement players are taken from the waiting list posted on the bulletin board.

5. Sign in. All players must sign in at the RSA pro shop and receive a cash register receipt, and have it validated at the RSA starter's shack. First time violators will forfeit that day's match. Second time violators will forfeit the match and will not be allowed to participate in the league for the remainder of the season.

6. These rules/procedures have been modified to speed up play and are not intended to take the place of your responsibility to read and know the USGA rules. **Caution:** relaxing rules can create bad habits and will cause you to make mistakes in the future matches. It should be noted that your OMMCS Golf League Handicap is only valid in this league and this league only. (It is not a USGA sanctioned handicap). Suggestions on improvements are to be submitted in writing for consideration.

7. USGA approved yardage measuring devices are allowed for League play. Please ensure that usage of these devices does not slow down your pace of play.

8. This league was design to promote good golf and fellowship, let us try and continue to make this league an environment for fun golf.

## ANNEX B

### SCORESHEET INSTRUCTIONS FOR OMMCS GOLF LEAGUE 2015

1. Fill in blanks for Tm #, Date, and players' names. Use last name and first initial. Players should be listed in order (A, B, C, D). Forfeits will always be listed last.
2. Transfer scores from the scorecard to the scoresheet (strokes per hole and total gross).
3. Check each player's handicap on the weekly handicap sheet and fill in the columns marked "HCP". If a player does not yet have an established handicap (name followed by an \*), follow the instructions on the reverse of the scoresheet to determine a handicap for that day. Once this is complete, subtract HCP from GROSS to get NET.
4. Compare handicaps of A players, B players, etc. Subtract the lower from the higher. For the player with the higher handicap, now determine those holes on which the player gets a stroke. Using the STROKES row, check which holes have values equal to or less than the handicap difference. (make sure you use the correct STROKES row... there are different rows for players using the White, Red, and Gold tees!)
5. Place a dot next to that person's score in each hole where he/she gets a stroke. (example: The A player for Tm 1 has a 4 handicap. The A player from Tm 2 has a 7 handicap.  $7-4=3$ , so the Tm 2 player gets 3 strokes. The stroke holes are the holes with a 1, 2, and 3 in the STROKES row, and a dot should be placed in the corresponding boxes next to his score.)
6. Compare hole-by-hole scores for the A-players. Circle the lower score on each hole. Remember to mentally subtract a stroke on each hole where a player has a dot next to his/her name. If the hole is a tie, don't circle either score. (example: Tm #1 A-Player scores - 5, 5, 3, 5, 4, 5, 4, 5, 5 = 41 (net 37) Tm #2 A-Player scores - 5, 5, 4, 7, 4, 5, 5, 4, 5 = 44 (net 37) and gets strokes on hole #'s 1, 4, and 9. Hole 1 - circle Tm 2 player's score, Hole 2 - tie, Hole 3 - circle Tm 1, Hole 4 - circle Tm 1, Hole 5 - tie, Hole 6 - tie, Hole 7 - circle Tm 1, Hole 8 - circle Tm 2, hole 9 - circle Tm 2.)  
NOTE: A player with an X on a hole will lose that hole to an opponent with a "natural" score on the hole, regardless of handicap strokes. He will tie the hole if his opponent also has an X, regardless of handicap strokes for either player.
7. Count the number of holes won, tied, and lost for each player. Fill in the NO OF HOLES WON, LOST, and TIED columns next to that person's name.
8. Complete steps 6 and 7 for all players. If a player has no opponent, he/she is given credit for tying every hole.
9. Compute individual points for each player. In the INDIV PTS columns, compute PTS by multiplying the number of holes won by two and holes tied by one. Place this value in the correct box. Determine MTCH points by comparing NET scores. Low net gets two points. Each player gets one point in a tie. In the example, both Tm #1 player and Tm #2 player would get 9 PTS (3 wins, 3 ties) and 1 MTCH point (tie) for a total of 10 INDIV PTS each. If a player has no opponent, the forfeited space receives a net 41 or one stroke more than the opposing players' posted net score, whichever is higher.
10. After completing each player's INDIV PTS, add each team's players together and place this number in the first block next to TOTAL. Then total each team's NET scores and place this value in the box at the bottom of that column. Compute the Stroke Difference between the Tm #1 total net and the Tm #2 total net and enter that value in the bottom box marked Stroke Difference. The team with the lower team net will get 10 points PLUS 1 point for each stroke difference up to 10. (20 points max). Enter those points for the team with the lower net in the TEAM PTS "net" box. The other team will get the remainder of the 20 team net points, if there are any.
11. Add INDIV TOTAL points to TEAM net points to get the final TEAM PTS total. Your score sheet should now be complete, and if each team had four players the two totals should add to 100. (91 if one team had one forfeit, 82 if two forfeits, etc. as shown in ANNEX D).
12. Each team should sign two scorecards and the scoresheet, and place all three in the front of the league box.
13. Rainout instructions: To be an "official" match, all competitors must complete 6 holes. If all don't finish #6, just tear up the card and reschedule the match (or accept a "Not Played" match). If all complete six or more holes, fill out the cards as normal for the holes played. To complete the scores, you should give everyone "par plus handicap" on the remaining holes. A 7-handicapper would get a bogey if the hole was one of the top-seven handicap holes, otherwise a par. A 12-handicapper would get a bogey unless the hole was one of the top three handicap holes, in which case he gets a double. Basically all remaining holes will be split, and the scores will be rolled up into figuring the individual and team net scores.

## ANNEX C:

OMMCS GOLF LEAGUE – NEW PLAYER HANDICAPS  
2015

TABLE 1

ROUNDS PLAYED USING BEST SCORE					
	1 <sup>ST</sup> & 2 <sup>ND</sup>	3 <sup>RD</sup>	4 <sup>TH</sup>	5 <sup>TH</sup>	6 <sup>TH</sup> & SUBS
9 HOLE HCP	80% 1 BEST	80% 2 BEST	90% 2 BEST	96% 2 BEST	96% 3 BEST
0	35	70 to 71	70 to 71	70 to 71	105 to 106
1	36	72 to 73	72 to 73	72 to 73	107 to 109
2	37 to 38	74 to 76	74 to 75	74 to 75	110 to 113
3	39	77 to 78	76 to 77	76 to 77	114 to 116
4	40	79 to 81	78 to 80	78 to 79	117 to 119
5	41	82 to 83	81 to 82	80 to 81	120 to 122
6	42 to 43	84 to 86	83 to 84	82 to 83	123 to 125
7	44	87 to 88	85 to 87	84 to 85	126 to 128
8	45	89 to 91	88 to 89	86 to 87	129 to 131
9	46	92 to 93	90 to 91	88 to 89	132 to 134
10	47 to 48	94 to 96	92 to 93	90 to 92	135 to 138
11	49	97 to 98	94 to 95	93 to 94	139 to 141
12	50	99 to 101	96 to 98	95 to 96	142 to 144
13	51	102 to 103	99 to 100	97 to 98	145 to 147
14	52 to 53	104 to 106	101 to 102	99 to 100	148 to 150
15	54	107 to 108	103 to 104	101 to 102	151 to 153
16	55	109 to 111	105 to 106	103 to 104	154 to 156
17	56	112 to 113	107 to 109	105 to 106	157 to 159
18	57 to 58	114 to 116	110 to 111	107 to 108	160 to 163

NOTE: NEW MEMBER HANDICAPS MUST BE CALCULATED EACH TIME, USING THE CURRENT ROUND PLUS ANY PREVIOUS “BEST SCORES”. PREVIOUS “BEST SCORES” ARE FOUND ON THE WEEKLY HANDICAP SHEET.

STEP 1 – USE THE APPROPRIATE COLUMN IN TABLE 1 FOR NUMBER OF ROUNDS PLAYED (INCLUDING THE CURRENT ROUND)

STEP 2 – USE THE SUM OF THE BEST SCORE(S) AND FIND THE HANDICAP FROM TABLE 1

STEP 3 – IF THE CURRENT ROUND MIGHT BE ONE OF THE “BEST SCORES”, APPLY ESC FROM TABLE 2 AND IF CURRENT ESC SCORE IS A “BEST SCORE”, USE THIS ESC SCORE AS A “BEST SCORE” IN STEP 4

STEP 4 – USE THE SUM OF THE BEST SCORE(S) TO FIND THE HANDICAP FOR THE CURRENT ROUND

**DO NOT ALTER THE GROSS SCORES ON THE SCORE SHEET**

TABLE 2 – EQUITABLE STROKE CONTROL (ESC)

Course Handicap	Maximum Number
4 or less	Double Bogey
5 to 9	7
10 to 14	8
15 to 19	9
20 and above	10

## ANNEX D:

# FORFEIT RULES AND SCORING 2015

A player who fails to be ready to play his/her match at the scheduled tee time will forfeit the individual match. The following is a table of all possible forfeit scenarios, showing which positions are forfeited in each scenario.

Team A # of forfeits	Team B # of forfeits	Team A forfeited positions	Team B forfeited positions	total # of points available
1	0	D		91
1	1	D	D	80
2	0	B, D		82
2	1	B, D	D	71
2	2	C, D	C, D	60
4	0	A, B, C, D		64

Each team must field two players for it to be considered a match. To score a forfeit:

- a. Individual play: A forfeited position receives 0 points. Any opposing player will receive 11 points (1 point per hole plus 2 points for low net).
- b. Team Low Net: Each forfeit position will record a net 41 or one stroke more than the opposing player's net score, whichever is higher. When the same position is forfeited on each team, each position will record a net 41.

The scoresheet is then scored as normal.



SIMPLE RULES FOR USAOMMCS GOLF LEAGUE  
2015

1. Ten minutes prior to your scheduled tee time, you should have paid your green/user fees, checked in with the course starter, posted your team line-up in the OMMCS log, warmed up, and started towards the first tee.

2. **Play ready golf at all times.** Golf courtesy is admirable, but taken to extremes can really slow the game to a snails pace.

Fairway Play: Three minutes are allowed to look for lost balls. Hit your shot first, and then help your partner look for the lost ball. Proceeding directly to your own ball from the tee box will also speed play. If players who are “out” are not ready, and you can safely play your ball, do so. “Lost balls” (even if found) are considered as having entered a lateral hazard, and may be played from anywhere along the line of flight to the hazard with a one stroke penalty (If the ball has entered a "lateral hazard" beyond the putting green, it shall be dropped within two club lengths of the hazard but no closer to the hole).

On the Green: Balls that are on the green and “within the leather on a standard length putter are “gimme” putts and should be picked up. On longer putts, putting out is preferable to marking your ball after each putt.

Max Strokes: The most strokes that can be *taken by* any player on any given hole is 4-over par. Once a player is 4-over par on a given hole he/she must pick-up and write down a 5-over par score on the card including an X over the score to indicate a pick-up. This is whether he/she is in the fairway or on the green. A “natural” 4-over par will not have an X over the score.

3. The league will play “winter rules” at all times, which means rolling of the ball in the fairway you are playing is allowed. At all other times, the ball must be played down.

4. Golfers who have reached their 60<sup>th</sup> birthday prior to the start of league play are eligible to play from the “gold tees”, but are required to establish their handicap from those tees beginning on the first day of play, unless they had previously established their handicap from the gold tees last year.

5. The league’s goal this year, as in prior years, is to have fun. Since most players find it more fun to play in daylight, all teams should attempt to finish play in at no more than two hours. ***We need your help!***