



Adult Sports Leagues Office
(619) 691-5052
Athletics@chulavistaca.gov
<http://play.chulavistaca.gov>

GOLF (Spring Only)

- FEES:** **\$175 Per Team**
- LEAGUE START DATE:** The Spring 2018 league is expected to begin April 9th, 2018 at 4:15pm.
- NO PLAY DAYS:** We will not have matches on May 25th for Memorial Day Holiday
- INSURANCE:** If desired, players are responsible for providing their own insurance.
- AWARDS:**
1. Eight awards will be given to the 1st and 2nd place teams.
 2. One award will be given to the High Point Average person of the league (minimum of 6 matches played).
 3. One award will be given to the Low Score Average person of the league (minimum of 6 matches played).
 4. One award will be given to each High Point Average person for each team (excluding the High Point Average for the league – minimum of 6 matches played).
- ROSTERS:**
1. Rosters will be emailed to Ethan Wing (ewing@chulavistaca.gov) at least 1 week prior to the first match. Any additions to the roster will be emailed, up until the last match starts on Week 8, when no additional players can be added.
 2. Each player must complete a waiver before playing
- TEAMS:**
1. Four players constitute a team.
- STANDINGS:**
1. Standings will be posted online and should be available 5 business days after your game (will vary).
 2. Team win-loss records will determine standings.
 3. Tied matches will be 1/2 win and 1/2 loss.
 4. Ties for first or second place at the end of the season will be broken by results of matches played between involved teams during league play.
- LINEUPS:**
- Both teams are responsible for completing the scorecard information and keeping accurate score for both teams.
1. First and last names **MUST** be used on all scorecards.
 2. Staff will not be present for matches, so each team must complete a scorecard for their match.

3. Teams listed second on the schedule are the home team.
4. Pairings (1st & 4th, 2nd & 3rd, etc.) will be determined by the home team.

MATCH:

USGA rules apply unless otherwise specified with in this packet.

1. If a player does not report in, the forfeit shall result in a 0-6 score in favor of the player forfeited to.
2. If a player is late checking in, they may join their foursome at the next tee, with the first hole being a forfeited hole (signified by an X) and the total score going to the opposing player.
3. If a player does not complete 9 holes, their opponent automatically wins each of the remaining holes plus total score.

MATCH PLAY SCORING:

1. Matchups will be determined by low handicap through high handicap (for example, Team A has handicaps 3, 8, 9, 12; Team B has handicaps 6, 8, 10, 12. Matchups would be 3-6, 8-8, 9-10, 12-12)
2. In a team who is playing non-handicapped players versus a team with all players with established handicaps, all handicapped players must be matched up, as described above, prior to matching up the non-handicapped player with an established handicap player.
3. If a team has only 1 non-handicapped player, and the opposing team has only 1 non-handicapped player, the non-handicapped players will be matched against each other.
4. If both teams have equal number of non-handicapped players, but more than one, the non-handicapped players should be matched up according to their estimated handicap prior to the round.
5. If players on the same team have identical handicaps, they can make the decision which opponent they will match up against, assuming Rule #1 is not compromised.
6. We will play with the "Quad" rule, meaning, the maximum stroke total on any given hole is 4-over par (max of 7 on par 3, max of 8 on par 4, max of 9 on par 5).

7. PAIRINGS MUST BE DETERMINED BEFORE TEEING OFF THE FIRST TEE AND CANNOT BE CHANGED.

TEE PLACEMENT:

1. Men will use the tee boxes one from the back. Women will use the front tees at all golf courses.
2. Hole #6 at Chula Vista will be played as a Par 4.

GREENS FEES:

Green Fees will vary at each course.

HANDICAPS:

- 1.. All players will start without an established handicap.
2. Handicaps will be based on the last 5 rounds, with the lowest and highest score not factored in.
3. For handicapping purposes, scores of forfeited or practically forfeited matches will not be considered. Scores from rounds not completed (8 holes or less) will not be considered towards handicaps either.
4. All scores over triple bogey will be adjusted to triple bogey when computing handicaps.
5. Players will be given a handicap after their first round played.

6. Players who do not have a league assigned handicap will play with a minimum net score of 40, and their first round handicap will be based on their total net score* minus 40.

*To figure net score for handicapping, all scores over triple bogey will be adjusted to triple bogey. Gross score will be count towards point totals and final round total.

7. A player may not receive more than one stroke per hole, or more than nine strokes per match, regardless of the differences in handicaps.

8. USGA and SCGA handicaps are **not** recognized in our league.

SCORING:

1. We will play with the “Quad” rule, meaning, the maximum stroke total on any given hole is 4-over par (max of 7 on par 3, max of 8 on par 4, max of 9 on par 5).

SCORECARD:

1. Both teams are responsible for keeping score.

2. It is the responsibility of both teams to verify scores immediately following each match, preferably each hole, and for both teams to have a representative sign each scorecard.

3. Both teams must enter in score information to the Google Docs Scorecard (link will be emailed to managers at the start of the season) by Tuesday evening. In case of dispute, scorecards must be kept from both teams to use as backup.

4. Scorecards should be turned in to a City employee the following week to be forwarded to the Athletics office.

WINTER RULES:

1. Lie may be improved from tee to green, excluding hazards (must use club head, no hands, no more than 6", and no closer to the green).

2. All putts must be holed out.

COURTESY RULES:

1. Players, please have consideration for the teams behind you, and be on the tee at your designated starting time.

2. **PLAY READY GOLF!!!!**

3. **PLAY READY GOLF!!!!**

HOW TO PLAY PENALTY SHOTS: SEE NEXT PAGE

Penalty Shots: How to play and score them

1. Out of Bounds (white stakes) – we see these a lot at Chula Vista, occasionally at Eastlake, and rarely at Salt Creek, but nonetheless, they are there. Since this is a twilight Golf League with time constraints, we play OB shots a little differently (or least have the option to play them differently) than the USGA rule book states.
 - a. If you hit a ball Out of Bounds, you have the option to 1) go back to the spot where your original shot was taken and add a **one-stroke penalty** to your score, or 2) you may drop at the nearest point of relief where your ball went OB for a **two-stroke penalty**.
 - i. Example for Option 1: Player A tees off and hits his ball OB. He searches for his ball but realizes it went OB. He drives back to the tee box and hits his **3rd shot** off the tee.
 - ii. Example for Option 2: Player B tees off and hits his ball OB. He searches for his ball but realizes it went OB. He drops at the point nearest to where his ball went OB and hits his **4th shot**.
 - b. If you think your ball may be OB, please hit a provisional ball in the essence of saving time.
2. Water Hazard (yellow stakes) – if you see water directly in front of you, you will probably see a yellow stake. Here are some options to playing these hazards.
 - a. You can always try to play out of a water hazard with no penalty. You cannot ground a club in any hazard (yellow staked, red staked, or sand hazard).
 - b. If you wish to drop you may:
 - i. Return to the spot where you took the original shot, and add a **one-stroke penalty**, or
 - ii. Drop anywhere in line with where your original shot was taken and where your ball entered into the hazard, plus add a **one-stroke penalty**. You must keep the hazard between where you hit your next shot and the hole (you must hit **OVER** the hazard).
3. Lateral Water Hazard (red stakes) – the most common hazard stakes (think the creek at Chula Vista Muni for most of the front nine).
 - a. You can always try to play out of a water hazard with no penalty. You cannot ground a club in any hazard (yellow staked, red staked, or sand hazard).
 - b. If you wish to drop you may:
 - i. Return to the spot where you took the original shot, and add a **one-stroke penalty**, or
 - ii. Drop two-club lengths from where your ball entered the margin of the hazard, no closer to the hole, and add a **one-stroke penalty**.
 - iii. Drop on the opposite side of the lateral water hazard, equidistant to the hole (no closer to the hole, equal to how far it would have been if you would have dropped your two-club lengths), and add a **one-stroke penalty**.