

PATHFINDER

GOLF LEAGUE

Constitution and By-Laws

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Amendments

Revision 1.0

13th Feb 2006

- Initial Release

Revision 1.1

13th Feb 2007

Constitution

- Article III Section 2 – Increased maximum number of players from 30 to 33.
- Article III Section 6b – Clarified Associate Members competition eligibility.
- Article III Section 8a – Clarified ineligible examples.
- Article III Section 9 – Clarified season start and end and highlighted priority of finishing league games.
- Article V Section 6 – Added optional Committee positions of Webmaster and Handicap Advisor.

By-Laws

- Article II Section 2 – Clarified duration of league.
- Article II Section 8 – Clarified No-show procedure.
- Article V Section 1 – Definite procedure for no one hitting the green on closest to pin competition.

Appendix

- Added details for Handicap Calculation

Revision 1.2

11th Feb 2009

Constitution

- Article III Section 4d – Increase Membership fee from \$10 to \$20
- Article III Section 6a – Increase Associate Membership fee from \$5 to \$10
- Article V Sections 1 through 7 – Redefined more clearly the duties of each of the committee members.

By-Laws

- Article II Section 3 – Increased league fees for Members and Associates
- Article II Section 12 – Added clarification to inclement weather situation during The Final.
- Article III Section 1b – Handicaps will now be based on the best 10 games of 20 instead of the best 5 games from 10.
- Article V Sections 1 and 2 – Prizes held for winning player who is not present.
- Article V Section 3 – The Elimination Cup and Challenge Cup details have now been moved to the Appendix D

Appendix A

- Handicap Adjustments – Handicaps now calculated from 10 best scores from last 20 games.

Appendix B

- Etiquette item 6 – Be on the tee box 5 minutes before your tee time.

Appendix D

- Section added to detail the Elimination and Challenge Cup Rules.

Revision 1.3**27th January 2010****Constitution**

- Article III Section 4a – Added that new non-PathFinder member could begin play immediately upon committee agreement.
- Article III Section 6 – Added that an associate player must pay his dues and hand in five scorecards before his handicap is tracked.
- Article III Section 8 – added section (f) for order of preference for new members.

By-Laws

- Article II Section 3 – Added clarification that members cannot play league games before paying fees.
- Article II Section 11b(iii) – Added tiebreaker information for final wild card slot in a three-flight league.
- Article V Section 5 – Added details of inclement weather procedure for Ryder Cup.

Revision 1.4

3rd February 2011

Constitution

By-Laws

- Article I Section 3a – Added clarification for teleconference voting at AGM.
- Article II Section 5 – Allow players to select their tees at the beginning of the season.
- Article II Section 7.1 – Added details of the procedure for a player withdrawing from the League.
- Article III Section 2 – Procedure if individual's handicap is over 20 at the end of the season.
- Article V Section 5 – Cleared up rules for Ryder Cup.

Appendix B

- Etiquette 5 iv) Pick up ball if out of stableford points.

Appendix D

- Challenge Cup Rules – For an 8 Week Challenge Cup, change the number of games that count from 5 down to 4

Revision 1.5

31st January 2013

Constitution

- Article III Section 8 – Removed section regarding non-PathFinder members having to be removed from the league if new PathFinder members wish to join and the maximum number of players has already been reached.

By-Laws

- Article II Section 10 – Inserted section on slow play and penalty points
- Article II Section 11 – Added penalty points as a secondary tiebreaker.
- Article II Section 13 – A draw will be made for the pairing in the League Final
- Article V Section 5 – Added that Ryder Cup can be played at a 27 hole or 18 hole course as long as 27 holes in total are played. Added statement regarding Captains method for picking pairings in the Ryder Cup

Revision 1.6

20th May 2014

Constitution

- Article 5 Section 1 – Added extra duty for president to arrange PGL Final tee-time.

By-Laws

- Article I Section 5 – Removed text stating that the first league game of the season will be drawn at the same time as the flights were drawn. All games should be organized by the players.
- Article 5 Section 5 – Changed how number of players for the Ryder Cup is determined. Changed the order of preference for selection of players and handicaps used for Ryder Cup.

Revision 1.7

20th May 2015

By-Laws

- Article 2 Section 7d – Inter flight draws change from seeded draw to a blind draw.
- Article 2 Section 5 – Clearly defined which tees should be played from depending on Handicap Index.
- Article 2 Section 12(iii) – Modified how the wild card players are selected when there are only two flights.
- Article 3 Section 2 – Changed maximum Handicap Index to 18.2
- Article 5 Section 5 – Defined how the Captains should draw the matchups for the Ryder Cup, and also stipulated that Captains must play each other.
- Article 5 Section 5 – Stated that 18.2 Index is the maximum handicap for a player at the Ryder Cup

Revision 1.8

3rd Feb 2016

By-Laws

- Article 2 Section 10 – Made to skip a hole on a league night.
- Article 2 Section 14 – Determination of forfeit in play-off or final.
- Article 5 Section 5 – Only Full league members can vote on Ryder Cup Captain.
- Article 5 section 5 – Skipping hole due to slow play in Ryder Cup
- Article 6 Section 1 – A and B players for stat prizes.

Revision 1.9

3rd Feb 2017

- Removed all references to "PathFinder employees" and replaced them with "Schlumberger employees".

Constitution

- Article III Section 4c – Change to maximum handicap requirements. Now 18.2 for men instead of 20
- Article V Section

By-Laws

- Article 2 Section 14 – Change to the rules for availability in the playoff and final to avoid anyone having to forfeit.
- Article 3 Section 2 – Change to maximum handicap requirements. Now 18.2 for men instead of 20
- Article 5 Section 1 – Add note regarding rule for a player who forgets to mark closest to pin marker.
- Article 5 Section 5 – Change of tees in Ryder Cup. For Singles and Best Ball, players play from the same tees as in the league play.

Appendix C

- Item 3 – Local Rule regarding provisional ball over water

Revision 1.10

31st Mar 2021

Constitution

- Article III Section 4c – Change to maximum handicap requirements to 24
- Article V Section 3 – Add Secretary will update the By-Laws before the start of the season

By-Laws

- Article II Section 5 – Add all tee times must include 2 to 4 players
- Article II Section 7 – Add Penalty for leaving league games to the last minute
- Article II Section 15 – Add code of conduct
- Article V Section 2 – Add countback will be stableford score
- Article V Section 5
 - Add VP will find 2 potential courses for Ryder Cup
 - All players (except Ladies) will play team competitions from the front tees
 - Change the order of play to Fourball, Scramble then Singles

- For Scramble, at least 2 tee shots from each player must be used

Appendix A

- Handicap Calculation
 - Was 10 out of 20 scores now 8 out of 20 scores
 - Remove “excellence” factor of .9

Appendix B

- Item 5 – Added pick up rule for players with no handicap

Appendix C

- Item 2 – Added option to drop ball from vicinity where ball was lost with 2 stroke penalty

Constitution

ARTICLE I -- Name

Section 1. Name

PATHFINDER GOLF LEAGUE ("PGL"), a non-profit organization.

ARTICLE II -- Purpose and Scope

Section 1. Purpose

The primary object of the PGL is to promote and foster the principles of good fellowship, true sportsmanship and healthful recreation among Pathfinder/Schlumberger employees in the sport of golf, in accordance with the Constitution and Standing By-Laws.

ARTICLE III -- Membership

Section 1. Active Members

Membership in the PGL shall consist of all active members who have qualified and complied with the rules and regulations of the Constitution and Standing By-Laws.

Section 2. Numbers

The number of active members shall be limited to 33, due to the availability of evening tee-times.

Section 3. Right to Vote

The right to vote and eligibility to hold office with the PGL are vested only in the active members in good standing for one year or more.

Section 4. New Members

To compete in the PGL, a new player will:

a (i) Be a current employee of Schlumberger

OR

- (ii) Be a non-Schlumberger golfer with sponsorship of an existing member, and with a majority vote of committee members to become an immediate member.

OR

- (iii) Played as an Associate member the previous year, and have played in at least 40% of available league nights in that previous year.

- b) Provide to the committee, a minimum of five, 9-hole scorecards. This could be in the form of three 18-hole scorecards. Scorecards must be a legitimate scorecard from any rated course, and must show the tee-box the score was obtained from, the slope rating and the course rating. These scorecards must be submitted a minimum of two weeks before the start of league play.
- c) Maintain a handicap index of 24. In order to show his/her eligibility, a new player must play at least one round with an existing PGL member a minimum of 2 weeks before the start of league play and demonstrate his/her ability to play to this level.
- d) Pay league fees of \$20 before the commencement of league play.

Section 5. Former Members

Former PGL members who wish to rejoin the league may do so immediately if they are out of the league for less than a year, provided there is space for them. Their previously calculated handicap will be used. Former members who were out of the league for more than one year, must rejoin as if a new member.

Section 6. Associate Member

- a) Any player, Schlumberger or otherwise, may join the PGL as an Associate Member. Associate membership fees are \$10.
- b) Associate member's handicap will be tracked only after they have paid their membership fees and handed in at least five 9 hole cards.
- c) An Associate Member may play in the money game once their handicap is established and they can play in the closest to the pin competitions before their handicap is established. They are also entitled to play in any or all other league competitions, such as the Three Club Challenge, excepting the league championship itself.
- d) If an Associate Member wishes to be considered for full membership the following year, the Associate should play in at least 40% of

available league nights. Full membership will be subject to availability and committee discretion.

Section 7. Guests

Members or Associate members may invite guests to league nights. However, that guest can only play in closest to pin competitions and nothing else. Guests will not have their handicap tracked unless they become Associate members and pay the \$10 fee. Guest tee-times are subject to availability.

Section 8. Priority for New Members

Priority for new members will always be given to Schlumberger employees. This league is first and foremost for Schlumberger employees. Where open slots are available, the priority for entry into the league, assuming they satisfy all entry rules above will be:

- a) Schlumberger employees who previously played in the golf league and had to drop out for some reason other than being ineligible (injury or travel commitments for example)
- b) New Schlumberger employees
- c) Non-Schlumberger employees who previous played in the league and were Grandfathered in before the 2005 season, but who had to drop out of the league for some reason other than being ineligible.
- d) Schlumberger employees who previously played in the golf league and previously failed to meet requirements for continued play. This will be at the Committee's discretion.
- e) An Associate Member who played more than 40% of league nights the previous year.
- f) An Associate Member who did not play more than 40% of league nights the previous year but has committee approval to become an immediate member.

Membership is available on a first come, first served basis.

Section 9. Maintaining Member Eligibility

To remain an active member of the league in the following year, a player must complete all League games *or* have played on 40% or more of available league play evenings. League play evenings is defined as the period between the first week after day-light savings and the week that the committee designates the last available evening for league play before the play-offs as detailed in Article 2 Section 2 of the By-laws.

The primary importance for all league players should be to complete all league games.

ARTICLE IV -- Elections and Nominations of Officers

Section 1. Elections

Each year at the Annual General Meeting (AGM) there will be elected a President, Vice-President, Secretary, Treasurer and Rules Adviser who will hold office for one year or until a successor is elected. A quorum of 40% of the current league members must be present at the meeting. A majority vote of those present at the AGM is necessary for election.

Section 2. Nominations

Nominations will be accepted in writing prior to the AGM, or from the floor at the AGM. Should any positions still be open after the AGM, nominations can be accepted afterwards, and an email vote for his election can be carried out.

ARTICLE V -- Duties of Officers.

Section 1. President

The primary duties of the president are as follows:

- Preside over AGM and other special meetings
- Main point of contact for League Golf Course
- Print out score cards and Handicap sheet each week
- Announce scoring on each league night
- Set up course and tee-times for the PFL Finals (this is typically but not necessarily at 2:30pm)
- On any items not covered by the PGL By-laws, chair the committee discussion and voting on such matters.
- Preside over Ryder Cup organization

The President may delegate any of the above responsibilities to another officer.

Section 2. Vice President

The Vice-President will assist the President as necessary, and take over the Presidents duties when he is not available. The primary duties of the Vice President are:

- Organize and be main point of contact for Ryder Cup Golf Course
- Take on Presidents duties when he is not available

Section 3. Secretary

The primary duties of the Secretary are:

- Take minutes at all meetings and publish the minutes via email
- Organize tee times and contact course with published list each league week
- Update By-Laws before the start of the season

The Secretary will also assist the President as required.

Section 4. Treasurer

The Treasurer will maintain the financial records of the PGL, pay approved bills and collect all monies due the PGL. His principle duties are:

- Collect League Fees
- Collate and distribute prize money each week
- Collect Ryder Cup Fees
- Pay fees to Course for Ryder Cup
- Purchase Trophies

The Treasurer will assist the President as required.

Section 5. Rules Adviser

The Rules Adviser will in the event of a protest or complaint by any player, give his interpretation of the Rules of Golf, or the PGL Rules of Play. His principal duties are:

- Make Rulings on all related issues by interpreting PGA Rules and PGL By-Laws
- On items not covered by PGA Rules or in special circumstances, at the Rules Advisers discretion, protests may be brought before the Committee for a vote. The Rules Adviser will break any tie in a vote.

The Rules Advisor will assist the President as required.

Section 6. Optional Committee Positions

The position of Webmaster and Handicap Advisor are optional committee positions. Any league member may serve as the Webmaster and/or the Handicap Advisor without being a Committee member. However, should that

person desire to be a member of the Committee, then that person will have full participation in all Committee activities.

Section 7. Shared Committee Duties

Certain duties are the shared responsibility of the entire committee. Those are as follows, but not limited to:

- Collate and Distribute Ryder Cup Prizes
- Print out Scorecards for Ryder Cup
- Calculate Handicaps for Ryder Cup
- Organize engraving of trophies

ARTICLE VI – Committee Duties

Section 1. Adopting and Amending the Constitution or By-Laws

The Committee, by a majority of the votes cast by the active Committee members present, shall have the power to adopt, repeal or modify the Constitution and Standing By-Laws pertaining to matters *not expressly specified* in but consistent with the provisions of this Constitution and By-Laws. The Committee CAN NOT change the existing Constitution or By-Laws without a majority vote of the full membership.

Section 2. Notification of Changes

Any part of the Constitution and Standing By-Laws so adopted, repealed or modified shall become effective after a written notice of such adoption, repeal or modifications is given to the general membership.

Section 3. Perpetuating PGL

The Committee shall do whatever is necessary to perpetuate the PGL

Section 4. AGM Attendance

All Committee members are required, except in exceptional circumstances, to attend the annual AGM meeting which shall be called by the President in January each year.

Section 5. Organizational Duties

It is the responsibility of the Committee to organize the league and tournaments in a manner in which they see best, and to run the league according to Constitution and By-Laws, and make appropriate decisions for

the betterment of the league in matters not covered by the Constitution and By-Laws.

ARTICLE VII -- Amendments to the Constitution and By-Laws

Section 1. Amendments

Proposed amendments must be submitted to a Committee member, in writing, two weeks prior to the AGM. All members must also be notified of the meeting in writing and said proposed amendments must be enclosed with that notification in order for the proposals to be subject for approval at the AGM.

Proposals by members may be made at any time throughout the year, but it will be at the Committee's discretion as to whether to put the proposal up for a vote at that time, or whether to wait for the AGM.

A vote on an amendment can, at the Committees discretion, be done via email, in which case a majority of the entire membership is required for the amendment to pass, or the Committee may call an Extraordinary General Meeting, for members to discuss the proposal. In order for the proposal to pass in this instance, 50% of the entire membership must be present at the meeting, and only those in attendance may vote. A majority vote is required for the amendment to pass.

STANDING BY-LAWS

ARTICLE I – League Organization

Section 1. Change in By-laws

Standing by-law changes initiated by the Committee may be altered by a majority vote of the membership.

Section 2. Expenses

Expenses incurred by any committee member or general member on behalf of the PGL must have the approval of a majority vote of the Committee.

Section 3. Meetings

- a) An Annual General Meeting shall be held in the month of January each year. The President shall set the exact date. A notice of this meeting shall be sent to all members via email. This meeting is designed for the review of the league's prior year, continuing strategic plans and discussion and acceptance of new Constitutional amendments. No email or phone in votes will be honored prior to, or after the meeting. Participation in the meeting via teleconference constitutes attendance at the meeting and therefore votes are allowed by those attending via teleconference.
- b) The order of business at all Annual General Meetings shall be as follows:
 - i) Call meeting to order
 - ii) Roll call
 - iii) Review of previous year's play.
 - iv) Treasurer's report
 - v) Communications, if any, are to be read
 - vi) Committee reports if any
 - vii) Unfinished (old) business
 - viii) Voting in new committee
 - x) Vote on any amendments to league play (course played etc.)
 - ix) Vote on any amendments to Constitution and By-Laws

xi) Adjournment

Section 4. Special Meetings

Special meetings of the Committee may be called by the President as necessary. An email notice, including a copy of the proposed agenda, shall be sent to all Committee members at least 3 days prior to the meeting.

Special meetings of the entire membership may also be called by the President as necessary. An email notice, including a copy of the proposed agenda, shall be sent to all active members at least 3 days prior to the meeting.

Section 5. Pre League Meeting

Within two weeks of start of play, the Committee will call the Pre-League Meeting for all members. At this meeting, any specific changes to course, tee-times, competition rules, local rules or league play etc. will be communicated. Additionally, the flights will be drawn out of a hat. Flights should be drawn in a manner that will spread the handicap variation of players evenly throughout each flight. Players are responsible for organizing their own matches.

ARTICLE II – League Play

Section 1. General

League play is on one specific weeknight defined by the Committee. Matches to be played on any other night except the designated league night *must* have Committee approval prior to playing.

Section 2. Duration

The league will run from the first week after Day-light Savings until the Ryder Cup. The first official night of league play will be determined by the Committee at least two weeks prior to play. The Committee may designate one or several weeks as "practice weeks" or "Elimination Cup weeks" before the actual commencement of league play.

Before the start of league play the Committee will announce, by email, when the end of league play will be and when the projected Playoffs should start. This end date may be pushed back at the committee's discretion, due to abnormal weather conditions throughout the season. However, a minimum of 20 weeks should be allocated for league play, for a player to complete all their matches.

Section 3. Fees

League fees are \$20 per season for full members, and \$10 per season for Associate Members. League members cannot play or organize any official league matches until they have paid their League Fees.

Section 4. Location + Time

The location of league play will be somewhat determined by the availability of golf courses in close proximity to Schlumberger. Proposals for new locations should be made before the AGM and voted on at the AGM. The evening for league play will also be somewhat determined by available courses and should be taken into consideration when voting.

Section 5. Tees

Players with a Handicap Index of 12 or more at the start of league play **MUST** play from the Blue Tees (Typically the ones behind the Ladies Tees). Players with a Handicap Index of less than 12 can elect to play from the Blue Tees or from the set of tees behind the Blue Tees, typically Gold. Once a selection is made, it must be used for the entire season.

Handicaps will be adjusted for the tees that are being played.

For Ryder Cup play, see the section on Ryder Cup for determination of tees.

All tee times must have 2 to 4 players

Section 6. League Organization

a) The League will be organized into two or three flights, depending on how many players have signed up. Flight organization will be as follows:

20 Players – two flights of 10

21 Players – one flight of 10 and one flight of 11

22 Players – two flights of 11

23 Players – one flight of 11 and one flight of 12

24 players – two flights of 12

25 players – one flight of 9 and two flights of 8

26 players – two flights of 9 and one flight of 8

27 players – three flights of 9

28 players – two flights of 9 and one flight of 10

29 players – two flights of 10 and one flight of 9

30 players – three flights of 10

31 players – two flights of 10 and one flight of 11

32 players – two flights of 11 and one flight of 10

33 players – three flights of 11

Section 7: League Play

- a) For the duration of the league, players within each flight challenge each other. Each player within a flight must play all others in his flight once per season. League play is man-v-man for the highest stableford points. Stableford points are awarded as follows:

Net double bogey or worse	0 points
Net Bogey	1 point
Net Par	2 points
Net Birdie	3 points
Net Eagle	4 points
Net Double Eagle	5 points

- b) A player who wins his match receives 2 league points. A player who loses his match receives 0 league points. A tie gives each player 1 point each.
- c) It is each player's responsibility to organize his own matches. A mechanism for sign-up will be provided for that purpose. Tee-times will be on a first come- first served basis.
- d) In cases where there are two flights with a smaller number of players than the third flight, one inter-flight match will be played in order to give all players the same number of competitive games. The inter-flight match should be a blind draw.
- e) In cases where there is one flight smaller than the other two, the first week of play for the flight with the smaller number will be an "all-in" round. In an "all-in" round, players from that flight will not play against a specific opponent. Instead they play for the highest stableford score. In a flight with an even number of players, the top scoring half of the players

will receive 2 league points while the bottom half will receive 0 points. For example, in an 8 player flight, the 4 players with the best stableford scores will receive 2 league points while the other 4 players will receive 0 league points.

In a flight with an odd number of players, the top scoring half of the players rounded down, will receive 2 league points while the bottom half rounded up will receive 0 points. For example, in a 9 player flight, the 4 players with the best stableford scores will receive 2 league points while the other 5 players will receive 0 league points.

If there are players with equal stableford points between the top half and bottom half of scoring, all those players will receive 1 league point.

- g) Score cards must be turned in to the committee at the end of each stipulated round of league play. Any cards turned in after 8:30pm on league nights will not be counted in the Money Game competition.
- h) Anyone having 3 or more league matches left within the last 5 weeks of the season, will be penalized. Penalty could be loss of 1 league point or dropping to associate the following year at the discretion of the committee.

Section 7.1: Withdrawal from League Play

Should any player have to withdraw from the league during the season, the following procedure should be used depending on how many games the withdrawing player has played.

- (i) If the player has played four or less games when he/she withdraws, then those games played are null and void. This will leave all players in that flight with one less game than all other flights, therefore the procedure detailed in Section 7d or 7e should be considered.
- (ii) If the player has played five games or more when he/she withdraws, then the players who still have the withdrawing player to play must play that players "ghost". Players must inform the committee that they will be playing the ghost prior to teeing off. When playing the ghost, players play against the withdrawing players' league average score rounded up or down. For example, if the withdrawing player has a league match average of 14.7 up to the point that he/she withdrew, then players playing the ghost must score 16 or more points to win the match against the ghost. If they score 14 or less points, then they lose the match against the ghost. If they score 15 points, then they tie the match with the ghost. The ghost cannot qualify for post-season play. If it turns out that the ghost finishes first or second in the flight, then the person(s) immediately below the ghost take the ghosts place.

A player withdrawing from the league due to injury or unforeseen business travel is still eligible for play the following league years. Any other reason for withdrawing from the league will jeopardize the player's continuation in the league. This will be a committee decision as to whether to let that player back in the league the following year.

Section 8. Cancellations

Any player who does not make due effort to inform his opponent regarding the cancellation of a previously scheduled match will be deducted 2 league points. Due effort is regarded as informing the opponent 15 minutes before the first tee-time on the day of the match via either email or phone. In special circumstances, (e.g. late notice of having to work late) the player may inform a Committee member or the golf course regarding a match cancellation or a late appearance. Proof must be given to the Committee that notice was given (i.e. an email or telephone message) or 2 points will be deducted. If a player has not informed his opponent regarding a cancellation and is not ready to play by the last scheduled tee-time for the league, then that player will be deemed to be a no-show and will be deducted 2 leagues points. All decisions on deducting 2 points for a no-show will be through a majority vote of the Committee. Matches that include a no-show by one player *must* be played at a later date. This is not a *forfeit*.

If a player's opponent is not ready to play at the scheduled tee-time, that player, if at all possible, must wait until the last scheduled tee-time of the night to see if his opponent will turn up. If his opponent has not turned up by the last tee-time, it is regarded as a no-show.

Section 9. Inclement Weather and Unfinished Rounds

If inclement weather conditions or darkness prevents a match from being completed, that match must be replayed in its entirety unless seven holes have been completed. If seven holes or more have been completed, the result of the match will stand as it was up to the last hole played. In this instance, handicaps will be adjusted based on assuming each player scored 2 points on each of the incomplete holes. The decision to stop play due to darkness will be made by a Committee member on that night. The decision to cancel play due to weather conditions will be up to the golf course. Players may cancel a round at any time by mutual consent if they feel the weather conditions pose a safety risk.

Section 10. Slow Play

Players are expected to complete their rounds in 2hrs 30mins. Players must write their tee-time and their finish time on the score card. The tee-time will be their official tee-time as posted by the committee prior to matches. The finish time will be the time that the score card was handed in at the clubhouse and verified by other players, preferably committee members. A cell phone time is the preferred method of time measurement since these are generally synchronized and accurate.

The first foursome that comes in with a total playing time greater than 2hrs 30mins will be assessed a penalty point on each of the players in that foursome. Subsequent foursomes will not be assessed a penalty.

Penalty points will be accumulated throughout the league season every night of play, and penalty points will be assessed regardless of whether a match or a money game is being played.

Penalty points will only be used as a tiebreaker for league flight winners, runners-up and wild cards as detailed in the section on Play-offs below.

In the event that a group of players is made to skip a hole by the marshal because of their slow play, the whole group will receive zero stableford points for that hole.

Section 11. Playoffs

Playoffs will be based on highest number of points within a flight.

Tiebreakers for players on even points within a flight shall be on a head-to-head basis. The player who won the head-to-head game wins the tiebreaker. The second tie breaker will be penalty points. The player with the least penalty points wins the tiebreaker.

If more than two players are tied, the tie breaker is penalty points. The player with the least penalty points wins the tiebreaker. If two or more players have the least amount of penalty points, then those players move to the next tie breaker while the player(s) with the higher number of penalty points are eliminated.

If two or more players have an equal amount of low penalty points then the tie-breaker is the best record of head-to-head games between those players tied. E.g.

If Players A, B and C were tied for second place in a flight and the results between those players were as follows:

A beat B

A beat C

B beat C

Then Player A wins the tiebreaker and will be second in his flight, player B would be third and player C would be fourth. If all players beat each other, then the next tie-breaker will be best stableford average amongst the players tied. If the players have the same average, then the most improved player (USGA Calculation method) wins the tiebreaker. If all

methods for breaking the tie are equal, then the tiebreaker will be decided by a coin toss.

Section 12. Playoff Structure

- a) For leagues of two flights the following playoff structure will be used:
 - (i) The top player in each flight automatically advances to the Final.
 - (ii) The second player in each flight advances to the wildcard playoff
 - (iii) The two players with the best stableford average *in both* flights who have not already advanced to the Finals or Wildcard Playoff (ie. Is not 1st or 2nd in the flight) will advance to the Wildcard Playoff.

- b) For leagues with three flights, the following playoff structure will be used:
 - (i) The top player in each flight automatically advances to the Final
 - (ii) The second player in each flight advances to the wildcard playoff
 - (iii) The player with the best stableford average in *all flights* who has not already advanced to the Finals or Wildcard Playoff (ie. Is not 1st or 2nd in his flight) will advance to the Wildcard Playoff. Tiebreaker for this position where more than one player has equal stableford average will be the most improved player (using the USGA calculation method). If this is also equal, then a coin toss will decide the final wildcard slot.

- c) Wildcard Playoff: The Wildcard playoff is a four man match to determine the remaining player(s) who advance to the Final. This is a standard stableford, 9 hole match with the highest stableford total(s) advancing to fill the remaining open slot(s) in the Final. Ties will be broken with a count-back based on net score from the handicap index of the hole starting at index 1.

Section 13. The Final

The League Championship Final is a four-man stableford match, over 18 holes. The player with the highest stableford score will be the league champion. Tiebreakers will be broken with a count-back based on net score from the handicap index of the hole starting at index 1. A draw will be made by a committee member to decide which pairs of players ride in a cart together.

In the situation where inclement weather occurs on the day of the Final, 15 holes must be completed before the result stands. If 15 holes are not completed, then the Final has to be rescheduled.

If more than 15 holes are played but less than 18 when the horn for inclement weather blows, then players must immediately mark their ball where it lies, return to the clubhouse, and wait for the course to re-open to resume play. If the course closes, then the score at the last completed hole counts as the final score. Once the horn blows, players must immediately cease play. However, in the event that ALL players are on the green when the horn blows, then that hole should be completed with all players putting out. If any one player is not on the green, then ALL players must mark their ball and return to the clubhouse.

Section 14. Availability for Playoff and Final

At the beginning of the season, two dates are earmarked for the Playoff and two dates are earmarked for the Final. This is done in order to accommodate players in the event that they are unavailable for one of the dates. The primary goal is to have all players who qualified participate.

However, if a situation arises that one or more players cannot make either or both dates then the following order of preference must be adhered to.

For the Playoff:

- a) If all players are available on either of the designated nights, then the playoff is played as planned.
- b) If one or more players is unavailable for both nights then the first option is to attempt to find a non-league night in which all players are available within the two week period designated for the playoffs.. All players must agree to this alternate night.
- c) If an alternate night cannot be agreed upon then the playoff is played on BOTH of the designated weeks. If a player can play BOTH weeks then his BEST score is used. If a player can only make ONE week then his score for that week is used. If a player cannot make either week, then he is disqualified.

For the Final:

- a) If all players are available on either of the designated nights, then the Final is played as planned.
- b) If one or more players is unavailable for both nights then the first option is to attempt to find a non-league night in which all players are available within the two week period designated for the Final. All players must agree to this alternate night.
- c) The last option is to play the Final on any date after the two designated weeks that all four players are available. This includes weekends or days after the Ryder Cup. Every effort must be made to play the Final when all four players are available.

Section 15. Code of Conduct

All persons that agree to play in the league will adhere to our by-laws including our code of conduct. During the season, all incidents will be reviewed by the committee. At the committee's discretion a written warning will be given. Persons involved in a second incident that warrants a warning will be removed from the league.

Serious breach of etiquette as determined by the committee can result in forfeit of match during League play at the discretion of the committee.

ARTICLE III – Handicaps**Section 1. Derivation**

Handicaps are derived based on the USGA Handicap System with the following differences.

- a) Handicaps are based on 9 holes instead of 18 holes. The handicap will be designated with an (N) e.g., 15(N). This is not the same as an 18-hole handicap and multiplying this figure by two will give an artificially low 18-hole handicap by approximately 3.
- b) Handicaps are calculated based on the best 10 scores out of the last 20 league rounds. All games played on a league night count, not just league matches.
- c) Effective gross scores are calculated based on the stableford total and the handicap.

New Players must hand in five 9-hole scores before a handicap can be calculated.

A complete description of the League Handicap Calculation can be found in Appendix A.

Section 2. Maximum Handicap

The Maximum Handicap Index for league play will be capped at 24. Handicap Indexes over the maximum handicap index will still be calculated and tracked, however. Players must have a Handicap Index of the maximum handicap index or less in order to join the league as a full member. Players must

maintain a handicap index that is less than or equal to the maximum handicap index before the drawing of flights for that year's play. If a player has a handicap index over the maximum handicap index at that time, then that player may play the season as an associate member.

Section 3. Inquiries

All handicap inquiries should be presented to the President

ARTICLE IV – Rules of Play**Section 1 Rules**

In general, the PGL follows the Rule of Golf as defined by the USGA and the R+A. However, PGL does have some specific rules that should be adhered to. These rules, and common occurrence USGA rules situations are covered in Appendix C.

Local rules of the golf course will also be adhered to. Under some circumstances, the Committee may decide not to adhere to certain local rules. The Committee must give written notice to all members regarding these exceptions three days before the exception comes into effect.

See Appendix C for additional information.

ARTICLE V – Events and Other Competitions**Section 1. Nearest to the Pin**

Each night of league play, players have the option of donating \$2 to the Nearest-to-Pin pot. The players with the closest shot to the pin on two par 3's nominated by the Committee will receive half of Nearest-to-the-Pin pot each. This money will be added to that player's M-Points value. Should no player hit the green on one particular night, the money will be carried over to the following week for that particular hole. Should a player who wins the Nearest-to-Pin prize not be available at the end of the evening to collect his prize, that prize will be held for him by a committee player for payment at a later date.

If a player beats the current closest to pin marker and moves the marker but forgets to mark his name, then as long as there are witnesses in the group that he beat the previous closest shot, his marker will stand. However, should a player get closer and forget to mark his name AND forget to move the marker, then he forfeits his opportunity to win.

Section 2. Money Game

Each night of league play, players have the option of entering the "Money Game" by submitting a \$3 entry fee. The player with the highest stableford score that night will win 2/3 of the Money Pot (rounded up to the nearest dollar), and the player with the second highest stableford total will win 1/3 of the Money pot (rounded down to the nearest dollar). Both players winnings will be added to their M-points. In the event there are fewer than 10 players participating in the Money Game, the entire pot will go to the player with the highest stableford average. Should a player who wins the Money Game prize not be available at the end of the evening to collect his prize, that prize will be held for him by a committee player for payment at a later date.

In the event of a tie, the countback will be based on the stableford score

Section 3. Elimination and Challenge Cups

In seasons where each player, because of the flight structure, plays less than 9 league games, the Committee may elect to play the Elimination Cup as an additional competition to league play in order to increase the number of competitive games a player plays.

The Committee may also elect to play the Challenge Cup each year, towards the end of the season, to keep players interest up, especially those who have completed their League Games.

The Rules and general structure of both of these competitions are described in Appendix 4.

Section 4. Three Club Challenge

Each season, a Three Club Challenge will be held. The Committee will determine the date for the Three Club Challenge and give at least two weeks' notice. Play in the three-club challenge is optional. In the Three Club Challenge, a player must nominate two clubs plus a putter before the round. Players play a 9-hole stableford round using only their two nominated clubs and their putter. The player with the highest stableford total will be named the Three Club Challenge Champion. Tiebreaker will be a count-back on net score from the hole index one onwards. Scores from the Three Club Challenge will *not* count towards the handicap calculation.

Section 5. Ryder Cup

The Ryder Cup marks the end of the PGL season. This is a team tournament where US players play against the Rest of the World Players. A minimum of 12 players are required on each team. The maximum team size is 18. This is based on available tee-times and time of play.

Course - The VP will find 2 potential courses for the Ryder Cup based on the dates nominated at the start of the season. The committee will vote on these 2 courses. The VP will organize and be main point of contact for Ryder Cup Golf Course

The Ryder Cup can be played on a 18 or 27 hole course

Team Selection - Several weeks prior to play, each team shall elect a Captain. Only Full league member can vote on Ryder Cup Captains. Ryder Cup captains must have a minimum of two years between captaincies. Captains should pick their Ryder Cup team.

The number of players in each team should be based on the team who has the most available Full League Members who can commit one full month before the tournament. In the case where this ends up being an odd number of players, one more player should be added to make the team size an even number. For the team with the lesser number of available Full League Members, in order to match the size of the larger team, additional players may be added in order of preference as shown below:

1. "Eligible" Associate players in order of those who have played the most games on league nights throughout the season – Handicap used for these players will be their current PGL Handicap.
2. "Other" Associate players with handicaps – if a GHIN handicap or other official handicap is available (documented proof must be available), it will be used. Otherwise, the handicap from a previous year's PGL play will be used.
3. Guests with GHIN or official handicap – GHIN is first preference but any other official handicap with documented proof is acceptable.
4. Guests with no GHIN or official handicap, but with a prior years PGL handicap – The prior year's handicap will be used.
5. "Other" Associates with no current or prior PGL handicap – In this case the player will be given handicap of 0.
6. Any other guest with no official handicap – In this case the player will be given a handicap of 0.

"Eligible" Associates are defined as players with League Index Handicaps ≤ 20 , and have played at least three games in the current season. "Other" Associates are defined as players who have paid their Associate fees for the current year, but have not played the three games required to maintain a current PGL handicap.

If an extra player was added to the larger team in order to make an even number of players, that player should be chosen in the same order of preference and with the same handicaps as stated above.

Any last minute replacement players should be chosen in the same order of preference and with the same handicaps as stated above.

Should one team have more than 18 available Full League members, the team selection will be the captains decision.

Examples:

1. The USA has 14 League Members committed to Ryder Cup play; the ROW has 12. The ROW will have to find 2 people to fill in the gap, following the rules of selection outlined above.
2. The USA has 15 League Members committed to Ryder Cup play; the ROW has 14. The USA will recruit 1 more person to make the numbers even, the ROW will have to recruit 2 to fill the gap. Both teams will follow the rules of selection outlined above.
3. The USA has 19 League Members committed to Ryder Cup play; the ROW has 11. The USA will have to cut 1 member from the team (Captains decision per By-Laws). The ROW will have to recruit 7 more per the rules of selection outlined above.

The Captains of the teams pick their pairings and order of play using the following process:

1. A coin toss establishes which Captain nominates their first pairing first. Let's say Captain B wins the coin toss, then he can elect to name his pairing first or he can elect to force Captain B to select his pairing first. For the sake of example let's assume Captain A wins the toss and elects to force Captain B to select first.
2. Once Captain B has nominated his first pair, Captain A the selects a pair to play against Captain B's players. Captain A also selects the singles matchup for that pairing.
3. The order then switches. Captain A must then nominate the second pairing and Captain B gets to select who he matches up against Captain A player.
4. The order of selection keeps switching back and forth until all players have been selected.

The only stipulation in this selection process is that the Captains must play against each other. It is typical but not required for the Captains to play in the first group.

This should preferably be done no later than one week before the Ryder Cup.

Format - The format of play will be three nine-hole rounds, all match-play, all using PGL handicaps, each with a differing format. The course selected is preferably a 27-hole course, but it could be an 18-hole course where a repeat nine is played for the final nine holes. Order of play and the formats will be:

Best Ball Doubles – Players play in teams of two against their opponents. Each player plays his own ball. The player with the best NET score on the hole wins the hole for his team. Handicaps are offset to the lowest handicapper in the group. Fractional league handicap indexes should be used, adjusted to the course.

Pairs Scramble – Pairs handicaps are calculated from 66% of the lower handicapper plus 33% of the higher handicapper. Fractional league handicap indexes should be used, adjusted to the course. Each player in the team plays a tee shot. The players pick the best shot, and each plays their next shot from that spot. Again they pick the best shot, and play from that spot. They continue to do this until the ball is holed. The pair with the best net score wins the hole.

At least 2 shots from each player must be used

Singles Matchplay – Straight singles Matchplay using handicaps offset to the lowest handicapper in the pair. Fractional league handicap indexes should be used, adjusted to the course. The player with the lowest net score wins the hole.

The maximum handicap for any player at the Ryder Cup will be an Index of 18.2. Any player with an Index higher than 18.2 will be capped at 18.2.

Slow Play – In the event that a group is made to skip a hole by the marshal due to slow play, the teams will half that hole.

Scoring - For each match won, the team wins one point. For each match tied both teams win ½ point. The team with the most points wins the Ryder Cup. In the event that the teams tie on points, the previous champions retain the Ryder Cup.

Tees - All players, except any ladies, will play from the front tee boxes in the Best Ball and Scramble formats. Tee's should be selected by the committee no less than two weeks before the game. Ladies will play from the Ladies Tees. In the Singles round, players will play from the same tee boxes as they played during league play. Handicaps should be adjusted according to which tees are played from.

Rain-out - In cases where the course closes due to inclement weather, the entire field must complete each of the rounds (Scramble, Fourball or Singles) for the scores in that round to count. If any round is not completed by

everyone, it must be replayed in its entirety on an alternate date. (7 of 9 holes is acceptable to count as completed). Exception: If the scores turned in at time of course closure show that a given team (RoW or USA) has already won (ie at least 13 total matches turned in and all to one side), then the results stand.

Alternates - Alternates may be invited to play at the Ryder Cup in case of any no-shows. However, their scores will not count if they are not used in place of a no-show. The decision to invite alternates is the captains.

No Shows - In the event that a player does not show up or is late for the Ryder Cup, and no alternate is available to take his place, the pairing that the player was due to play on must play as a single person against two opponents.

Best Ball – In the best ball the single player must play only one ball against his opponent's best ball score.

Scramble – In the scramble, the single player must play only one ball against his opponent's scramble score.

Singles – In the singles, the single player must use one ball but his score counts simultaneously against both his opponents' scores i.e. if he scores a 4 on hole number 1, he records a 4 against opponent A and also a 4 against opponent B.

Should a player arrive late, after his designated tee time, he can join play, or replace an alternate if one was used, at the beginning of the next hole played.

ARTICLE VI - Awards

Section 1: Awards

At the end of each league season, awards will be given for the following, in order of precedence:

League Champion

League Runner-up

League 3rd Place

League 4th Place

Winner – Elimination Cup (where appropriate)

Runner Up – Elimination Cup (where appropriate)

Winner – 3 Club Challenge

Most Improved Player (USGA Calculation Method)

Best Stableford Average

Most Fairways

Most GIR's

Lowest Putting Average

Most Money Points

Lowest Gross Score

The Committee may present additional or fewer awards at their discretion. The official presentation of awards should be made at the climax of the Ryder Cup.

For the stat prizes, players may be split into A and B player prizes at the committee's discretion. This allows some of the higher handicap players to have a chance at winning. The determination of A and B players is made by determining the median handicap index for all eligible players (must have played the minimum number of games i.e. the number of league games) at the time handicaps are frozen for the Ryder Cup. Players with a lower index than the median are determined as A players. Players at or above the median are determined as B players.

Appendix A – Handicap Calculation

General Information

Your **Handicap Index** is your standard or USGA handicap. It is the number you would quote if someone asked you what your handicap is.

To calculate your handicap index we average your top eight **handicap differentials** from your last twenty games. Your handicap differential for one round is the difference between your adjusted gross score and the USGA Course Rating, multiplying the difference by 113, dividing the results by the USGA Slope Rating and rounding off to the nearest tenth. Pinecrest Golf Club has a USGA Course rating of 71.8 (35.9 over 9 holes) and a USGA Slope index of 123. Jersey Meadows has a USGA Course Rating of 70.5 (35.25 over 9 holes) and a USGA Slope Rating of 117.

See the example below of someone playing 9 holes at Pinecrest who scores an adjusted gross score of 47.

Adjusted Gross Score 47 - Course Rating 35.9 = 11.1

Handicap Differential = $11.1 \times (113/123) = 10.2$

The value 113 in the above formula is the national standard for Slope Ratings and is used to weigh differentials between courses. It is based on the relative difficulty of the course for a bogey golfer. The Course Rating is based on the average score that a Scratch golfer would shoot on that course.

Adjusted Gross Score

In the USGA Handicapping method, the adjusted gross score is your total number of strokes with Equitable Stroke Control applied. Equitable Stroke Control (ESC) is a procedure whereby abnormally high individual hole scores are adjusted downward prior to the score being posted. ESC sets a maximum number that a golfer can post on any hole, depending on the golfer's Course Handicap (not his Handicap Index). Individual hole scores are adjusted for handicap purposes per the following table:

Course Handicap	Max Number on Any Hole
9 or less	double bogey
10-19	7
20-29	8
30-39	9

40 or more

10

Maintaining this in our Stableford league would be an administrative headache. Luckily, the Stableford system has a form of equitable stroke control built in, because a low handicap player will score zero points for a double bogey, and a high handicapper would score zero points for a quadruple bogey. We can therefore calculate an Adjusted Gross Score based on your stableford points and your 9 hole league and course handicap. This approximates the Equitable Stroke Control system. The calculation is as follows:

$$\text{Adjusted Gross Score} = 54 + \text{handicap} - \text{stableford score}$$

For Example, if a player with a 9 hole course handicap of 12, scored 19 points at Pinecrest, his Adjusted Gross Score would be

$$54 + 12 - 19 = 47$$

This Adjusted Gross Score is the one that is used in your handicap calculation.

Calculating the Handicap Index

We use the 8 best Handicap Differential Scores from your most recent 20 rounds played. We average those to get an average handicap differential.

Finally, for league play, this index has to be adjusted to the course being played. This is done by multiplying the Handicap Index by the slope for the course (123 for Pinecrest G.C.) then dividing by 113 (the standard USGA slope)

$$(9.98 \times 123)/113 = 10.86$$

Therefore, this players' 9 hole league handicap adjusted for Pinecrest is 10.86.

Differences between the PGL method and USGA Methods

PGL handicaps are adjusted over 9 holes using an Adjusted Gross Score based on the players stableford score and his handicap.

USGA handicaps are adjusted over 18 holes using an Adjusted Gross Score with Equitable Stroke Control Applied.

Other than this, the two systems are very similar. The PGL Handicap index posted on our website will be fairly close to your actual PGA Handicap Index. However, your PGL handicap cannot be used as an official sanctioned USGA Handicap Index.

Calculation for New Players

It is a requirement for new players in the league to submit a minimum of five 9-hole cards (or three 18 hole cards) prior to league play in order that the league can establish a PGL handicap for them.

Because the handicap calculation spreadsheet uses a players' last *twenty* scores to calculate his handicap, if we only have five score to work from, we need to fill in some "artificial scores" for the spreadsheet to work.

From the scores we receive a simple form of equitable stroke control is used in that we apply a maximum of double bogey for every hole. i.e if, on one of the scorecards, a player scored a nine on a par 5, then that score, for handicap purposes is marked as a 7 (double bogey). Then we apply the following formula:

$$(\text{Adjusted Gross Score} - \text{Course Rating}) \times (113/\text{Course Slope})$$

This gives a Handicap Index for that one round. We then have to apply that index for what he would score at Pinecrest, using the following formula:

$$[\text{Handicap Index} \times (123/113)] + 35.9 = \text{Pinecrest Adjusted Gross Score}$$

This should be rounded to the nearest stroke. This is the score that is used in the handicap spreadsheet calculation. This same process is applied to each of the 9 hole scorecards received.

These scores should be entered into the spreadsheet lowest first, highest last. i.e the lowest score will be the last to drop off the list of ten scores. To fill out the remaining scores in the spreadsheet the average of the received Pinecrest Adjusted Gross Score should be calculated. Then the midpoint between the average Pinecrest Adjusted Gross Score and the lowest Pinecrest Adjusted Gross Score should be calculated. The result of these values is what should be used to pad the spreadsheet for his ten most recent scores. The artificial values will be the first to drop off the list of 10 as the player starts playing more games. For scores 11 through 20, we pad the spreadsheet with an adjust gross of 70. We use this exceptionally high number so that these scores will never be in the top ten scores of his last twenty and will thus not be used in the handicap calculation.

Example:

Lets say a player hands in a 9 hole score of 49 from a course that has a Rating of 34.8 and a slope of 124. After Equitable Stroke Control is applied his score ends up at 48

First, calculate the handicap index for that one round at that course:

$$(48 - 34.8) \times (113/124) = 12.02$$

Now calculate the Pinecrest Adjusted Gross Score

$$[11.55 \times (123/113)] + 35.9 = 48.99$$

Round down to give a score of 48.

Lets say his other scores, calculated using the same method were:

45,49,45,46

The average of these scores is (rounded) 46.6. The lowest score is 45. So the midpoint between the average and lowest is 45.8, which rounds to 46. So we pad scores 6 through 10 with 46. We then pad scores 11 through 20 with 70.

Hence the spreadsheet entry would look as follows, with the first entry being the first to drop off:

70,70,70,70,70,70,70,70,70,70,70,46,46,46,46,46,49,48,46,45,45

It should be noted that the more scorecards a new player hands in, the more accurate the handicap calculation will be, even more so if the scorecards are from Pinecrest. If twenty 9-hole cards are not available then the handicap calculated is likely to be slightly skewed towards the lower end.

Lets show another example where a player hands in seven 18 hole score cards. First we calculate the Pinecrest adjusted scores which should give us 14 nine hole scores. Since he has more than ten nine hole scores, there is no need to pad scores 1-10 with the midpoint between his lowest and average score. We do however still need to pad scores 15-20 with 70's. Therefore, his spreadsheet entry may look like the following.

70,70,70,70,70,70,44,46,43,47,45,45,41,43,44,47,49,43,45,45

General Info

These calculations are made using a spreadsheet that performs all these steps. Your stableford score for the week is entered, and the spreadsheet calculates your new Handicap Index for the following week. The twenty scores we use for your starting handicap for the year, are your most recent scores from last season's play.

Things to note regarding your handicap adjustments:

1) Your handicap is likely to adjust quickly downwards (lower) with good scores, but it will not adjust quickly upwards with poor scores. This is because the handicap calculation is based on your ten BEST scores of your last twenty. i.e. you would have to score at least 10 poor scores before your handicap will go up. Sandbagging is NOT easy.

2) If you score what you regard as a reasonable, or above average score one week, there is no guarantee that your handicap will go down the following week. This is because the adjustment will depend on both the score you just posted, AND the twenieth most recent score that dropped off the list.

Appendix B – Etiquette

GOOD AND BAD ETIQUETTE ON THE GOLF COURSE

1. It is good and acceptable etiquette to line up your putt on the green while your playing partners are also lining up theirs as long as you do not stand in their line or otherwise impede the player next to putt or move while he is putting.

It is bad etiquette to wait until it is your turn to putt before taking all the time necessary to line up your putt, with the squatting and the holding of the putter vertical along some imaginary line etc.etc., as this can all be achieved in good time without disturbing your partners so that you are ready to putt when your turn comes.

2. It is good etiquette to ensure that our groups do not fall behind in play from the earlier groups playing before our league on the course.

It is bad etiquette if we fall behind the earlier groups playing before us as this instantly indicates the slow state of our play to the marshal and does not enhance our reputation with the golf course staff, and if this keeps happening we may find we are not made as welcome the following year.

This same point applies to play between our groups, please ensure you keep up with the group in front. Keeping up generally means at worst they are putting while you are driving off, but really there should be no gaps in play on the course and they should be leaving the green as you are lining up your approach shot on a par 4.

3. It is good etiquette when teeing off to view your line and then take no more than a couple of practice swings before pausing, concentrating and hitting the ball.

It is bad etiquette when someone takes an inordinate amount of time lining up, swinging, standing back and lining up again, swinging and all this prior to going into a 20 second trance before hitting the ball.

Everyone needs to feel comfortable prior to playing their shots but there is a limit to our time on the course to try and ensure everyone finishes and it would be appreciated if the speed of play could be maintained at a good pace to ensure a timely round. This same point applies when hitting from anywhere on the course.

4. It is good etiquette to only search for lost balls for 5 minutes maximum and to be realistic about your chances of finding said ball, particularly if it was lost in flight and no-one has a clue where it really landed.

It is bad etiquette to hold up groups behind while you search interminably for your ball, or even continue your search after you've decided your ball is lost because you've found a couple of other lost balls and a potential lost ball bonanza, so please keep in mind those behind you in play and your partners too as this only causes frustration to others

5. *Ready Golf* – In an effort to speed up play, the following rules apply:

i) Play when ready; do not wait until you are away.

ii) If behind, do not observe honors on the tee.

iii) Use golf cart wisely (i.e. drop off player/clubs, drive to other ball; park cart between green and next tee).

iv) If a player cannot score any stableford points on a hole because they have already played too many shots, and there is a gap of one hole ahead of them and no gap behind them, then the player should pick up. In this instance, mark down 2 putts. If this occurs after you have already made one putt, mark down 3 putts.

v) If a player does not have a handicap, then they should pick up after +3 on any given hole.

6. It is good etiquette to be on the tee box 5 minutes before your allotted tee-time. This not only keeps the pace of play up, but means the tee box will never be empty and thus the course will not feed extra non-league players in between our groups.

It is bad etiquette to remain on the practice tee until you see everyone else in your group on the first tee. This is not only frustrating to other players, but also slows down the pace of play.

Appendix C – Rules

1) Water Hazards -

Water Hazard - any sea, lake, pond, river, ditch, surface drainage ditch or other open water course and is marked with **YELLOW** markers.

Lateral Water Hazard - a water hazard or that part of a water hazard so situated that it is not possible or is deemed to be impracticable to drop a ball behind the water hazard. Lateral hazards are marked with **RED** markers.

USGA Rule 26-1 states that if a ball is lost in a water hazard, the player will receive a penalty stroke, and the player may play a dropped ball from one of three positions:

- a) Play the ball from as near as possible to the spot that the original ball was hit.

- b) Play the ball from behind the water hazard, keeping the point at which the original ball last crossed the water directly between the hole and the spot where the ball is dropped, with no limit to how far behind the water hazard the ball is dropped.

- c) For Lateral Water Hazards only, play the ball from outside the water hazard, within two club lengths of, and not nearer the hole than the point where the original ball last crossed the water.

Note that in all holes, there must be REASONABLE EVIDENCE that your ball went in the water before you can declare your ball lost in a water hazard. Reasonable evidence means your playing partners must have also seen your ball splash in the water, or agree that it obviously was heading directly for the lake, or you must find your ball in the water. A ball lost in a water hazard incurs a one stroke penalty. If there is not reasonable evidence that your ball went in the water and you cannot find your ball, that ball has to be assumed LOST and should be treated as a lost ball as described below. Lost ball procedures are slightly different than a ball hit in to a water hazard.

2) Lost balls – Rule 27-1

A lost ball incurs a one stroke penalty and you must play you ball from the place that you originally hit the ball that was lost. In any situation where you feel there may be the chance that you will not find your ball after hitting it, play a provisional ball from the same spot. If you find your original ball, pick up your provisional and play your original one without penalty. If you do not find your original, continue to play your provisional, adding one stroke for the

penalty and one stroke for hitting the provisional. i.e. if you lost your ball on your drive, your provisional was your 3rd shot. This is a different penalty to hitting your ball in the water. If you hit your tee shot into water, you may play your third shot from the point that the ball went in the water. If you lose or hit your tee shot out of bounds, you will be playing your third shot from the tee-box. This is a significant difference.

- If you thought you saw where your ball went and you omitted to play a provisional ball (i.e. you really did not think it would be lost), and you lose your original, ideally you should go back to the point that hit your last ball and play again with a one stroke penalty. However, golfers now have the option to drop the ball in the vicinity of where the ball was lost or out of bounds (including the nearest fairway area), under a two-stroke penalty. If a ball is cannot be found in long grass within 3 minutes, then it is declared lost and the player is allowed to drop a new ball with a two-stroke penalty.

If in any doubt at all, play a provisional.

Please restrict your time looking for a lost ball to 3 minutes or less.

3) Playing a provisional ball – Rule 27-2

A provisional ball may be played at any time that there is a suspicion that the ball may be out of bounds or lost, in order to save time going back to the original point that the ball was lost. The player **MUST** declare that this ball is a provisional ball. If he does not declare that it is a provisional ball, then that player must assume his original ball is lost (regardless of whether he finds it or not) and continue playing with the provisional ball under the same penalties as if his original ball was lost.

NOTE: A local PGL rule that differs from USGA Rule is in place regarding playing over water hazards. If a player is playing a ball over a water hazard and he/she is not sure whether or not that ball has crossed the water hazard, they can play a provisional ball without automatically incurring a penalty. If the first ball is in the hazard, the player may choose to play the ball in the hazard or play the provisional ball with the stroke and distance penalty that would have arisen had the player gone back to play the second ball.

4) Playing the wrong ball – Rule 15-3b

A player who inadvertently plays the wrong ball is subject to a two stroke penalty. If someone else played *your* ball, as long as there is reasonable evidence that someone else played your ball (i.e. your playing partner saw someone else hit your ball), no penalty is incurred and a new ball can be played from approximately the same spot that the original ball lay.

5) Water in Bunkers – Rule 25-1b ii

if, in the event of heavy rain, your ball lands in a bunker that has water in it, if your ball is in the water or if your stance would be affected by the water, you may drop your ball without penalty to the nearest point in the bunker that the water does not interfere with your shot, but not closer to the hole (if possible). If this is not possible, then the ball may be dropped closer to the hole but still in the bunker. Please be reminded that at no point should you touch the sand with your club before playing a shot out of a bunker. A one stroke penalty is incurred if you do ground your club.

6) Casual Water – Rule 25-1b i

Casual water is defined as a temporary accumulation of water that was not designed as part of the course. i.e. small areas of water-logging after heavy rain. Your ball is deemed to be in casual water when either water is visible under your ball where it lies, or water is visible around your feet when you address the ball. If your ball is lying in casual water, you are entitled to a free drop to the nearest point that it would not be in casual water, but not nearer the hole.

7) Out of Bounds - Rule 27-1

A ball hit out of bounds incurs a 1 stroke penalty and the ball should be hit from the same spot as the original ball as described above. Out of bounds are marked with white stakes.

8) Interference from Cart Path – Rule 28 (Immovable Obstruction)

If your ball or stance is interfered with by the cart path, you may take a drop without penalty to the nearest point on the course, not nearer the hole, where the ball or stance is not interfered with by the cart path. You do NOT have the choice of which side of the cart path to drop. It must be dropped to the NEAREST point on the course where no interference will occur.

9) Declaring a Ball Unplayable – Rule 28

At any point during play, a player may declare his ball unplayable, and under the penalty of one stroke he may:

- a. Hit again, from the point where he played his last shot.
- b. Move his ball behind its current position, keeping that point between the ball and the hole. The ball may be moved back as far as the player wishes.
- c. Drop his ball within two club lengths of its original position, but not nearer the hole. The dropped ball must be INSIDE the two club lengths. However, a ball in a hazard, may not be moved out of that hazard using option b or c.

11) Putting – Rule 3-2

There are no "Gimme's" in the Pathfinder Golf League . Players must hole out if there are still points at stake. However, if a player cannot score any points on a hole, in the interests of quick play, that player may pick up his ball.

12) Finishing your round – Local Rule

If inclement weather conditions or darkness prevents a match from being completed, that match must be replayed in its entirety unless seven holes have been completed. If seven holes or more have been completed, the result of the match will stand as it was up to the last hole played. In this instance, handicaps will be adjusted based on assuming each player scored 2 points on each of the incomplete holes.

13) Preferred Lies –

There are no preferred lies in the PGL. Players must play the ball where it lands. Players may not touch or clean or move the ball unless it is on the green. The only exception to this rule is if a player has to move his ball in order to identify it as his. If this is the case, the ball may not be cleaned and it should be placed as close to the original lie and position as possible.

14) Number of clubs – Rule 4-4b

Players may carry up to 14 clubs in their bag. A player found to be carrying more than 14 clubs will receive a 2 stroke penalty for every hole played with more than 14 clubs up to a maximum of 4 strokes.

15) Dispute Procedure –

If a situation arises in a game where there is a dispute between two players, both players should note and agree on the circumstances and continue playing. At the end of the game, the situation should be discussed with the Rules Advisor who will attempt to resolve the situation with a ruling that evening. However, in special circumstances, further research or discussion with the committee may be necessary. Under USGA Rule 3-3 a player in doubt as to the proper procedure may play a second ball, using the alternate procedure, recording the score with each ball. He must inform his competitor that he intends to play 2 balls, and which ball he wishes to count as his score if the rules permit. The Rules Advisor/Committee will decide which ball was played properly under the rules. If it is decided that he ball the play wishes to count was played properly, that score will count, else the score from the alternate ball will count. The competitor must inform the committee of the dispute prior to turning in his card.

16) Abnormal Ground Conditions – Rule 25-1

A player may obtain relief without penalty if his ball lies in or touches an abnormal ground condition, or the condition interferes with his stance or his intended swing. Abnormal Ground Conditions in the rules of golf are defined as "any casual water, ground under repair or hole, cast or runway on the course made by a burrowing animal, reptile or bird". The relief is a free drop one club length from the nearest point of relief, no closer to the hole.

The PGL committee has extended this definition to include tractor tracks or deep cart tracks or exposed drainage pipes.

In situations where the ball has landed in one of the extended definitions, a player must seek advice from his opponent as to whether relief will be given. Should his opponent agree, then the player is entitled to drop his ball at the nearest point of relief not closer to the hole. Please be sensible in your approach to seeking or granting relief.

18) Preferred Lies in Wet Conditions – Local rule

Players may play "lift, clean, and place" (i.e. preferred lies) when the course mandates "cart on paths only" for the entire course after heavy rain, prior to the start of play. This would apply to balls on the fairway only and the player would be allowed to lift, clean and place the ball within a club length of its original position but not closer to the hole. Players are reminded to keep up the speed of play under such conditions. All rounds must be completed under the same conditions in which they started.

19) Toilets –

The toilets should be treated like an immovable obstruction. That is, if you land on the toilet structure or if the structure impedes your swing in any way, you can move your ball, without penalty, one club length away from the structure but no closer to the hole such that your swing is no longer interfered with.

If you think you lost your ball in the toilet structure, you are entitled to a free drop, one club length away from the point that the ball was seen entering the structure. However, there must be reasonable evidence that your ball was lost in the structure. i.e. someone else in your group must have also seen the ball entering the structure. Without this evidence, the normal penalties apply for a lost ball.

The rules clearly state that there is no relief from the immovable object interfering with your line of play. i.e. if you end up behind the toilets and they are directly in your line, you must play the ball as it lies and either go round or over the toilets.

Appendix D – Optional Competition Rules

Elimination Cup Rules

In seasons where each player, because of the flight structure, plays less than 9 league games, the Committee may elect to play the Elimination Cup as an additional competition to league play in order to increase the number of competitive games a player plays. The Elimination Cup is played as followed:

All league players and Associate members may elect to participate in the Elimination Cup, this is not a mandatory competition. The Committee determines the opening night of play for the Elimination Cup. All players play a standard 9-hole stableford round. The 16 players with the best stableford score progress to the next round, while all others are eliminated from the competition. Tie-breakers are broken using a count-back on the net score from the hole index one onwards. In certain circumstances, the Committee may elect to only have 8 players advance rather than 16.

After completing play on the first night, a draw for the next round will be made. All subsequent rounds are man v man stableford, with tiebreakers being a countback. Players may play the next round on any league night, though the Committee may stipulate a date for completion of the current round. The losing players are eliminated and the winning players advance to the next round until only two players are left. The winner of the final match will be the Elimination Cup champion, the loser will be the Elimination Cup runner-up.

Challenge Cup Rules

The primary idea of the Challenge Cup was to give players an additional incentive to play well towards the end of the season when perhaps they had played all of their league games. It is at the discretion of the committee as to whether to play the Challenge Cup each year and also the duration of the Challenge Cup.

The general concept of the Challenge Cup is for a player to score his lowest *X* rounds over a number of *Y* weeks. For the sake of example, the committee may determine that the Challenge Cup will run for 6 (*Y*) weeks and a total of the four (*X*) best scores from each player will be used to determine the winner. The player with the lowest total of his four best scores from that six week period will be the winner. Each player must play a minimum of four games to qualify for the tournament. A player can play all six weeks if he wishes in order to give himself a better chance to get four better scores.

Typically, players scores are accumulated in the form of under, over or even par. However, weekly scoring is still stableford. Eg. 18 stableford points would be even par, 16 stableford points would be two over par, and 19 stableford points would be one under par etc.

Before the tournament starts, the committee will announce over how many weeks the tournament will be held and how many scores will count towards the total. As a contingency for weeks cancelled due to weather, the following is recommended for the final total number of weeks played

For a 6 week Challenge Cup

No rainouts	4 from 6
1 rainout	3 from 5
2 rainouts	3 from 4
3 rainouts	2 from 3
4 rainouts	tournament cancelled

For an 8 week Challenge Cup

No rainouts	4 from 8
1 rainout	4 from 7
2 rainouts	4 from 6
3 rainouts	3 from 5
4 rainouts	3 from 4
5 rainouts	2 from 3
6 rainouts	tournament cancelled

All scores from the Challenge Cup will be counted towards a players handicap. Additionally, a player can play a League Match and still have his score count towards the Challenge Cup.