

2022 MARTINSVILLE GOLF CLUB LEAGUE RULES

1. Each league shall be limited to 22 teams unless approved otherwise.
2. A 16-team league will be 19 weeks with four position rounds. If a league has 18 teams, there will be three position nights. After completion of the league season, there will be a 9-hole tournament with all leagues playing on the same evening. The annual league banquet will immediately follow.
3. A league membership fee of \$45 per team member will be charged. Any member playing in additional leagues will pay \$25 per league. A handicap fee of \$7.00 per man will be paid to the league secretary at the end of the season.
4. Fees are to be paid at the Pro Shop and should be paid by the second week of play. Fees are to be paid by check or cash.
5. USGA rules will prevail with the posted local rule exceptions.
6. Handicap will be determined by taking 85% of the over par score.
7. Teams are allowed to have a 3rd member on their team. This 3rd member must play a minimum of 5 matches and must have completed the 5th match by the 17th week of the league. This 3rd member cannot be a substitute on another team in the same league.
8. League Handicaps:
 - a. Members of the 2021 league will use their year-ending handicap to start the season.
 - b. Will be figured after the first two weeks of play for all new league members.
 - c. A triple bogey is the highest score that can be scored for handicap.
 - d. **PLAY OFF LOW HANDICAP PLAYERS IN FOURSOME.**
9. Scoring will be based upon match play and the results of net team scoring.
 - a. One point for each hole won in team match play.
 - b. One half point will be given to each team for each hole halved.
 - c. Two points will be given to the team with the lowest net score.
 - d. The maximum points that can be scored in a match is eleven (11).
 - e. If a team player is absent and the team is using a substitute player, the substitutes scores will be used to determine match play points and total team points
 - f. If a team player is absent and no substitute player is used (blind score), his previous weeks score will be used to determine individual hole points. The team with the blind score cannot win the 2 total team points.
 - g. The maximum hole score for handicap calculation purposes is a triple bogey.
10. League starting times will be from 4:30 to 5:30 pm, unless both teams agree to an earlier start time. Teams will be permitted to tee-off between 5:30 and 6:00 pm if they call the Pro Shop by 5:30.
 - a. Teams not showing up or failing to call the Pro Shop staff shall receive 0 points. Their opponents will play against par with handicap to earn points.
 - b. All absent players are required to pay green and cart fees.
11. If both players are absent on the night of play, they are to arrange with the team they are scheduled to play, a time mutually acceptable to make up the round. This match must be played the prior to the night of the regularly scheduled match.
12. White tees will be used as the official tees, with the exceptions as follows:

- a. Those 70 years or older before the start of the league may play from the Gold Tees.
 - b. Those 80 years or older before the start of the league may play from the Red Tees.
13. Winter rules will prevail from tee through the green. "Through the Green" general area is defined as follows:
 - a. From the tee through the putting green of the hole being played
 - b. All penalty areas. Play the ball down in penalty areas.
 - c. You may lift, clean, and place your ball one "unfolded" scorecard length.
 - d. All bunkers are in play. Ball can be lifted and cleaned. Bunker can be raked. Ball must be placed back in the bunker, no closer to the hole.
 - e. You may ground your club in penalty areas.
 - f. You may remove loose impediments in penalty areas and bunkers.
 - g. You may repair spike marks or scuffs on the putting surface.
 - h. You may make a stoke from the putting green with the flagstick in the hole.
14. In case of a tie for the league champion, total league attendance by the teams involved will determine the winning team.
15. Substitutes are allowed and must meet the following:
 1. Must be a member of the Martinsville Golf Leagues and play with his league handicap.
 2. Must be from a different league night.
 3. Handicaps used by the substitute must be his lowest posted handicap if he plays in more than one other league.
 4. A team is allowed use two substitutes.
 5. Teams can have substitutes on the last night.
16. It is suggested that players use the continuous putting rule if the ball is not in another player's line.
17. If play is canceled due to rain or darkness, teams completing play will constitute a match. Any teams not completing play will automatically match scorecards. They will use their previous weeks scorecard and match the unfinished holes from where play was suspended.
18. The year end tourney will be a shotgun start on both nines.
19. If league teams are not ready to tee-off at the beginning of a match, then non-league golfers will be permitted to tee-off.
20. Winning league team will be the #1 team for the new year.
21. **PLAY READY GOLF!** Rules to speed up play:
 - a. Searching for a lost ball is limited to 3 minutes.
 - b. Local Rule for a ball lost or hit out of bounds – If a player hits his ball out of bounds or determines his ball is lost after searching for 3 minutes (provided they do not hit a provisional ball), the player may elect to play their next shot from the edge of the fairway of the hole being played at a spot equal distance from the spot where it is determined that the ball was lost or where it last crossed the course boundary. The player would have a stroke and distance penalty plus an additional penalty stroke. The player would be hitting his 4th shot from the new position. The player still has the option to go back to the tee and would be hitting his third shot from the tee.