

**DANBURY DUSTY GOLF LEAGUE RULES
2017**

1. Opening Date: **APRIL 17, 2017**

2. Fees:

Entry Fee: **\$275.00 per team**

Weekly Fee: **\$27.00 per man per week (\$162.00 per week. per team)**

Total Fee: **\$2,867.00 Total cost per team per year**

3. Tee Times:

- League tee-off times have been established as 4:00 p.m. to 5:15 p.m. at the majority of the courses. All players must be off the tee no later than 5:30 p.m. No player needs to wait beyond 5:30 p.m. for an opponent. A late player may catch up to a match already started, but will have lost the number of holes already played, including any hole that has cleared the teeing area. The point for team aggregate is also forfeited. Unless the opposing team, the course and daylight allows the player to make-up the holes missed,

4. Schedules

- The league will provide a sixteen-week schedule, starting on **April 17** and ending on **August 21**. All matches must be played according to the published schedule. No matches will be scheduled on Memorial Day and Independence Day. DDGL is obligated to play 16 rounds at each course.
- The course on which each Division will start will be rotated annually. The order of the courses is: Pomperaug CC, Vail's Gove, Candlewood CC, Whitney Farms, Richter Park, Newtown CC and Ridgefield GC.
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5. Match

- Nine holes shall constitute a match. However, in the event a match has been started and cannot be completed because of bad weather and/or darkness 6 completed holes shall constitute a match. As long as the final foursome in the division completes the 6th hole. If the final foursome does not complete 6 holes, and the course provides a rain-check for the entire division all matches will be cancelled and played again starting on hole #1. DDGL is obligated to pay the course if all foursomes complete 6 holes.

6. Governing Rules

- The USGA Stroke Play Rules, in conjunction with local course rules, and pertinent league rules, shall govern all matches. Should doubt arise concerning the rules, where applicable, a provisional ball should be played. Team Captains will discuss the rule in question with the Division Captain and come to a decision. If a solution cannot be decided, the situation should be recorded and presented to the Rules Committee for resolution.

7. Winter Rules

- Winter Rules will prevail throughout the entire season. A player may improve his/her lie in his or her own fairway without moving the ball closer to the green. A player's ball in the rough **MAY NOT BE TOUCHED**, except when plugged. In this case, the ball may be dropped arms length without penalty, no closer to the hole. The ball must remain in the rough. A ball lost in the mud in the fairway may be played from the approximate location where lost, without penalty.

8. Grounded Club

- A club grounded in a sand trap is cause for a two-stroke penalty. A ball in a trap may not be touched without mutual agreement **PRIOR** to the start of the match.

9. Wrong Ball

- Playing the wrong ball or playing a ball from the wrong place is cause for a two-stroke penalty. The ball must be played from the spot where the infraction was discovered.

10. Storm Rules

- Matches that have not been completed and are interrupted by an electrical storm will require a one half hour wait at the course prior to calling the match. Matches may be resumed weather permitting. If play cannot be resumed, 6 completed holes will constitute a match. As long as all foursomes within the division completes the 6th hole. All players must remain at the course until the decision to cancel is made. The decision must come from the Division Captain, or his stand-in. Course officials may render an opinion, but cannot cancel the match without discussing it with the League representative.

11. Postponement

- The decision to postpone matches by the league officers will be made prior to 2:00 p.m. If no decision to postpone has been made by this time, all teams must meet at their scheduled courses. The decision to play or postpone will be made by the Division Captain or Team Captains in his absence. Teams wanting to play even though the decision to postpone has been made may do so by mutual agreement. THE COURSE MUST ALLOW PLAYERS ON THE COURSE. PLAYING WITHOUT CONSENT FROM THE COURSE WILL JEOPARDIZE THE LEAGUE'S ABILITY TO PLAY THE COURSE. Note: An exception to the above procedure does exist @ Newtown CC. They reserve the right to call our matches. If they consider conditions to be safe, even though it is raining, we must play. Therefore, the Division captains must contact Newtown CC for a decision.

12. Rainouts

- When the league officials cancel the week's matches, play will resume the following week at the next scheduled course. The rained out date will be made up at the end of the season, with play at the course where it was originally scheduled. Position night will always be played on the last night of the season.

13. Team Roster

- A Team shall consist of six (6) players.
- Team handicaps for the present year are calculated as the sum of the six (6) players who had played the most rounds in the previous year regardless of being team players or substitutes. Teams will then be

placed into divisions in ascending numerical order based on “team handicaps”. When there are two teams with the same handicap and are at the junction of one division to the next, the team that played in the higher division will take precedence, or the team which placed higher within the same division will take precedence.

14. Roster Changes

- Additions or changes can be made to the team rosters at any time except the final two weeks. Substitutes used the last two weeks must have a handicap based on two prior rounds played in the league during the current season.

15. Matches

- All matches must be played at the designated course, in the order determined by the published schedule. Only league officers may change the schedule, and only under extreme hardship conditions.

16. Make Up Matches

- Any matches not postponed by league officials must be made up within three weeks of the original scheduled date.
- The following situations are governed by the three week rule:
 - - A. POSTPONEMENT BY DIVISION CAPTAINS
 - B. POSTPONEMENT BY TEAM CAPTAINS BECAUSE OF PLAYING CONDITIONS
 - C. POSTPONEMENT BY TEAM CAPTAINS BECAUSE OF A TEAM’S INABILITY TO FIELD A TEAM (ONE WEEK NOTICE REQUIRED)

17. Scoring

- The scoring of each match shall be based on four points per foursome. The points are scored as follows:
 - A. One point/Individual Best Ball match (2)
 - B. One point for Team Aggregate stroke play (1)
 - C. One point for Team Best Ball (1)

TOTAL = (4)

18. Absent Players

- Should a team field fewer than six players, a player will compete against two opponents for a total of two points only, one for Team Best Ball and one for Individual Best Ball against his designated opponent. A team shall forfeit two points for each player absent. Absentees may be replaced by a legal substitute. The handicaps of the substitutes will dictate the order in which the substitutes play.
- (NOTE: A substitute with an 8 handicap may not play in position of a 15-handicap player, unless no other team member has a higher handicap.)
- Example

Team A	Team B
Position A1	Position B1
Position A2	Position B2
Position A3	Position B3
Position A4	Position B4 (Absent)
Position A5	Position B5
Position A6	Position B6

Point Allocation:

- A. Positions A1 and A2 vs. Positions B1 and B2:
 - A1 vs. B1 Individual Best Ball – 1 Pt
 - A2 vs. B2 Individual Best Ball – 1 Pt
 - (A1+A2) vs. (B1+B2) Team Best Ball – 1 Pt
 - (A1+A2) vs. (B1+B2) Team Agg. Score – 1 Pt
 - TOTAL 4 POINTS

B. Positions A3 and A4 vs. B3 and Absentee:

A3 vs. B3 Individual Best Ball – 1 Pt

A4 vs. Absentee Indiv. Best Ball forfeited to Player A4

(A3 + A4) vs. (B3+Absentee) Team Best Ball – 1 Pt (Player B3 must win 5 or more holes against A3, A4 combination)

(A3+A4) vs. (B3+B4) Team Agg. Score forfeited to (A3 +A4)

C. Positions A5 and A6 vs. B5 and B6 same as A.

SUMMARY: Team A gets two points by forfeit before matches have started. The remaining ten points are divided as described above.

19. Legal Lineups

- All Team Captains are responsible for their lineups during competition. The use of an ineligible player will result in forfeiture of all twelve points for the match.

20. Grievances

- Although the league has a Grievance Procedure, and a Grievance Committee, it is recommended that the Course Pro be consulted to settle grievances.

21. Conduct

- Team Captains ARE responsible for the CONDUCT of their teammates, as well as their own. The privilege of playing in the league requires that individuals exercise proper Golf Etiquette at all times. This includes but is not limited to:
 - A. Replacing divots at all times
 - B. Repairing ball marks on greens
 - C. Avoiding use of pull carts or driving carts around the greens
 - D. Obeying course signs with regard to use of carts
 - E. Placing trash in receptacles, and not discarding it on the course
 - F. NO OUTSIDE ALCOHOL MAY BE BROUGHT TO ANY COURSE, OR ANY PREMISES OWNED OR MAINTAINED BY THE COURSE, FOR ANY REASON BY ANY INDIVIDUAL OF THE DANBURY DUSTY GOLF LEAGUE DURING ANY LEAGUE PLAY, INCLUDING BUT NOT LIMITED TO: NORMAL WEEKLY MATCHES, MAKE UP MATCHES, YEAR END PLAYOFFS, AND YEAR END

TOURNAMENT. ONLY ALCHOLIC BEVERAGES PURCHASED AT THE COURSE BEING PLAYED MAY BE CONSUMED WHILE AT SAID COURSE OR ON IT'S PREMISES. ANY PERSON FOUND TO HAVE VIOLATED RULE 21. F SHALL BE SUSPENDED FROM LEAGUE PLAY FOR A PERIOD OF TWO (2) WEEKS FOR THE FIRST INFRACTION, AND A PERIOD OF ONE (1) YEAR FOR SECOND OFFENSE.

G. Dress Code described on the last page shall be considered part of the Conduct Code.

ABUSE OF THESE RULES SHALL BE CAUSE FOR SUSPENSION FROM THE LEAGUE.

ABUSE OF RULE F IS CAUSE FOR IMMEDIATE DISMISSAL FROM THE LEAGUE.

The number of courses available for the league to play is quite limited; hence, all league members must be ready to protect the league's image at each and every course we play, even at the risk of some personal displeasure. All league members, including officers, are subject to penalties described for Breach of Conduct.

22. Score Cards

- Scorecards, signed by both Teams, must be submitted to the Division Captain on the night of the match.

Penalty – Forfeiture of (2) points for each foursome failing to properly complete the scorecard.

23. Payments

- Each Team Captain is responsible for fielding and paying for (6) players. All payments must be made, as a minimum, on a weekly basis since the courses are guaranteed payment, whether or not (36) players are present. No more than (6) players from any team may play a course on any night. The only exception would be if non-competing players made arrangements with the course.

24. Team Position

- Playing a man out of position relative to his/her handicap shall be subject to a (3) point forfeiture. One point shall be assessed against Team Aggregate Score, one point against Team Best Ball and one point against Individual Best Ball.

25. Minimum Age

- A player may not be younger than 18 years of age and may not be a FULL TIME HIGH SCHOOL STUDENT. The student may not be active in school sports since competing for prizes in the DDGL could jeopardize his amateur status.

26. Finances

- It is suggested that payment be made by check, identifying the date and course at which the match was played. Full payment is expected each week, even though team members are members at the scheduled course. The league will make no refunds to course members, since credits are not issued to DDGL.

27. Player w/o Handicap

- A. He/She must use his/her USGA HANDICAP until a LEAGUE HANDICAP is established.
- B. He/She must use his/her STATE HANDICAP until a LEAGUE HANDICAP is established.
- C. He/She must use a CLUB (home course) RATED HANDICAP until a LEAGUE HANDICAP is established.
- D. He/She shall assume the same HANDICAP as his opponent until a LEAGUE HANDICAP is established. A LEAGUE HANDICAP can be calculated after two rounds of play.

PENALTY: VIOLATIONS WILL RESULT IN LOSS OF MATCH!

Note: Order in which non-league handicaps are used: USGA, STATE, CLUB.

Example:

TEAM A	Hdcp	TEAM B	Hdcp
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Player A5	10	Player B5	12
Player A6	13	Player B6	None

HANDICAP STROKES

- A. Strokes for match between A5 and B5 are given to player B5 for Best Ball. He/She receives two strokes.
- B. B6 has no legal handicap, hence, he/she assumes his/her opponents thirteen handicap and plays Individual Best Ball against A6 with no handicap strokes.
- C. A5 allows a two-stroke handicap for Team Best Ball to player B5 and three strokes each to player A6 and B6.
- D. Team B would receive a two-stroke handicap from Team A for Team Low Aggregate.

NOTE: A golfer without a handicap must be played in a position relative to his/her capability. The Team Captain in positioning players MUST exercise reasonable judgment based on play at the same, or similar courses under non-league play.

28. Year End Tournament

- The League will sponsor an Individual Medal Play Tournament.

29. Eligibility of Tournaments and Prizes

- To be eligible, a golfer must have played (2) rounds during regular league play thus establishing a required legal league handicap.

30. Causes for Dismissal from Dusty League

- A. A team shall field a full roster throughout the (16) week schedule. If a team fails to comply, without just cause, the team may be subject to dismissal.
- B. If a team fails to pay greens fees on a scheduled basis, and must be asked repeatedly to “catch up,” it must be subject to dismissal.

NOTE: IF THE LEAGUE IS FORCED TO “DROP” TEAMS FROM MEMBERSHIP, TEAMS VIOLATING RULE 30 WILL BE FIRST TO BE DROPPED.

DUSTY LEAGUE HANDICAP SYSTEM

COURSE RATINGS

VAIL'S GROVE	30
WHITNEY FARMS	37
NEWTOWN C.C.	32
CANDLEWOOD	35
RIDGEFIELD	35
POMPERAUG	34
RICHTER PARK	36

1. COURSE RATINGS are listed above.
2. LEAGUE HANDICAPS will be based on nine hole scores.
3. LEAGUE HANDICAPS will be calculated from scores adjusted according to maximum allowable bogey, double bogey, or greater scores. A chart is provided on the following page defining the permissible maximum hole scores for each handicap.
4. LEAGUE HANDICAPS will remain legal for a period of three years, if available from league records. Legal handicaps will be used for the first two rounds played by a league member. STATE or CLUB HANDICAPS are defined as legal handicaps.
5. Golfers without a LEGAL HANDICAP shall play to the same handicap as his/her opponent.
6. A HANDICAP FOR EACH ROUND is determined by subtracting the COURSE RATING (from above) from the player's ADJUSTED SCORE (based on chart) at the course being played.
7. HANDICAPS will be adjusted after the first two rounds played. They will be adjusted according to the following formula:

Example:

End of Year Handicap	First Round Adj. Score	Second Round Adj. Score		Total	New Handicap
8	9	7	=	24/3	8

8. HANDICAPS will be based on the average of the best 3 handicaps of the last 4 rounds submitted by a golfer, as calculated from the weekly ADJUSTED SCORES.

Example:

End of Year Handicap	First Round Adj. Score	Second Round Adj. Score	Third Round Adj. Score		Total	New Handicap
8	12	9	10	=	27/3	9

$$8 + 12 + 9 + 10 - 12 = 27$$

NOTE: The first round handicap was dropped, as was the third round hdcp, and the average was calculated from the remaining two handicap

**MAXIMUM PERMISSIBLE SCORES OVER PAR
FOR ADJUSTING SCORES FOR HANDICAP CALCULATION**

YOUR 9 HOLE HANDICAP IS:	BOGIES	DOUBLE BOGIES	TRIPLE BOGEYS	QUADRUPLE BOGIES
1	8	1	--	--

2	7	2	--	--
3	6	3	--	--
4	5	4	--	--
5	4	5	--	--
6	3	6	--	--
7	2	7	--	--
8	1	8	--	--
9	--	9	--	--
10	--	8	1	--
11	--	7	2	--
12	--	6	3	--
13	--	5	4	--
14	--	4	5	--
15	--	3	6	--
16	--	2	7	--
17	--	1	8	--
18	--	--	9	--
19	--	--	8	1
20	--	--	7	2

The following Dress Code is required for all Golfers

DRESS CODE

- Men's shirts must have collars and be worn at all times
- The only golf shorts permitted are Bermuda Length
- No jeans, designer jeans, cutoffs or halter tops permitted
- Appropriate shoes must be worn at all times
- SOFT SPIKES shall be worn on all courses
- Violations will be subject to suspension of golf privileges

Any person deemed inappropriately attired will not be allowed to tee off