

**DANBURY DUSTY GOLF LEAGUE RULES
2025**

1. Opening Date: **APRIL 21, 2025**

2. Fees:

Entry Fee: **\$300.00 per team**

Weekly Fee: **\$35.00 per man per week**

3. **Play Ready Golf. Pace of Play Must Be Increased!**

4. 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. If a player has communicated he/she will be late the foursome must wait 2 Tee Times before Teeing Off. 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.

5. Schedules

- The league will provide a sixteen-week schedule, starting on **April 21**. All matches must be played according to the published schedule. No matches will be scheduled on Memorial Day. DDGL is obligated to play 16 rounds at each course.

6. Match

- Matches are scheduled for 9 holes. However, in the event a match has been started and cannot be completed because of bad weather and/or darkness 5 completed holes shall constitute a match. All matches not completing 5 holes will be replayed from hole #1. All matches that have completed 5 holes shall be considered complete if play cannot be resumed that day. DDGL is obligated to pay the course if all foursomes complete 5 holes. Handicaps for completed rounds are not calculated until the entire division has completed that round.

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 or marked hazard 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. Many bunkers are in very poor condition. Use good sportsmanship.

9. Wrong Ball / Lost Ball / Out-Of Bounds Ball

- **Wrong Ball** - Playing the wrong ball or playing a ball from the wrong place is cause for a two-stroke penalty and loss of hole. The ball must be played from the spot where the infraction was discovered.
- **Lost Ball** - 2 minutes to look for a Lost Ball. If not found 2 stroke penalty, play from fairway approximate location that the ball became lost. **DO NOT RETURN TO THE PREVIOUS POSITION!** Hit provisional as often as required (White Stakes Visible)
- **Out-Of-Bounds Ball** - 2 minutes to look for ball. 1 stroke penalty and lost of distance. Hit provisional as often as required. If Out-Of-Bounds was not realized at the time the original shot was played 2 stroke penalty, play from fairway approximate location that the ball crossed the Out-Of-Bounds marker. **DO NOT RETURN TO THE PREVIOUS POSITION!**

1. 10. 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)

11. 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

12. Substitutes

Anyone can Substitute anytime during the season EXCEPT Week 15, Week 16 (Position Week) and the Duration of the Playoffs.
To Be Eligible to play Week 15, Week 16 (Position Week) and the Duration of the Playoffs. All player MUST play a minimum of 2 Matches with a specific team during the current season.

13. Score Cards

- Scorecards, signed by both Teams, must be submitted to the Division Captain on the night of the match with **First and Last Name** of all players with handicap, Totaled and Scored.

14. 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.

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.

DUSTY LEAGUE HANDICAP SYSTEM

COURSE RATINGS

WHITNEY FARMS	37
NEWTOWN C.C.	32
CANDLEWOOD	36
OXFORD GREENS	36
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.
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 hdep, 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	--	--	9	--
20	--	--	9	--

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

Candlewood plays ALL RED STAKES

No OB, No Lost Ball Penalty, No Provisionals Played.

Drop 2 Clubs from point of entry. 1 stroke penalty.

All other courses play OB and Lost Ball as SAME PENALTY.

1 Stroke and Distance with Provisional.

OR... Play from Fairway nearest point of entry with 2 Stroke Penalty.