

2017
THURSDAY NIGHT INDUSTRIAL GOLF LEAGUE
RULES AND REGULATIONS

There shall be twelve four men teams.

- a. All substitutes who play in the last three weeks of a season should have played a minimum of three rounds in the current league season. In the event they do not have the required three rounds, the order of priority is stated as follows:
 - i. Person in question uses the lowest league handicap from another league.
 - ii. Person in question uses their current Arrowhead Park handicap.
 - iii. If NO handicap exists, one will established that night.
1. Schedule of play will be posted in the clubhouse. Players must tee off on time per the schedule. Players must play Blue Tees except for those over 65 (see Rule 16). Players can only improve their lie in their own fairway.
2. Handicaps for the first night shall be established by taking the total scores posted from the previous year and dividing them by the number of league rounds played. Your first nights score shall be added and one of your average scores shall be dropped. The second night score will be added and another of your average scores dropped and so on. If no handicap is brought from the previous year, the following procedure in order of priority will establish a handicap for the first round.
 1. Lowest league handicap from another league at Arrowhead Park in that season. With a minimum of (3) rounds.
 2. Current Arrowhead Park Club handicap. With a minimum of (3) rounds.
 3. Establish a handicap the first round during league play, using this formula: Gross score minus 35 times 90%=handicap. Round up if .5 or higher, down if less than .5.
3. Handicaps will be calculated according to U.S.G.A. rules. Players should add their own scores, sign and attest cards before turning them into the secretary.
4. The lowest handicap golfer is listed as No. 1 on the score card, followed by the second lowest, etc. Players without an established handicap come in as the No. 4 player on the card.
5. If two or more players have the same handicap, the player holding the lower yearly handicap average will assume the higher position.
6. The difference in opposing handicaps is to be used and handicap holes listed on the official score card shall prevail.
7. For each match there will be two points for low net score on each hole. Ties split the two points. There will also be four points, in each match, awarded for the total low net score for the nine holes. Ties for low total net will split the four points. 22 total points possible.
8. The League Secretary and/or Golf Pro will determine if matches will start or continue due to inclement weather or adverse course conditions
9. If a player is not present at their appointed tee time, the waiting time will be no longer than 5 minutes. The penalty for late golfer is the loss of each hole missed: also there will be no score recorded for that night for the golfer's average, nor will he be eligible for the low net for the team play. If one or more players from the same team are missing, the remaining players will move up to the next higher position.
10. Local golf rules are in effect and the team captains are the governing body if any disputes arise.
11. Rain outs for the regular season and the mid-season round robin will be decided if made up or not at the pre league meeting.
12. A "NO SHOW" opponent receives a total of six points. His opponent, the player who is present, receives 16 points. This player's score does count for this nights league play.
13. All teams must finish a minimum of five holes or no scores are recorded.
14. All players should be 18 years of age.
15. Players 65 and over may use white tees. They must specify this at the pre league meeting or be 65 before the first league match. Their handicaps will be calculated from the white tees.
16. In case of a tie at the end of the season a score card playoff will determines the winner. In case of any other ties, the team having the higher position the previous week maintains the higher spot.
17. For possible lost ball—Hit a provisional. If after 3 minutes search—Play as a lost ball, take the penalty, drop a new ball and move on to the next stroke.

Rule Addition—April 2012

If a player stops mid-round, while the reminder of the league completed play for the night, the player receives the points earned and forfeits all remaining points to his competitor.

If both the player and his competitor quit mid-round, they earn their respective points up to the time of stopping play, all remaining points will be split.