

# **CANDLER HILLS MGA HANDBOOK 2012**



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**CANDLER HILLS PRO SHOP**

**861-9712**

## **CANDLER HILLS MGA BOARD OF DIRECTORS**

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## **ASSOCIATION INFORMATION**

**The Candler Hills Men's Golf Association (CHMGA) fiscal year shall be from January 1<sup>st</sup> to December 31<sup>st</sup>.**

**To be a member of the CHMGA, you must be a resident of Candler Hills or a member of the Candler Hills Golf Course.**

**CHMGA annual dues are \$30.00 and are payable by December 31<sup>st</sup> for the following year.**

**Members will pay the annual GHIN fees through the pro shop.**

## **LEAGUE INFORMATION**

**WEEKLY EVENTS:** Tournaments held every Tuesday.

**ELIGIBILITY:** Only those players who have an established GHIN handicap and are paid members of the CHMGA are eligible to play. To be eligible to play in the Match Play or CHMGA Championship, players must have played at least ten (10) times in the previous calendar year.

**SIGN-UP:** Members must sign up in the Pro Shop no later than 12:00 PM on Monday prior to Tuesday's league day to be eligible for play. If a member signs up and decides not to play, he must call the Pro Shop no later than 7:15 AM on Tuesday morning. If a player does not call in and cancel, the Tournament Committee will determine if the incident warrants some type of disciplinary action.

**START TIMES:** There will be a shotgun start at 8:30 am. However, there may be variation by season and commitments by the golf course. All players should be at the pro shop by 8:00, especially if they want to hit balls on the range or practice putting. **All players should be in front of the pro shop ready to play at 8:15 am.**

**SCORE CARDS:** Each team will keep two score cards and verify the scores prior to turning in the official card. Signed, witnessed, and dated score cards must be turned in to the Pro Shop following play. Do not enter event scores in the computer. Only gross scores should be recorded on the scorecard. The pro shop will calculate the appropriate final score for each team based on the game being played that day. Incomplete score cards will be grounds for disqualification. Event results are posted on the bulletin board outside the pro shop and via the weekly league email.

**FEES:** Each player will pay \$5.00 to play in the CHMGA tournaments. Payouts will be in the form of shop credit at the Pro Shop. One (\$1.00) of this entrance fee will be placed into the CHMGA catering credit account for luncheons for all members.

**CAPTAINS' DUTIES (Captains are the first name on the score card):**

Pay for his team at the pro shop. (Captains will then collect from his teammates.)

Pick up scorecard.

Keep score for all team members.

Ensure rules for the day's event are understood and enforced.

Ensure completed scorecard is signed and attested prior to turning it in.

**ERRORS IN ANNOUNCED WINNERS:** If an error is made in determining winners on a league day, the golfer must notify a member of the tournament committee by 4:00 P.M. Wednesday of that week.

## **RULES OF PLAY**

All USGA rules shall be followed except as otherwise stated in the **GENERAL and LOCAL RULES**.

Any questions pertaining to a rules interpretation or rules violation shall be addressed to a CHMGA Member of the Joint Rules Committee. His ruling shall be final. If a rules question arises, the golfer should play the original ball as it lies and take relief to which he feels he is entitled with a provisional ball. Play both balls to completion of the hole and record both scores.

CHMGA events are played from the blue tees for all players.

### **General and Local Rules**

#### **General Comments**

The following pages offer some comments on the game of Golf and local rules as developed by the Joint Rules Committee. These rules, along with USGA rules, govern the game of golf to assure fair and honest competition regardless of age, gender, individual ability or physical condition.

Please become familiar with these rules and incorporate them into your game of golf.

#### **Rain and Lightning Policy**

**Rain** - Prior to play the Tournament Committee will make the call on whether the event is on or off. Players shall call the pro shop to see if the Committee has called the event.

During play the policy shall be "Players shall remain on the course for up to 15 minutes. If the storm does not pass, players shall come back to the assembly area and a decision will be rendered by the Board as to whether or not continue play within 45 minutes. If a player does not stay, it is incumbent on them to contact the pro shop to see if play will continue. If play does continue and the player does not return, the player forfeits his entry fee for that week."

**Lightning** - All players clear the course as soon and as safely as possible. The Board in concert with the pro shop will decide whether to suspend play or not.

**Suspended Play** - Any event that completed the same nine (9) holes for all teams prior to being suspended will be considered a complete event.

#### **Pace of Play Policy**

**Pace of Play** – Each group is responsible for pace of play. Each group must strive to maintain contact with the group ahead of them. If a group loses contact, they will speed up play to catch the group ahead (allowances are made for foursomes following threesomes). If a group loses contact with the group ahead and does not

complete play in 4 hours and 30 minutes, they may be subjected to a two stroke penalty per side (a total of four strokes) as determined by the Tournament Committee. To help pace of play always play a provisional ball if you suspect your ball may be lost or out of bounds.

### **Handicaps**

The GHIN system will be used for calculating handicaps. This system is “user-friendly” and allows golfers to enter their own scores on a touch-screen computer. It eliminates discrepancies in handicaps for seasonal golfers and provides consistent, accurate computations backed by the USGA and supported and serviced by the FSGA.

A minimum of five (5) posted scores in the computer is required to establish a course handicap, which will be used for new members until five (5) tournament rounds are recorded. If a new member presents a current handicap card from a USGA rated course, the Computer and Handicap Committee will rule on accepting that handicap.

The USGA handicap system is based on the potential ability of a player rather than the average of all his scores. The GHIN Handicap Index is the threshold that a player will meet or better 20-25 percent of the time on a USGA Standard Slope Rating of 113. A golfer is expected to play his course handicap or better only about 25% of the time (one out of every four rounds). He will average about three strokes higher than his handicap per round and his best score in twenty will be only two strokes better than his handicap. Remember, handicap is based on potential, not average. The handicap is in place to help the majority of all golfers to compete with any level of player and should always be the best factor of ability and honesty.

### **Posting of Scores**

There are a few golfers, who for whatever reason, fail to post their scores shot during the week into the computer. Thus, their handicap does not reflect their capability. This oversight creates a false sense of ability and, in fact, may cause a golfer to win when he should not, or drag a team down because he cannot play to his handicap. In either scenario, it is unfair to a fellow competitor to fail to post scores. The golfer who fails to post scores is actually cheating his fellow golfer as well as himself.

If it is discovered that a member has played during the week and has not entered a score, the Handicap Chairman shall contact the player to determine if he intends to correct the oversight. If the player does not enter a score, the Committee shall enter a score for each day of play equal to the lowest differential of the last 20 rounds posted for that player. Players should also use equitable stroke control when posting scores.

### **EQUITABLE STROKE CONTROL**

<b>9 Hole Course Handicap</b>	<b>18 Hole Course Handicap</b>	<b>Maximum strokes on any hole</b>
<b>4 or less</b>	<b>9 or less</b>	<b>Double Bogey</b>
<b>5 through 9</b>	<b>10 through 19</b>	<b>7</b>
<b>10 through 14</b>	<b>20 through 29</b>	<b>8</b>
<b>15 through 19</b>	<b>30 through 39</b>	<b>9</b>
<b>20 or more</b>	<b>40 or more</b>	<b>10</b>

## **Ball Played Down – Exceptions**

The ball will be played down unless USGA and local rules cover exception. Exceptions are in effect when the course has been aerified or treatment applied that may impede players' lie or when conditions are such, as judged by Tournament Directors, to warrant exception.

When local rule exception occurs, player will be allowed one score card length relief, no nearer to the hole, and will be allowed to lift, clean and place his ball. This is only in effect when the ball is embedded in the fairway, or due to wet weather, mud, etc.

When USGA exception occurs, i.e. burrowing animal holes or mounds, fire ant mounds, sprinkler heads and water control units, player will take one club length relief, no nearer to the hole.

Examples of no relief: pampas grass, hedge row, palmettos, stumps, and roots. Players must take penalty if ball is dropped from these areas.

**Markers/barriers** – No markers or golf-path barriers may be removed to make a golf shot. A player may get a free drop of up to one club length from the nearest point of relief, no nearer to the hole, if it interferes with his stance or swing. No drop is allowed for interference of target path of ball.

## **Local Playing Rules**

The following are rules made by the Rules Committee and/or the United States Golf Association.

1. **Putting** – When on the green, if an obstruction such as an insect or burrowing animal hole, or bare spot interferes with the line of your putt, the player may lift and place the ball, without penalty, to the nearest position that affords maximum relief from the condition, no nearer to the hole.
2. **Lateral Hazards** – Are defined by Red stakes. The player's club may not be grounded or a penalty of one stroke will result.
3. **Cart Paths** – Are defined as well established channels, paths regardless of construction, or new cart path cut in by golf course personnel. The player will make a judgment as to being in the cart path or if it interferes with his/her swing, and may take one club length from the nearest point of relief, no closer to the hole.
4. **Lost Ball** – Player must play second ball from the spot where the first ball was played. Penalty being loss of stroke, distance, i.e., hitting three. Exception: When ball is in an animal hole, drainage pipe, etc., and is visible, ball may be dropped without penalty.
5. **Ball in Rough** – Must be played as it lies.
6. **Fire Ant Hills** – If the ball comes to rest on an fire ant hill, or if an ant hill interferes with swing or stance, player may lift, clean, and drop ball within one club length of the spot, no nearer to the hole, without penalty.
7. **Unplayable lies** – A player may declare his ball unplayable at any place on the course, except when the ball lies in or touches hazards. The player is sole judge as to whether his ball is unplayable. **He shall incur a one shot penalty and:**
  - 1) Drop ball within two club lengths of where the ball lies,
  - 2) Play ball from spot where it originally lay before the unplayable location, or
  - 3) Drop ball behind the spot where the ball lies, keeping that spot and the flag stick in line. Go back as far as you want.

8. **Out of bounds** – All paved roads, areas marked with white stakes, and marked boundaries.
9. **Provisional ball** – May be played anytime a player suspects his ball may be lost or out of bounds. The provisional ball may be continually hit until the player reaches the spot where the first ball disappeared. If the original ball is found and is not out of bounds, it must be played and the provisional ball must be picked up. If the first ball is not found or is out of bounds, the provisional ball is played. If the provisional ball is played, the player must count the number of times you have hit both balls and **add one stroke penalty after they have holed out.**
10. **Ball in woods or grass** – A ball that goes in the woods or grass must be played as it lies unless you declare it unplayable. (See unplayable option above). Once a ball goes into the woods or grass, the player may take a normal stance to hit the ball but he cannot break any limbs or pull any grass out of the way to get a better swing at the ball. **One shot penalty if any of the above infractions happen.**
11. **Ball in sand trap** – Player can touch sand to identify the ball, but shall not ground club at any time while in the bunker. If player does, this will result in **a one shot penalty for each touch.**
12. **Stones in Bunkers** – Allowing the removal of stones in *bunkers* by declaring them to be movable *obstructions* (Rule 24-1). Stones in bunkers may be moved in accordance with Rule 24-1 which follows. **24-1. Movable Obstruction** - A player may take relief, without penalty, from a movable *obstruction* as follows:
  - a. If the ball does not lie in or on the *obstruction*, the *obstruction* may be removed. If the ball *moves*, it must be replaced, and there is no penalty, provided that the movement of the ball is directly attributable to the removal of the *obstruction*. Otherwise, Rule 18-2a applies.
  - b. If the ball lies in or on the *obstruction*, the ball may be lifted and the *obstruction* removed. The ball must *through the green* or in a *hazard* be dropped, or on the *putting green* be placed, as near as possible to the spot directly under the place where the ball lay in or on the *obstruction*, but not nearer the *hole*.
13. **Waste Bunker** – Player may ground club.
14. **Workers in Bunkers** – If workers are working in the bunkers or have left tools or debris in the bunker, players may consider the area ground under repair and drop the ball outside the hazard no closer to the hole.
15. **Lost Ball** - If you fear a ball may be lost, players should play a provisional ball.
16. **Course Conditions Issues** - In those instances when there are footprints, human or animal, in a bunker or a player ends up in an unfilled divot, the player must play the ball as it lies. On those days after the course has been aerified, the lift clean and place rule will be announced prior to play.
17. **Use of GPS or Range Finders** – The use of range finders and GPS equipment that provides distance information only is allowed. Use of a measuring device that also gauges or measures other conditions that might affect play (e.g. gradient, wind speed, temperature, etc) are considered in breach of Rule 14-3 for which the penalty is disqualification, even if its functions are not used. Sharing of distance information between points on the course is considered public information and shall be allowed.
18. **Out of Bounds** – All paved roads, areas marked with white stakes, and marked boundaries.

## **LOVE THE GAME – RESPECT THE COURSE**

**PLEASE MAINTAIN PROPER COURSE ETIQUETTE AT ALL TIMES**

**REPAIR ALL BALL MARKS AND FILL ALL DIVOT HOLES**