

Spring Creek Golf League

BYLAWS & RULES

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ALIGNMENT

The league is an individual and team event. Each team is composed of two or more golfers (MAX: five golfers) One team member will be designated as the team captain. Each team will field two golfers for competition.

Each team member is ranked in order of handicap; I.E. the lowest handicap golfer is first golfer, the next handicap golfer is the second golfer, etc? The ranking for all teams and individuals is published by 3pm on the day of league play, in a weekly handicap sheet.

Each golfer will play a 9-hole match against a golfer of equal ranking of the opposing team. First golfers will compete against each other and second golfers will compete against each other.

This does not mean that opposing golfers must have identical handicaps. In the case of two golfers of the same team having an identical handicap, the team must declare which golfer plays which opposing golfer before the first tees off?

MEMBERSHIP

Texas Instruments employees, their dependents, and divestiture companies.

RULES COMMITTEE

The Rules Committee will be the governing body of the Spring Creek Golf League. The league will be played according to the U.S.G.A. "THE RULES OF GOLF" manual (current year). Interpretation of which is that of the Rules Committee.

The Rules Committee has no power to waive a Rule of Golf.

The Rules Committee will consist of five representatives. The Rules Committee will assign among themselves a Chairman, a Treasurer And a Scorer for the following year.

Election to the Rules Committee will be held by an all-league election ballot. The members with the most votes will be eligible to be a representative on the Rules Committee. The announcement of the new Rules Committee will be at the end of league play, at which time their term of office will begin and run through the next year's league play.

SEASONS

The league may play in one or two equal seasons. The spring Season should start no later than May 15 and the fall season Should end no later than September 30. If there exist two Seasons, they must not overlap each other. Teams must be formed At least four weeks prior to the start of play of each season.

DIVISIONS

If the number of teams accepted into the league is greater than The number of weeks in the season minus one (see SCHEDULE section On position week), then the league should be divided into Division according to the following method.

The league will be divided into divisions according to the Number of teams enters. Where possible, an even number of teams Within each division will be determined in order that all teams Play each other without a 'bye'.

The teams in each division will be determined by team average Handicap. Team members without active handicaps (new members) Must estimate their handicap in order to determine the team Handicap. The lowest handicap teams will be placed in Division I, Next lowest in Division II, etc. A team may request to be moved Up or down a division before league play has started upon Approval by the Rules Committee.

SCHEDULE

Each team will play every other team in their division once, if Possible, to meet the schedule of the season.

The last week of the season will be 'position' play. The team Which is in 1st place will play the team, which is in 2nd place, 3rd place will play 4th place, etc. Teams with identical point Scores will be placed in a position by a drawing for a position Which will then determine who plays whom. If a tie remains after 'Position' week for 1st place and/or 2nd place, the teams will Continue to play matches until a winner for 1st place and/or 2nd Place is resolved. Ties in other positions are not required to Play-off since there will be no awards involved.

PLAY-OFFS

If the league is arranged into divisions, a play-off will be Scheduled to determine the overall League Championship according To the following method.

At the end of the fall season, the division winners of each Season will be entered into a league championship series. If the Same team wins both seasons then that team will receive an Automatic bye for the first round of the playoffs.

When a league night contains 3 divisions, a bye in the second round will be determined by the highest total points for Season 1 & 2, won both seasons and then (coin toss, drawing) determined by the Rules Committee.

The spring winners of each division will first play the fall Winners of their division. Then, the division champions will play Each other for the league championship. The overall winner will receive league championship trophies or a cash amount and Division Winners will receive division championship awards or cash amounts. Award dollar amounts are determined by the Rules Committee.

All playoff matches that end in a tie will continue play with Sudden death. Play will begin on Hole#1. Sudden-death winner will Be decided when a team wins a match hole (example: "" golfers Halve the hole but a "B" golfer wins, team wins).

POINT SCORING

Match play with low net will determine the scoring. Each match Is played for 18 points, so that there is a total of 36 match Points at stake each week for each team. Match points are awarded On a hole-by-hole basis. Each hole is worth two points. A 'Halved' hole will yield one point to each competitor. In Addition, each player will play for 6 low-net points and the team With the lowest aggregate net score will receive 6 points. Thus, 54 points are at stake for each scheduled round. Any ties will result in halving of the points.

TALLY & SCORE CARDS

The results of each match are to be recorded on one Tally card Which will be supplied to the teams. It is the joint Responsibility of the two team captains to make certain that the Information on the Tally card is correct.

A course score card must be signed by a member of both teams Immediately after play. The score card is the official scoring and cannot be altered after it is signed. The two cards must be Turned into the Rules Committee Scorer as soon as possible. Any Arithmetic errors on the Tally card will be changed by the Scorer.

Occasionally, an error can occur in the ranking and/or handicap Of a golfer on the weekly handicap sheet. The team is responsible For calling such discrepancies to the attention of the Scorer Before the next match. The scorer will notify the opposing team Of the correction.

COURSE & DAY OF PLAY

The League will be both **Blackjack** and **Sawtooth** courses at the Chase Oaks Golf Club of Allen, Plano Texas. The day of play for all league play will be Tuesday & Wednesday. Tee-times will start at 5PM and run not beyond 6PM. For either course, men will play from the Blue Tees and Woman will play from the Red Tees. If more than 12 teams are in the league, the league may be split into third weeknights of play.

FORFEITS

If a given match is arranged and a team does not show for the Arranged tee-off, the match will be forfeited. 18 points will be Awarded to the team, which showed up for the tee-off. The Remaining 36 points will be awarded on how team plays against Handicaps. Each Player will receive a full complement of strokes (i.e. an 18 handicap will receive 2 strokes per hole). Two points will be awarded for each hole that the player beats and one point for each hole that the player ties his handicap score. The team must complete a minimum of seven holes to complete the match.

If one golfer does not show for the arranged tee-off time, then that golfer must play both opposing golfers for match points (36) and the A player for 6 team net points, and that team will forfeit the B players team net points (6) and the teams net points (6).

If only one golfer from both teams shows for the arranged tee-Off time, then only one match (for 36 points) will be played and The A players team net points (6). In addition, the remaining Team net points (12) for both teams will be forfeited. Both golfers will have their scores entered into their handicap History file.

If only one golfer from one team shows for the arranged tee-off Time and no one shows up from the other team, the single golfer Will be play for 36 points based on how the player plays against Handicap. The single player will receive a full complement of strokes (i.e. an 18 handicap will receive 2 strokes per hole). Four points will be awarded for each hole that the player beats and two point for each hole that the player ties his handicap score. Player ties or beats his handicap score for that hole. A minimum Of seven holes must be completed for match to count.

Team A	Team B	Match	Points	Medal Points
1 Man	2 Men	Single plays against both opponents for two points/hole.		Team B - 12
1 Man	1 Man	Play each other for four points per hole. (Total 36)		None
1 Man	0 Men	Single plays vs par for four points/hole. (Total 36)		None
0 Men	2 Men	Play vs par for 2 points/hole.		Team B - 18

Any team or team member, which does show up after play has Started will forfeit that hole and preceding holes. Play will

Continue on the next hole. Start of play on any hole is considered when the first golfer has teed off. And the end of play on any hole is considered when the last golfer has holed out. In this case, all golfers will have their scores entered into their handicap history file.

Teams, which forfeit matches, will have an equal amount of points subtracted from their season-end point total in determining point prize money. Forfeited points will not effect team Standings, only point prizes money.

If a team sustains a total of 3 two man team forfeits over the Course of the entire golf club season, then that team will 1) lose All point money it was to receive, 2) Will NOT be eligible for post Season play. This rule applies only to two man forfeits (both Members of the team do not show up to play). This rule does not Apply to one-man forfeits (where one member of team shows up to play).

MINIMUM PLAY & CANCELLATION

A member of the Rules Committee can cancel any league play do to inclement weather before the first foursome has teed off.

Players may call the Chase Oaks Golf Club, is the Club is open, then the league will play.

If all golfers of the foursome agree that the weather has Become inclement or darkness has falling, then play may be Stopped. All golfers which do not complete 7 holes of play Will have the match considered cancelled or forfeited(see FORFEIT section on late show ups).

For golfers which complete less than 9 holes and more than 7, Will have their handicaps figured on the holes played. Match Play results will also be based on those holes actually played. For team low net score and golfer's handicap, the gross 9 hole Score will be computed as follows:

9 hole score = (7 hole score - 7 hole par) X 9/7 + 9 hole par
Or

9 hole score = (8 hole score - 8 hole par) X 9/8 + 9 hole par

When a round is cancelled, all scores, penalties and forfeits In that round are cancelled. Replay of the match will be played From the first tee.

HANDICAPS

Handicaps are computed on the guidelines of the U.S.G.A. Method, modified for 9-hole play, adjusted for a par 36 golf Course.

The USGA Maximum handicap of 36 or 18 for 9 holes will be Waive. The maximum handicap imposed on all golfers will be 25.

Any score which is older than two years will be removed from The golfer's handicap history file at the begin of each spring Season.

The holes on which a handicap stroke is given will conform to The U.S.G.A. method. Handicap holes are shown on each scorecard. The most difficult hole of a golf course is given a handicap of 1

And the least difficult hole is given a handicap of 18. The Number of handicap strokes that a golfer can be given will be Based on the course. One stroke is first given on all Par 3,4 & 5 Holes and then an additional stroke may be given on Par 5 holes. Therefore, the maximum number of strokes that a golfer can Receive will be: (number of Par 3 holes) + (number of Par 4 Holes) + 2(number of Par 5 holes). In a given match, the two Golfers subtract their handicaps from each other to determine How many strokes one of the golfer will receive? Then the strokes Are applied to the appropriate holes. An exception to this rule Is defined under the double forfeit rule.

NEW GOLFERS

A team can add players at any time, up to the maximum of 5, Except no player can be added to a team in the last 3 weeks of Season play or for any playoff match. If a new player replaces A member of a team that is no longer playing then no additional Fee is required.

New golfers will establish their initial handicaps by non-league Play. Each new member can submit at least two 9-hole rounds Played during the last 12 months on any golf course to establish An initial handicap in the club. Alternatively a player may submit An official USGA handicap to establish initial handicap in the club.

Failure to establish an initial handicap by turning in either Two 9-hole rounds or a USGA handicap, will result in golfer playing With a zero handicap in league play until two rounds of play have Been entered into the golfer's handicap history file.

Since the USGA Handicap System requires that a golfer have five Rounds of golf before a handicap is applied, the first score Posted by the new golfer will be entered five times. The next Four scores will replace each duplicate score until there exist Five unique scores.

SUBSTITUTION

To Avoid Forfeits a team may Substitute a Player that has a league Handicap, and is not in the same Division. Example: a Team in Tuesday night League Division 1 can ask a player from Tuesday Night Division 2 and either Division on the Wednesday Night League.

PRIZE FUND

The prize fund (or dues) for each year will be \$60 per team. This prize fund is payable by the first match game else the match

can be forfeited by Rules Committee decision. Dues will not be refunded after league schedule has been established. Each member of the Rules Committee is exempt from paying yearly dues (\$20 ea.)

PRIZES & TROPHIES

Season awards will be given to each team of the 1st Place teams (see PLAY-OFF section). Cash prizes based on team Point totals will be rewarded to the teams winning their division, from the prize fund. The Rules Committee has determine that \$100 will be awarded to the Overall League Winning Team, The Runner up (League Night Winning team) will be awarded \$80 and each Division Winning Teams will receive \$60. The Rules Committee has the authority to use prize fund monies for special awards or other expenditures.

USGA PLAYING RULES

The USGA "RULES OF GOLF" will be the rulebook for the league. Some of the rules are listed below for your benefit. For a Complete list of the rules, obtain your own copy or ask the Rules Committee for an explanation on any particular rule.

SECTION 1 - ETIQUETTE

No one should move, talk or stand close to or directly behind The ball or the hole when a player is addressing the ball or Making a stroke.

SECTION 2 - DEFINITIONS

A "Hazard" is any bunker or water hazard. (Bare patches, Scrapes, roads, track and paths are not hazards.)

"Out-of-bounds" is ground on which play is prohibited. When out of bounds is defined by reference to stakes or a fence or as being beyond stakes or a fence, the out of bound line is Determined by the nearest inside points of the stakes or fence Posts at ground level excluding angled supports. When out of Bounds is defined by a line on the ground, the line itself is out Of bounds. The out of bound line is deemed to extend vertically Upwards and downwards. A ball is out of bounds when all of it Lies out of bounds. A player may stand out of bounds to play a Ball lying within bounds.

SECTION 3 - THE RULES OF PLAY

RULE 2-5 - CLAIMS - In match play, if a doubt or dispute arises Between the players and no duly authorized representative of the Committee is available within a reasonable time, the players Shall continue the match without delay. Any claim, if it is to be Considered by the Committee, must be made before any player in The match plays from the next teeing ground or, in the case of The last hole of the match, before all players in the match leaves The putting green. (Therefore, be sure and agree that a point is To be protested to the Rules Committee before going on to the Next hole. In any event try to resolve disputes on the course).

RULE 15 - PLAYING A WRONG BALL - If a player plays a stroke with A wrong balls, he shall lose the hole. A player may identify a ball through the green without penalty. If a player plays any strokes in a hazard with a wrong ball, the hole is lost. If the player and opponent exchange balls during the play of a hole, the first to play the wrong ball Other than from a hazard shall lose the hole; when this cannot be Determined, the hole shall be played out with the balls exchanged.

If a competitor plays a stroke with a wrong ball, he shall add two penalty strokes to his score and shall then play the correct ball. Strokes played with a wrong ball do not count in a competitor's score.

If a ball at rest is moved by an outside agency (competitor Plays wrong ball), the player shall incur no penalty and the ball Shall be replaced before the player plays another stroke. If the Ball moved is not immediately recoverable, another ball may be Substituted.

RULE 26 - WATER HAZARDS - If a ball lies in, touches or is lost In a water hazard, the player may under penalty of one stroke:

a. Play his next stroke as nearly as possible at the spot from Which the original balls was last played or moved by him;

Or

b. Drop a ball behind the water hazard, keeping the point at Which the original ball last crossed the margin of the water Hazard between him and the hole, with no limit to how far Behind the water hazard the ball may be dropped;

Or

c. As additional options available only if the ball lies or is Lost in a lateral water hazard, drop a ball outside the water Hazard within two club-lengths of (i) the point where the Original ball last crossed the margin of the water hazard or (ii) A point on the opposite margin of the water hazard equidistant From the hole. The ball must be dropped and come to rest not Nearer the hole than the point where the original ball last Crossed the margin of the water hazard.

RULE 27 - BALL LOST OR OUT OF BOUNDS; PROVISIONAL BALL - If a

Ball is lost outside a water hazard or is out of bounds, the Player shall play a ball, under penalty of one stroke, as nearly As possible at the spot from which the original ball was last Played or moved by him/her.

If a ball may be lost outside a water hazard or may be out of Bounds, to save time the player may play another ball Provisionally as nearly as possible at the spot from which the Original ball was played. The player shall inform his opponent in Match play or his marker or a fellow-competitor on stroke plays That he intends to play a provisional ball, and he shall play it Before he or his partner goes forward to search for the original Ball. The player may play the provisional ball until he reaches The place where the original balls is likely to be. If he plays a Stroke with the provisional ball from the place where the Original ball is likely to be or from a point nearer the hole Than that place, the original ball is deemed to be lost and the Provisional ball becomes the ball in play under the penalty of Stroke and distance (Rule 27-1). If the original ball is neither Lost outside a water hazard nor out of bounds, the player shall Abandon the provisional ball and continue play with the original Ball. If he fails to do so, any further strokes played with the Provisional ball shall constitute playing a wrong ball and the Provisions of Rule 15 shall apply.

LEAGUE PLAYING RULES

All local course rules will apply as stated on the golf course Score card.

The following league rules will be enforced in order to speed Play. The golfer whose ball is in question must confer with an Opposing team golfer before continuing.

LEAGUE RULE 1 - "Play the Ball as it Lies"

A ball must be played AS IT LIES per USGA rules unless otherwise Instructed by the rules committee.

LEAGUE RULE 2 - "OUT-OF-BOUNDS" & "LOST BALL"

If a ball is found to be out-of-bounds or lost in play and a Provisional ball was not played, then a two-stroke penalty will Be assess to the golfer's score instead of the stroke-and-Distance penalty. The ball can be dropped two club lengths from The point the ball entered the out-of-bounds area or where the Ball was believed to be lost. A time limit of 5 minutes to search For a lost ball will be enforced.

LEAGUE RULE 3 - "MAXIMUM STROKE LIMIT"

The maximum number of strokes (including penalties) that a Golfer will be allowed to score will be as follows:

- Par 3 Hole - 6
- Par 4 Hole - 8
- Par 5 Hole - 10

The ball must be picked up when the maximum stroke limit is Reached in order not to hold up play. If both golfers score the Maximum stroke limit then the hole will be halved. Exception: In the event a player is receiving a stroke from his opponent on the hole, the player receiving the stroke wins the hole.

This maximum stroke limit is greater than that used by the USGA Handicap system , which is called "Equitable Stroke Control".

LEAGUE RULE 4 - "Unmarked boundary"

The rule applies only to hole number 3 on Sawtooth. The area across the creek along the fence line (out of bounds per property lines rule) on the west side that runs north, then east behind the green has an area that is not maintained by the course. A ball hit in this area would be ruled as "Out of Bounds" or "Lost Ball", a 2 stroke penalty (see League Rule 2). This rule considers the above described area as a Hazard and Under penalty of 1 stroke.

LEAGUE RULE 5 - "Use Rangefinders and other Electronic Distance Measuring Devices"

The use of a distance- measuring device is a breach of Rule 14-3. However the Rules Committee has adopted the use of rangefinders and other electronic distance measuring devices as per the USGA Handicap System requiring player to post scores made when a device which measures distance only has been used.

SLOW PLAY GUIDELINES

Slow play is a problem common to most clubs and a concern of All golf committees. In attempting to cope with slow play, the Rules Committee is recommending that all members read, understand And adhere to the following guidelines:

1. Before starting always know your handicap and the local Rules.
2. While others are playing their shot, size up yours so you Are ready to play when it is your turn. Be ready to play at all Times.
3. Line up where your shot lands with objects in the area to

Avoid search time.

4. Do not practice-swing or waggle unnecessarily.
5. Do not distract and delay others with idle chatter.
6. Should putt continuously until holed out unless stepping in
Another golfer's line. The "your away" golf etiquette is not
Necessary on the putting green and does cause delay.
7. Do your score keeping on the next tee, not the putting
Green.
8. Allow faster players to play through.