

May 28, 2025

**AVAYA TUESDAY GOLF LEAGUE
BY-LAWS
2025**

ORGANIZATION

The Avaya Golf League is an organization that promotes building relationships, goodwill, networking, fun and sportsmanship through the enjoyment of golf.

In addition to regular league play, the club shall sponsor such events as tournaments and/or other special events as determined by its membership. The league maintains a web site to allow members to see the latest standings, handicaps, statistics, etc.

Standings, team lists, sub lists, etc... can be found on the league web sites (there is an internal Avaya site and an externally available copy of the web site as well), An updated version of these rules can be downloaded from the web site as well.

League Website: <http://www.rabbit-productions.com/dozen/>

SEASON 2025

The league will consist of 16 teams and play at Riverdale Golf Course in Brighton, ~~alternating between the Dunes and Knolls courses each week~~ Playing on the Dunes course only for 2025. We will play 17 weeks which includes 1 position round (week 16), and a fun night (week 17). Play will begin on May 6th, and we will play through August 26th barring delays related to weather. Each rain-date will extend the league an additional week. Schedule is at <http://www.rabbit-productions.com/dozen/schedule.html>

LEAGUE OFFICERS AND DUTIES

League officers will be elected by members of the league. Election of officers will be held at the end of each season at the end of season banquet.

League President : Dan Vachon – dpvachon@gmail.com

- Preside at all business meetings.
- Organize the league, arrange for course schedules and tee times.
- Prepare a budget for the disbursement of club funds
- Prepare notices for membership and distribute.
- Notify members of all necessary information.
- Organize special functions.
- Organize the Estes Park Annual Golf Tournament in July

League Vice-President : [Nancy Armstrong – nbic624@msn.com](mailto:nbic624@msn.com)

- Assist the president in all functions.
- Perform all functions of the president in his/her absence.
- Organize the Estes Park Annual Golf Tournament in July

Scorekeeper: Dan Vachon – dpvachon@gmail.com

- Collect scorecards and record using league software.
- Calculate handicaps and ensure the website is updated with players current handicaps
- Provide weekly schedule information on league play and updated web site.

Secretary/Treasurer: Dee Sheehan – deesheehan04@msn.com

- Collect payment from members and distribute prize money.
- Facilitate the Dollar Contest and payout accordingly each week

Banquet Czar: Mick Jovanovich – mick.jovanovich@gmail.com

- Organize the end of season banquet.

FUNDING

Members will pay dues in the amount of **\$54.00** per season plus green fees **\$391.00** for a total of **\$445.00**, which is due to the treasurer prior to the first night of play (make checks payable to **Dee Sheehan**), or payments can be made via **Venmo** to **@dpvachon, Zelle (720-480-4335)**, or via **PayPal** to **dpvachon@rabbit-productions.com**.

Funding Breakdown (total for league assumes 14 teams – 28 players)

Fund	Per Golfer 2024	Per Golfer 2025	Total For League
Dollar Contest (<i>dollar contest every night X # weeks</i>)	\$17.00	\$17.00	\$544.00
Prizes (for 1 st through 6 th place)	\$16.25	\$17.50	\$560.00
End of Season Banquet	\$14.00	\$15.00	\$480.00
League Officer Bribes	\$4.25	\$4.50	\$144.00
TOTAL w/o Green Fees	\$51.50	\$54.00	\$1,728.00
Green Fees (see below)	\$348.50_(17rds)	\$391.00_(17rds)	\$12,512.00
TOTAL W/ Green Fees (see below)	\$400.00	\$445.00	\$14,240.00

Green Fees:

Green fees for 2025 have gone up from \$20.50 up to \$23.00 per 9 hole round.

All collected dues will be deposited into the Treasurer's account.

Officers will collectively decide at some point how to spend the League Officer Bribes on something to compensate them for putting up with the league 😊

GREEN FEES

Green Fees will be pre-paid directly to the league for the season as part of the league fees. If you are a walking golfer, you would not even need to check in at the club house before your round. If you need a cart, cart fees will still need to be paid at the clubhouse. This will likely make it a lot easier to obtain subs when needed and will also help ensure that we have full golf teams on the tee boxes for each match.

PRIZES AND AWARDS

Prizes will be awarded to the top 6 teams based on total points. Payouts below are per team:

1st place: \$140

2nd place: \$120

3rd place: \$100

4th place: \$80

5th place: \$70

6th place: \$50

Winners will be determined by the scorekeeper.

Dollar Contest

The dollar contest game will be pre-determined randomly by the scheduling and scoring system, and will be noted in the most recent weekly email reminder sent out. Each evening in the clubhouse after the round, the dollar contest money will be paid out to the contest winner, or split evenly between multiple winners. **Subs are not eligible for the dollar contest and only players on a team can win the dollar contest.** The system is currently set to randomly select one of the following. If you have suggestions for additional games, let the president know.

1. Most Odd Scores (Lowest)
2. Best Poker Hand
3. Most Pars
4. Most Even Scores (Highest)
5. Most 4's
6. Most Bogeys
7. Most 5's
8. Most Birdies
9. Most 6's
10. Closest to Handicap
11. Most 3-of-a-kinds (Lowest)
12. Longest Highest Straight
13. Most # of Different Scores (Highest)
14. Most Double-Bogeys
15. Biggest diff Low & High hole score (Lowest)Most Double-Bogeys

PLAYERS

- Regulation 9-hole golf will be played with two-person teams. A two-person team will consist of two women, two men, or one woman and one man. Any of these combinations can make up a team and compete in the league
- Substitute players may be used, even on position nights.
- Each player or substitute must have an approved league handicap in the league scoring system and web site. If one does not currently exist, the player or substitute must submit three (3) scorecards on a regulation 9-hole course (or two 18-hole scorecards) to the scorekeeper at least 2 days prior to the play date to allow time to calculate the player's handicap prior to the match being played.
- There will be no individual make-ups or pre-golfed rounds allowed for league competition. If all four members of the match are in agreement, the round can be made-up or played in advance as long as the match is played either the week prior to the scheduled day or within the week after the scheduled day (from the previous Wednesday to the following Monday). This should be the exception, not the rule since it takes away from the social aspect of the league and makes updating handicaps and scores more difficult for the scorekeeper. If a round is played on a day other than the scheduled day, provide the information to the scorekeeper as quickly as possible so that any changes to a player's handicap can be calculated and the standings can be updated.

WEATHER OR LEAGUE PLAY CANCELLATION

- **If the weather is looking questionable, the president will send out an email to the league no later than 2:30PM MT to let everyone know of the cancellation of that week's round. If no email is sent, then it should be assumed we are playing.**
- If after reporting to the course, the weather gets bad, a vote of people at the course can be done to determine if the league will play. This is up to the league officers to make that decision based on current weather conditions, forecasts, and a vote of league players at the course already. It is hopeful that this will be a very infrequent occurrence, and any cancellations will be done via email before everyone reports to the course.
- If the league decides to play, all players of an individual match can decide to postpone their match due to weather (with the same constraints of making-up the match within the week). If the match is not made-up within the week, blind scores will be used for all players in determining the outcome.
- If a round of golf is cut short due to weather, the remaining holes of that round will be scored using the blind scoring method as defined below.

RULES

- Players will be present and prepared to play at least ten minutes before their designated tee time.
- Game will be considered forfeited if a team is not present on the tee box at their tee time. Making up the match at a later date is allowed if all four members agree to make-up the match (see the restrictions listed above).
- Players will tee off from certain tees each week, based upon their current handicap:
 - Women of all handicaps will play from the RED tees
 - Senior Men with a combined age + handicap of 85 or greater, will also play from the RED tees/
 - All other Men that do not fall into the above rule will play from the WHITE tees
- Scoring – Regulation 9-Hole

The regulation 9-hole is based on two-person team play. Scoring is based on handicap and a point system. Total points at the end of the season will be used to determine place finishes and prize payouts.

Points are distributed in the following manner, with a total of 42 points available per match:

- 2 points per hole for winner of hole including handicap strokes.
- 1 point for each player for a tie on the hole including handicap strokes.
- 6 points awarded to lowest team net score

To keep your team score, follow these steps:

- Before beginning play, compare handicaps of your team and the opposing team. The players with the lower handicaps from each team will play against each other, and the players with the higher handicaps will play against each other.
- **Mark scorecard with players first name & last initial.** The top two lines should contain the names of the first pair of players (one member from each team) who are playing against each other. Use the bottom two lines to list the names of the other pair.
- For each pair of players, determine the difference between the handicaps. There is no maximum handicap. The player with the lower handicap must award one stroke per hole for up to # of holes where the # is the difference between handicaps. For example, if the handicap of player 1 is 20 and the handicap of player 2 is 18, then player 2 must award one stroke for two holes to player 1. The maximum number of strokes one player must award to

another player is two strokes per hole, even if the difference in handicaps is more than 18 strokes.

- Once the number of strokes to be awarded is figured, determine the hole to award the strokes. Strokes are awarded beginning with the most difficult hole down to the least difficult hole as appropriate. This is done by using the ladies or men's handicap row on the scorecard to rank the holes from most difficult to easiest. The lower the number associated with the hole, the harder the hole.

HOLE	1	2	3	4	5	6	7	8	9
RATING	5	3	13	9	17	7	1	15	11

In this case, hole 7 is the most difficult, followed by hole 2 and so on. So if the difference between handicaps is 2, then one stroke is awarded at hole 7 and one at hole 2.

- Mark each hole for which a stroke is to be awarded by placing a “black dot” on the lower right-hand side of the box associated with the hole.
- Mark each player's actual number of strokes for each hole in the center of the box and that hole as each hold is completed. To keep the game moving, mark scorecards at the tee of the next hole.
- Determine the winner of the hole played for each pair. The winner is the player with fewer strokes. Circle the winning score or mark a tie by placing a “/” through both scores.
- At the end of the round, compute each player's gross score and net score. Net score – gross score minus handicap.
- Determine the net score per team. (The net score of player 1-team 1 added to net score of player 2-team 1). The team with the lowest total net score is awarded an additional 6 points. The league does not have a maximum handicap and actual handicaps should be used when calculating net scores.
- Scorecards MUST be signed using first name, initial, last name, date and attested to by opposing team member. **All scorecards must be turned into the scorekeeper after the round, or a picture of it emailed or texted to the scorekeeper in cases where meeting afterwards is not possible.**
- Team ties for the week before position night and position night. The tiebreaker for these ties will be determined by going back to the hardest handicap hole of that match and whoever won that hole takes the higher position. If it is still a tie after that hole you continue to the next hardest handicap hole until the tie is broken.
- Knolls Course handicap modification: The league approved one change to the scorecard for the Knolls course to correct a problem with the women's handicap. The 2nd hole which is listed as a par 5 will play as a par 4 and the 4th hole which is listed as a par 4 will play as a par 5. This will only come into play when a woman is competing against a man who will play both holes as a par 4 (as indicated on the score card).

- **Blind Score**

When calculating a blind score for a no-show team, a correction factor of $(\text{Par} + \text{Handicap} / 9)$ strokes is added to a player's average score from up to 5 previous rounds on the same course for each hole, rounded off. For instance, let's take the golfer below who averages the following score on holes 1 through 9 of the back-9 of the Dunes and is a 14 handicap:

6 7 5 6 6 5 7 5 6 Total: 53 Handicap: 14

The modifier was calculated as shown below:

Par for the course = 36
Handicap for the golfer = 14

Total 50

Divide that value by 9 holes ($50 / 9 = 5.556$) and round this number down, so the Blind Score Modifier for this golfer is 5.

These modifier strokes are then added to the hole by hole score, lowest handicap hole (most difficult) first, and so on until the combined blind score is reached. In the above example, with an average of 53 strokes, plus the modifier of 5, this golfer's blind total score will be 58 strokes.

Blind resulting hole-by-hole score for this player would be:

6 8 6 6 6 6 8 5 7 Total: 58 Handicap: 14

- **BYE Weeks:**

2025 season will NOT have BYE weeks!... In seasons where we end up with an odd number of teams, the schedule will include a BYE week for each team. During the bye week, the BYE team has the option to play golf using the last tee time for the league if they still want to play. Points will not be awarded for BYE weeks whether the BYE'd team plays or not. The team opting to play the BYE week is eligible for the dollar contest as well, but their score will not count towards their handicap, and the team will not be eligible to earn any points in the standings that evening. If a team opts to NOT play their BYE week, they should contact the Scorekeeper or President to let them know they will not be using the tee time so the course can be notified that the tee time will not be used that night.

- **Incomplete Games:**

- If unable to complete play due to weather conditions (lightening, darkness, etc.) score for holes not played are provided based on a player's blind

score (including the blind score modifier as discussed above). Likewise, if a person is late for a match, has to leave early, and misses one or more holes, scores for those holes would also be figured based on the player's blind score. TURN THE INCOMPLETE SCORECARD INTO THE SCOREKEEPER AND SHE WILL COMPLETE THE CALCULATIONS.

- **One player team:**

One player teams will be eligible for the team points. The person on the one player team will play against both team members of the opposing team. The handicaps will be assessed with no penalties. The points will be awarded in the same manner as with two-player teams.

- **Absent Players:** Some special rules apply when subs or no-shows occur as shown below:

- One league player + One substitute player = No points forfeited – play as usual
- One substitute player + One substitute player = No points forfeited –play as usual
- One league player + No show = The player present uses their handicap and will play against both players on the opposing team. No team points forfeited.
- One substitute player + No show = the player present uses their handicap and will play against both players on the opposing team. No team points forfeited.
- No show + No show = 6 points forfeited for team score. Scores are figured using a blind score for both of the no-show players.

- **Fun Nights**

Fun night for the 2025 season will played after the last week of the season schedule. Points towards the standings will not be awarded for fun nights. Details and rules for the fun night will be emailed to the league prior to the day we play.

- **LEAGUE PLAY**

It is recommended that all league players obtain the booklet “The Rules of Golf” from the United States Golf Association (USGA). You can get one at any golf shop. The USGA sets the rules of play and states them in a way that provides reliable guidelines for most situations. There is an on-line PDF version of this available at

<https://www.usga.org/uploadedFiles/USGAHome/rules/CompleteROGbook.pdf>

As we cannot address all rules, we will address a few basic principles that the league follows and any exceptions for this league only.

- **Play the course as you find it:**
 - You cannot have someone hold back a tree branch that might otherwise interfere with your swing.
 - Except in hazards, which are permanent accumulation of water or bunkers filled with sand, you may clear away any loose impediments as long as your ball does not move. These are natural objects not adhering to the ball. (stones that are not solidly embedded, leaves, twigs, worms, or the like.
 - Anywhere on the course, even in hazards, you may clear away obstructions. An obstruction is anything artificial, such as a rake, can or cigarette pack.

- **Do not touch a ball in play:**
 - Once you put your ball in play with your tee shot, you may not pick it up again until you reach the green. Some exceptions are:
 - If another player's ball interferes with your play. You may request and expect the other player to mark the spot of their ball and then lift it out of the way.
 - In the fairway only, you can play "winter rules". That is, you can move your ball 6 inches to the side or back, no closer to the hole, to improve your lie in cases where your ball comes to rest in a divot on the fairway.
 - Once your ball is on the green, you may lift it for cleaning after marking the spot. Place your mark behind the ball.
 - You may replace a ball that has been damaged once you reach the green.
 - You may lift a ball and drop from the knee height into a new position if it has come to rest in "ground under repair" or in a temporary accumulation of water, or in an animal hole, or if it is so close to an immovable obstruction such as a building, ball washer, or water cooler that it interferes with your address position or swing. The spot where you should drop your ball varies with the rule involved, but generally you will be safe to drop the ball within two club-lengths of the problem and no closer to the hole.

- **Scoring discrepancies:** If there are any disagreements regarding how a hole should be scored, players must address and agree on this issue before teeing off at the next hole. To resolve the discrepancy, a stroke by stroke review may be required.

- **Penalties:** The following are some of the most common penalties.

- **Ball out of bounds:** Many holes have clearly defined boundaries. If your ball comes to rest beyond one of them, it is considered out-of-bounds, the league uses a stroke-and-distance rule. You must add one penalty stroke to your score, and drop the ball at the point where your ball crossed out of bounds. Using this method if your tee shot is hit and goes out of bounds, a ball is dropped where you crossed out of bounds, and you will be hitting your third shot from there.
- **Provisional ball:** If you suspect that a shot may be out-of-bounds or lost, you may hit a second, “provisional” ball before proceeding. You must declare that you are hitting a provisional ball. This will save you the time and effort of later returning to the original spot to replay the shot. If you find the original ball in bounds, you pick up the provisional ball without penalty. You are not allowed to play a provisional ball in cases where you suspect the original might be found in an unplayable lie.
- **Lost ball:** You are allowed 2 minutes to search for it before you must declare it lost. A one stroke penalty is applied. In other words, when you have finished with the hole and are counting up your strokes you need to add an additional stroke for the lost ball.
- **Ball in water hazard:** There are several options.
 - You may play the ball from the hazard without a penalty. If you do, bear in mind that you cannot touch a hazard – water or sand – with your club before you start your back swing.
 - You may add one penalty stroke and replay the shot. The replayed shot also counts as a stroke.
 - You may take a one-stroke penalty and drop a ball at knee’s height behind the water. You may drop the ball as far back from the water as you choose, but you must drop it at a spot that keeps the point where the original ball last crossed the edge of the hazard directly between you and the hole.
 - If your ball comes to rest in a water hazard that has been classified as “lateral” such as the stream or running parallel to the fairway, you have an option. This option calls for a penalty stroke but allows you to drop to either side of the hazard within two club-lengths of the edge. You must drop the ball opposite the spot where the original shot last crossed the edge. You may not drop it closer to the hole.
 - If your ball comes to rest in a water hazard that you are required to get over to continue play, you are required to hit two balls and if at that time you have not cleared the water, you must drop on the other side of the water hazard, directly in front of the hazard at an angle where the flight of the ball would have gone. This calls for a two-stroke penalty (2 balls in the water + 2 stroke penalty= 4 strokes).

- **Un-playable lie:** If you find your ball in a spot from where you feel it cannot be played, you have three options. Each would require one penalty stroke.
 - You may replay the shot.
 - You may drop back anywhere on a line that will keep the unplayable lie between you and the hole.
 - You may drop within two club-lengths of the playable lie but not nearer the hole.
- **Maximum strokes per hole:** If you are having trouble on a hole, you have the option of picking up the ball and giving yourself a score of three times par for that hole. If you are not negatively affecting the speed of play, you may choose to play out the hole, in which case you would accurately report your score on the scorecard.
- **Protests:** Any protests that occur over a scheduled match must be done within 3 business days after the match was played. All parties involved will then be notified that there has been an official protest and the rules committee will be gathered to rule on the discrepancy. Any player involved in the controversy that is also a member of the rules committee, will be asked to refrain from voting on the outcome. The protest may be made to any officer (Pres., V-Pres., Scorekeeper, and Treasurer).
- **Ties:** In case of ties in team point count for position rounds and the final season end standings, the tie will be broken based on the head-to-head points between the teams tied. The league scorekeeper will break the tie by calculating the points won between the teams during league play that season. Whichever team won the most points, will be placed in the higher position for the position round and standings. If that was a tie, money for the two places will be combined and divided by 2 and paid out accordingly.