

May 22, 2013

**AYAVA GOLF LEAGUE
BY-LAWS
2013**

Changes for 2013 are shown highlighted

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. This year we will be adding an external web site to allow non-Avaya associates to access the web pages as well.

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.

Avaya Internal Site: <http://info.dr.avaya.com/~alec/golfleague/>

External Site: <http://home.comcast.net/~golfgoof/dirtydozen/>

SEASON 2013

The league will consist of 11 teams (1 less than last year). The first week of league will be on Tuesday May 21st. We will play 14 weeks which includes a fun night on the first night, a position round week 5 (as close to half way point as I could get with byre round scheduling requests) and a position round on the final night of the season. Play will begin on May 21st, and we will play through September 10th. We will NOT play on September 3rd due to Labor Day.

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 of play.

Regulation President : 2013 – Dan Vachon – dpvachon@avaya.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.
- Provide standing information for special tournaments.

Regulation Vice-President : 2013 – Penny Kline – pennykline@avaya.com

- Assist the president in all functions.
- Perform all functions of the president in his/her absence.

- Arrange, organize and plan the annual Scotch Doubles Tournament.

Scorekeeper: 2013 – Alecia Phillips – aleciaphillips@avaya.com

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

Secretary/Treasurer: 2013 – Dee Sheehan – deesheehan04@msn.com
(if no secretary/treasurer responsibilities go to President)

- Collect payment from members and distribute prize money.
- Collect weekly Putting Contest money

COMMITTEES

Members of the committees will be identified at the welcome meeting.

- End of year banquet – Cari Huser – cchusers@msn.com
- \$1 Contest - Coordinator: Cari Huser – cchusers@msn.com

FUNDING

Members will pay dues in the amount of \$40 per season, which is due to the treasurer prior to the first night of play. Subs will pay for their own greens fees to play unless arranged by the league member they are playing for. Everyone (excluding subs) will pay \$.10 per putt over 18. Payment for any putting contest fees should be paid at the course, after the round, to the treasurer.

Funding Breakdown (total for league assumes 11 teams)

Fund	Per Golfer	Total For League
Dollar Contest (<i>dollar contest every night</i>)	\$14.00	\$308.00
Prizes (for 1 st through 5 th place)	~\$14.09	\$310.00
End of Season Banquet	\$9.00	\$198.00
League Officer Bribes	~\$2.90	\$64.00
TOTAL:	\$40.00	\$880.00

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

Officers will be given one dozen golf balls or equivalent in merchandise in compensation for duties performed.

GREEN FEES

Green Fees and Cart Fees will be paid directly to the course each week by each golfer. To save money on Green Fees, you can obtain Riverdale Combo cards from Riverdale Golf Course to save a couple bucks per round. Information related to this year's combo card program at Riverdale can be found below at the end of the rules.

PRIZES AND AWARDS

Prizes will be awarded to the top 5 teams based on total points. Payouts below are per team:

- 1st place: \$100
- 2nd place: \$75
- 3rd place: \$60
- 4th place: \$45
- 5th place: \$30

Winners will be determined by scorekeeper.

To be eligible for prizes, a player must have played 50% of league play and have dues paid.

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. 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 Event Scores
2. Most Odd Scores
3. Best Poker Hand
4. Most Pairs
5. Least Putts
6. Most Pars
7. Most Bogeys
8. Most 6's
9. Most Putts
10. Most Birdies
11. Most 5's
12. Closest to your handicap

PLAYERS

- Regulation 9-hole 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 3PM 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, if 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 as a whole 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).
- A vote was taken at the kickoff meeting to move players forward or back based upon their handicap. Below is what was voted on and approved by a majority of the people at the kickoff meeting:
 - Women of all handicaps will play from the RED tees
 - Men with a handicap of 7 or greater will play from the WHITE tees
 - Men with a handicap of 6 or less will play from the BLUE 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.

- 2 points per hole for winner of hole.
- 1 point for each player for a tie on the hole.
- 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. A handicap marked with a “+” is the higher of two like handicaps on a team.
- Mark scorecard with players LAST names & first 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 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.
- Keep track of how many times each player hits the ball with a club when the ball has come to rest on the green. Only count strokes that occur on the putting surface as putts (more details on what constitutes a putt is below). Put that number in the left-hand-corner on each hole.
- 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. (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. Anyone with a handicap of over 30 (woman) or 20 (men) will use their actual handicap when figuring team net. Reflect these additional points on the scorecard.
- 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.**
- 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 whomever 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 (Par + 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:

$$\begin{array}{r} \text{Par for the course} = 36 \\ \text{Handicap for the golfer} = 14 \\ \hline \text{Total} \quad 50 \end{array}$$

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

Blind scores for full rounds will not count towards a golfer's putting average.

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 however whether the BYE'd team plays or not. The team opting to play the BYE week should count putts (and pay dimes if required), and is also 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.**

For putting average, if 5 or more holes have been played in the round, the players putting average for the holes played will be applied to the remaining holes and that will be used for the # of putts for the round. If 4 or less holes were played, the putts for the round will not count towards the golfer's season average.

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

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

One fun-night is planned for the 2013 season and will occur the first week of league play. This will provide an opportunity for new golfers to meet the existing members and act as a bit of a mixer for week one. Points towards the standings will not be awarded for fun nights. Dollar contest will still happen during fun nights.

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.

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.

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 it an arms length 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 a 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 not 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 otherwards, when you have finished with the hole and are counting up your strokes you need to add one stroke for the lost ball.

Ball in water hazard. There are several options.

1. 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.
2. You may add one penalty stroke and replay the shot. The replayed shot also counts as a stroke.
3. You may take a one-stroke penalty and drop a ball at arms length 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.

4. 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.
5. 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.

1. You may replay the shot.
2. You may drop back anywhere on a line that will keep the unplayable lie between you and the hole.
3. You may drop within two club-lengths of the playable lie but not nearer the hole.

Maximum strokes per hole. If you are experiencing difficulty on a hole, you have the option of picking up the ball and giving yourself a score of three times par for that hole. Because we keep track of putts for each hole, this score would include three putts. 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 and your putts on the scorecard.

Putts.

1. Regulation 9-hole players will keep track of each player’s putts on a given hole. A “putt” for the purpose of this league contest is defined as:
 - a. A ball that has come to rest on the green surface, and is then struck by any club, is considered a putt.
 - b. If a ball is putted off the green, the next shot DOES NOT count as a putt for the purposes of the putting contest.
 - c. Only strokes taken on the “short-grass” green surface should be counted as a putt for the purposes of the putting contest.
2. The number of putts will be written in the upper left-hand-corner of the scorecard for each hole. For every putt over the number of 18, each player will pay a dime (\$.10). The number of putts is kept and averaged by the number of holes played and the player with the lowest number of strokes gets 40% of the pot of money at the end of the

season. The player with the second lowest number of strokes gets 30% of the pot money. The player with the most improved putting average (based on the number of putts, not the percentage) gets 30% of the pot money. This money is given out on the night of the banquet.

3. Substitute players do not have to pay a dime for each putt over 18 since they are ineligible to win the putting contest money.
4. Full round blind scores will not count towards a player's putting average and no dimes are due. If a partial round is played and 5 or more holes have been played, then the players putting average for the day so far will be used on the remaining holes to determine total putts for the day. For instance if you had 12 putts on the first 5 holes and the round is rained out, you will be given an average of $(12/5)$ or 2.4 putts for each hole remaining or $(4 \times 2.4 = 9.6, \text{ rounded off to } 10)$, so the total putts for that golfer for the round would be $(12+10)$ 22 putts.

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. Which ever 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 combined and divided by 2 and payed out accordingly.

2012 Riverdale Golf Course Combo Card Information:

http://www.riverdalegolf.com/rates_packages.html

Riverdale Knolls Play Card (Combo) Knolls/4 Plays Dunes	Includes 8 Nine Hole Plays
Resident (Adams County) 11:00a.m.)	\$150.00 (Good Any Day after
Non-Resident of Adams County 11:00a.m.)	\$150.00 (Good Any Day after
Riverdale Dunes Play Card (Combo) Dunes/4 Plays Knolls	Includes 8 Nine Hole Plays

Resident (Adams County) 11:00a.m.)	\$170.00 (Good Any Day after 11:00a.m.)
Non-Resident of Adams County 11:00a.m.)	\$170.00 (Good Any Day after 11:00a.m.)

NO SERVICE FEES APPLY FOR THE COMBO CARD

A two person team can buy 1 of each for \$320 and will have 12 plays on each course (24 nine hole rounds) which will cover you for 12 weeks of the league for \$160 per golfer (approx \$13 per round, or paying \$320 for a \$468 worth of golf for a savings of \$148). Since we have a 15 week season this year, you might want to consider getting 3 cards for the year and having a few practice rounds on the Knolls.

Electric Cart Fee is \$7.50 per person for nine holes (\$6.00 for seniors)