

2014 Sandia Women's Golf Association (SWGA) Season Regulation 9-Hole League (R9H)

Welcome to the 2014 Sandia Women's Golf Association Regulation 9-Hole League

Welcome back those of you who played in the league last year, and a special welcome to those who are joining us for the first time. League play will begin in April and finish by the end of September.

Important Information to Remember:

- ❖ Only current SWGA members can participate in the league so be sure you have paid your dues.
- ❖ You must become a Sun Country member in order to play in the Regulation 9-Hole League.
- ❖ New members: please be sure you establish a handicap (which requires playing five 9-hole rounds) before you start league play.
- ❖ A maximum 9-hole course handicap of 20 is used for league play.
- ❖ Sign-up deadline for the Regulation 9-Hole League is Wednesday, March 24, 2014.
- ❖ A complete set of league rules and the match schedule will be available at <http://swga.sandia.gov>.
- ❖ Teams and match schedules will also be distributed via e-mail. Captains must have regular access to email.
- ❖ Matches may be played at any regulation length course. Playing different courses adds variety to the matches and also helps build confidence.
- ❖

I'm looking forward to another great season of golf! Have a wonderful time playing your matches this year.

Please feel free to contact me with any questions or concerns you have throughout the season.

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Regulation 9-Hole League Team Rules

1 Membership is open to all current Sandia Women's Golf Association (SWGA) members. The League Director governs league play.

2 Schedules for league matches will be prepared by the League Director and distributed to the league membership. League play *usually* begins in April and ends in September.

3 League play is **modified** four-ball stroke format. (At <http://swga.sandia.gov>, in the Tee Times section, see the article titled "[Modified 4 Ball Stroke Play](#)".) A hole is won by the team with the best score after strokes have been allotted. The team winning the most holes in a match wins the match. Each team winning an equal number of holes in a match results in a tie.

4 For each team, the team captain is listed first on the roster. The captains are points of contact and are responsible for coordinating the matches. Captains should begin setting up each match 1 or 2 weeks in advance by contacting the opposing team captain.

5 Each Regulation 9-Hole League member **must have an established handicap** by the start of the league play. Established handicaps from the previous season are acceptable.

To establish a new handicap, play five rounds and enter your scores either at the golf course or by using the GHIN web page. In the simplest form: for a 9-hole handicap, post five 9-hole scores; for an 18-hole handicap, post five 18-hole scores. Contact us if you have questions

1 Every team member must play a minimum of three (3) matches to be eligible for prizes at the end of the season.

2 Typically in four-ball stroke play, two players from each team compete in a scheduled match. If the situation demands, a match may be played with a) two players from one team and one player from the other, or b) with one player from each team.

Any SWGA member with an established handicap may substitute for a team member in a match; however, the substitute cannot be a participant in the Regulation 9 Hole League.

1 A maximum 9-hole **course** handicap of 20 is used for league play.

2 A representative of each team shall prepare a scorecard before the match begins. On the Tee Times page of the SWGA website (<http://SWGA.SANDIA.GOV>), see "**SWGA Scorekeeping and Pace of Play**" for complete instructions on how to complete score cards.

➤ Each player is responsible for knowing his/her handicap index. However, it is a good idea to check the handicap indexes of all participants before the match. Each handicap index shall be adjusted to a course handicap, with a maximum of 20.

➤ In addition to "**SWGA Scorekeeping and Pace of Play**" on the SWGA website, there is a reference sheet titled "Playing from Different Tees, Handicap Stroke Difference", which lists our most-often played courses and their tee differentials. When preparing your scorecards, please be aware of the stroke differential if players are playing from different tees. The additional stroke(s) is added to a golfer's handicap and is applied in the same manner as the handicap strokes. In this circumstance it is legal to have an effective "handicap" exceeding the limit of 20. Note that on many courses, the HC order is different for men and women on the same holes, so consider this when allocating strokes.

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1If a golfer is more than 15 minutes late, the match may be played without him/her. The tardy teammate may join the group between holes but not during a hole. If a team is more than 15 minutes late, the match is forfeited unless the teams agree to reschedule.

2If a player must leave before the match is completed, finish the hole if possible and then continue play with the remaining golfers. If a player departs before the hole is finished, his/her team has conceded that hole (See Rule 13). The sole exception is lightning (See Rule 18).

3Count all strokes during the competition. There is no "maximum" you can score on a hole, although the maximum that can be entered into GHIN is determined by Equitable Stroke Control (SWGA website, Tee Times, Equitable Stroke Control). In the interest of speeding up play, if the other team has already won the hole, a player may pick up the ball.

1If a player picks up her/his ball before holing out, **that player has conceded the hole**. This is true whether it occurs on the green or not. **There are no "gimme" putts.**

1Each team shall record the scores during each match. At the end of the match, verify the scores on the two cards are accurate and have one member of each team sign each card.

Remember to mark on your scorecards:

- Team numbers and players (please include last and first names)
- Which match is being played
- Date of the match
- Which team won
- Pars, birdies, chip-ins circled and noted.

1Immediately after each league match, players **shall** post scores using either the course's computer or the GHIN site. All golf scores must be entered so that they are included in the handicap calculations. Post your scores either at the course or online at <http://ghin.com>. On the Tee Times page at <http://swga.sandia.gov>, there is a reference with info on how to post scores. See "Help on Using GHIN".

2If requested, the League Director shall send scores to the Handicap Director for the purpose of review of the accuracy of handicaps. Neither the handicap director nor the R9H league director will post R9H scores. **You are responsible for posting your scores. If you do not post 90% of scores within 15 days of the match (frequency of GHIN updates) your team will be disqualified from winning league prizes.**

3Send in scorecards as soon as possible after playing a match. We suggest at least one of the teams keep a copy of the scorecard(s) until it is verified that we have received it. Mail the scorecards to the league director. You also have the option to scan the score cards into a file; attach that file to an email and send the email and attachment to the league director. Please be sure the scanned card is readable!

4A player may leave the course at any time without penalty if that player feels endangered by **lightning**. The player is the sole judge of his/her own safety with respect to lightning. If the weather is threatening, please discuss this possibility before play begins.

5Each league match should be played within the scheduled dates. In case of a forfeit, the team not forfeiting is not required to play the scheduled round, and shall be awarded the win. If a match is not played by the end of the season and no forfeit was declared, it will count as a loss for both teams.

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1The R9H league shall allow these exceptions to the USGA rules for Ball Lost and Out of Bounds. These exceptions to the USGA rules are only intended to speed up play and prevent injury. Neither exception is intended to give a player any advantage.

➤ If it is likely that your ball is lost, hit a provisional ball. In the interest of speeding up play and preventing injury, if you lose a ball and have not hit a provisional, you may drop another ball in the general area where you lost your first ball. Assess yourself a 2-stroke penalty.

➤ If there is any possibility that your ball has gone out of bounds, hit a provisional ball. If, when you find it, the first ball is in bounds, you must play that ball. If you did not hit a provisional and you find yourself out of bounds and you were **NOT** able to determine that when you hit your shot, you may bring your ball back into play, no closer to the hole and assess yourself a 2-stroke penalty.

2If a match must be stopped because of inclement weather or darkness, the players must decide which of the following three options to take:

Option 1. You have played enough holes to determine the winner. You agree that the match goes to the team with the most holes won, and playing the remaining holes **will not** make a difference.

For scoring purposes, you will need to apply any tick marks (strokes) for unplayed holes along with the Par number for that hole. These are tick marks you would have due to your course handicap NOT the ticks applied after comparing your handicap with the lowest player handicap of the foursome. *Score example for a match ended after 7 holes at Puerto del Sol would be: Player One on Team A has a course handicap of 10. Player One would have a tick on every hole plus a second tick on the most difficult hole. After hole #7, Player one has a score of 35 plus two ticks for hole #8 and one tick for hole #9 (total 3 ticks). At Puerto, #8 is par 5 and hole #9 is par 4. Add the 35 +3 ticks +5 (for hole #8) + 4 (for hole #9) to equal 47 – that is what is posted.*

Option 2. You have played a number of holes and cannot determine the winner. Head for a safe place and do the following:

- Decide when you can return again to finish the match.
- Keep the score cards and complete them when you return to finish playing the match. If the same team members return to complete the match, you do not start the scoring over again at #1 with a new card. You play the holes that were already played without a score - then you continue your scores from the holes that weren't completed to determine the winner. When returning to play an unfinished match, if any of the team members are different from those who originally started the match, you must replay the complete match with newly created scorecards. Let the League Director know what happened.

Option 3. A match may be stopped by mutual agreement of the players for reasons of darkness or weather (lightning does not require mutual agreement). Match points will be awarded based on holes played. When this option is selected, there is not always a clear winner and there is no intention of completing the match. Therefore, both teams must agree. (For handicap calculations, each player's score for the non-completed holes will be recorded as par plus any applicable handicap strokes, as is described in option 1.) **Ideally, option 3 would only be chosen after at least 7 holes have been played.** If option 3 is selected, a representative from each team definitely must sign the scorecards and make a note of the agreement to use this option.