

**IAAAP GOLF LEAGUE
2017 SEASON**

League manager: Ryan McMillan 319.528.6214

A. ELIGIBILITY

Open to anyone age 18 or older.

B. TEAMS

Each team will consist of four or five members with the captain responsible for scheduling his/her own team. At least one team member must be a current or former employee of the IAAAP. Any player not scheduled to play may substitute on another team, providing his/her own team **is not using any substitutes** (has a full team). No more than the regularly scheduled foursomes will play during league matches (no 5-somes).

In order to receive points, one of the following conditions must be met:

- 1. Two regular team members must be present. (Every effort should be made to schedule substitutes for players who will be absent.)**
- 2. One regular team member AND two substitutes must be present.**

D. COST

Entry fee: \$60.00 per team

E. RAINOUTS

If the course is un-playable, or if carts are not allowed, Sheaffer's will call off play prior to 4:30 p.m. and captains will be notified by league officers prior to 5:00 p.m.

CAPTAINS ARE RESPONSIBLE FOR NOTIFYING THEIR TEAM MEMBERS.

In case of threatening weather, captains of each team or their designated team representative shall meet at the Clubhouse prior to 6:00 p.m. for voting. Majority vote will rule on whether or not to begin play.

After play has started, a rainout will be determined by league officers. If a rainout is called after play has started, all matches will be void. No points will be awarded and handicaps will remain the same for one more week. Position night rainouts will be made up by replacing the following week's schedule.

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F. TEE TIME

Tee time is 6:00 p.m. If a player is too late to tee off with his/her foursome, he/she will forfeit the medal points and compete only for match points on the holes he/she is able to play. Providing both teams start from the same tee and the team captains agree, the two foursomes may change the order of tee off to provide time for a late player. If different tees are involved and advance arrangements are made, the same will apply. You may begin play prior to 6:00 (within reason) providing your starting hole is clear through the green. **Your team must start on the holes it is assigned.** League officers may approve occasional exceptions.

G. SCORING

Match play points will be awarded as follows, using each player's score after deduction of his handicap.

1. One point for each hole that player wins.
2. One-half point for each hole that a player ties with his/her opponent.

There will be an additional two points for medal. This will result in each player playing for 11 points with a possibility of 44 points for each team. Medal points will be figured by subtracting a player's handicap from the score that he shot. Example: If Player "A" has a handicap of 10 and shoots a 50, his net score is 40. If Player "B" has a handicap of 8 and shoots a 45, his net score is 37, so Player "B" wins 2 points for medal in addition to the match points he won. If medal scores end in a tie, each player will receive 1 point.

If the number of teams playing in a year is odd, the team which plays without an opponent will play will be scored against a team based on the week. See the following example: If there are 9 teams, Week 1 – Team 1, Week 2 – Team 2....Week 10 – Team 1, Week 11 - Team 2. No team can be allowed to play itself. In the event of this issue, a team will be randomly selected.

H. HANDICAPS

In individual matches, the higher handicapped player will be given a number of strokes equal to the difference between his and his opponent's handicap. These strokes will be awarded on the individual holes in accordance with the golf course scorecard.

1. Established Handicaps
At the beginning of the season, handicaps will roll over from the previous season.
2. Non-Established Handicaps

Calculating handicap for first round when you have no established handicap

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3. All scores on an individual hole played during the current season cannot exceed four (4) strokes over par for purpose of calculating handicaps as described above.
4. Team captains will determine position of players **without handicaps** and players **with equal handicaps** prior to start of play.

I. LEAGUE RECORDS

A schedule and standings report will be distributed weekly, showing the new handicaps and most recent scores.

THIS INFORMATION MUST BE ON SCORE CARDS

1. Team number.
2. Players' names (LEGIBLE). DO NOT use first names only.
3. Total of each individual's score.

Score cards (totaling 44 points or less) are **FINAL** once turned into the Secretary and must be turned in within 1/2 hour after the last foursome concludes league play.

J. PRIZE DISTRIBUTION

At the end of the season, prizes will be based on the final standings. Only regular team members are eligible for the end of year prizes.

K. RULES OF PLAY

1.
 - a. Ball may be moved in fairway or rough not more than 12 inches or to the nearest grass, but not nearer the hole.
 - b. If the ball is in a washout or water pocket in a sand trap, pick up, clean and place the ball in the nearest normal area in the sand trap not nearer to the hole with no penalty.
 - c. If a ball is in a sand trap that is completely full of water, the ball, or another ball (if the original ball cannot be retrieved), may be placed in the fairway or rough, keeping the spot where the original ball lies, or supposedly lies, between the ball and the hole, with no penalty.
2. **Ball in the woods** - Played as a lateral hazard. For instance, if your drive goes into the woods, you would **drop back in the line of flight** and would be hitting
3. Ball in woods does not have to be found.

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3. **Out of Bounds** – Played as a lateral hazard. For instance, if your drive goes out of bounds, you would drop **at the point the ball went out of bounds** and would be hitting 3.
 4. **FIVE (5) MINUTES ARE ALLOWED TO HUNT FOR A LOST BALL.**
 5. **MAXIMUM SCORE PER HOLE = “10”**
If, after 10 strokes, you have not holed out, pick up and record "10" on the scorecard. If the point on the hole becomes an issue, the officers will determine how the point should be awarded.
- L. MISCELLANEOUS**
1. Men will tee off from the white tees.
Women will tee off from the red tees.
Senior men (age 62) may tee off from the yellow tees.
Senior men (age 80) may tee off from the red tees.
 2. A tie for first place at the end of the season will be settled by splitting the 1st and 2nd place winnings
 3. Play **“Ready Golf”** Keep moving!

ANY INTERPRETATIONS OR CLARIFICATIONS OF THE RULES WILL BE DETERMINED BY THE OFFICERS OF THE LEAGUE.

All results weekly will be posted on the Leagues page of www.sheaffergolf.com