

## Winter League General Rules 2020 - 2021

- Participants in the Winter League will be two-person teams; both team members must have 2021 Club memberships by January 1, 2021.
- Course handicaps will be updated on Monday of each week.
- A minimum of two matches per month are required. In partial months only one match may be required.
- You may play any team in your flight at any point in time. There is no order of teams to play.
- The time, date and location of each match will be decided by the two teams that are playing one another. A "Roster" directory with all contact info will be published prior to start of play.
- It is best to schedule and play your matches in good weather. In the past, procrastinators were forced to complete late matches in inclement weather.
- Please contact the Tournament Coordinator with any **scheduling problems** or requests. Teams who are consistently unavailable may face measures to expedite the playing of matches and/or forfeiture of one or more matches.
- For full months of play, if a team completes at least two matches by the last day of the month, that team will receive ½ **bonus point** for that month.
- **One player substitution** per month is permitted in round-robin play. Substitute players must be a current Club member and cannot be a member of any other Winter League team *in the same flight*. The combined Indexes of the tournament player and the substitute must be within the range of combined Indexes in the Flight. Substitutes must be approved by the Tournament Coordinator in advance, in order to calculate tees, course handicap, etc.
- Three combined match play formats will be used in each 18-hole match, consisting of: **Better Ball**, **2<sup>nd</sup> Ball Tie Breaker** (holes 1-6), **Shamble** (holes 7-12) and **Scramble** (holes 13-18). There will be a minimum of 2 drives for each team member for the Shamble and Scramble. Each **Format** shall be worth 1 point for a total of 3 points per match.
- For the "A" Flight, Apple Mountain **Blue/White** Combo Tees are the default tees. For all other flights, the default tees are the Apple Mountain **White Tees**;  
Pre-qualified players may play the "**Jenkins**" tees and Ladies

- will play the **Red Tees**.
- To accommodate the winter weather, courses other than Apple Mountain may be used. At away courses, those playing **Blue/White** combos should play tees at about 6000 yards, **White** tees at about 5800 yards, **Jenkins** tees at about 5600 yards, and Ladies from the course's **Forward** tees. Any disputes in tees to be played will be decided by, Steve Jenkins, Tournament Handicap Chairman.
  - Contact **Steve Jenkins** at (530) 417-6281 or [sejenkins68@gmail.com](mailto:sejenkins68@gmail.com) to get handicaps for courses other than Apple Mountain, prior to commencement of play.
- Round Robin play will be followed with **Playoffs** in March-April. Depending on the number of entrants, in the Playoff semi-finals, the 1<sup>st</sup> Place team will play the 4<sup>th</sup> Place team and the 2<sup>nd</sup> Place team will play the 3<sup>rd</sup> place team at full handicaps. Semi-final winners will play in the finals for flight Championship and semi-final losers will play for 3<sup>rd</sup> and 4<sup>th</sup> Places. In the Playoffs **ONLY**, if there is a tie after 18 holes, play shall move to Hole #1 (check with Pro Shop before teeing off) and revert to **Better Ball, 2<sup>nd</sup> Ball Tie Breaker** until the match is decided by “sudden death”.
  - Again, dependent on the number of entrants, **Prizes** will be awarded to the top four finishers in each Flight during regular play, with additional amounts awarded for playoff results.
  - Players are responsible for their own greens fees.
  - Signed and dated **scorecards** with match results are to be deposited in the card basket in the Apple Mountain Golf Shop. **Winners** of each match are responsible to make sure that all cards are completed and submitted.
  - The **Winners** are also responsible for Emailing all match results to Ralph Ogden at [ralph.ogden@aol.com](mailto:ralph.ogden@aol.com) and Steve Jenkins at [sejenkins68@gmail.com](mailto:sejenkins68@gmail.com)

### **Local Rules to Consider**

- **Winter Rules** are in effect: lift clean and place within 12-inches of the original lie, like-lie-to-like-lie, and no closer to the pin. All bunkers at Apple Mountain shall be played as ground under repair. Free relief similar to a ball on a cartpath.

- **If hole # 11** has a temporary green during your round of play, the handicaps on the back nine will change: Hole #12 remains 2nd handicap hole. Hole 11 changes to 18th handicap. All other holes on the back nine will be reduced by 2 (i.e., hole #10 will change from handicap #12 to handicap #10....and so on.
- **Frozen Greens:** A ball that bounces off of a frozen green surface may be placed just off (6-12") of the green, in the fringe, without penalty, at the point and on the line in which the ball was travelling when exiting the green. It must be determined, by both teams, that the ball unfairly bounced off of the frozen surface and that this issue, most likely, would not have occurred had the surface of the green not been frozen. If this issue is contested, play two balls, the first ball from the fringe and the second ball at the point at which the ball came to rest after exiting the green. The Tournament Committee will decide on the ruling at a later time, if necessary.
- **Lost, Plugged Balls:** If your group is virtually certain that a ball has been lost due to being embedded in a mown area of the course, then a ball may be dropped at the estimated landing point without penalty. Note that virtual certainty would require that the landing area be visible to those watching the ball's flight.
- **It is important that as many players as possible watch the flight of each ball in order to reduce the possibility of disagreements as to frozen greens and lost or plugged balls.**