

SULLIVAN GOLF LEAGUE RULES 2018

Play is governed by USGA rules. Except where noted in Local rules section.

- SCORING FOR SULLIVAN GOLF LEAGUE
- TWO MAN TEAMS
- TEAM MATCHES WILL PROVIDE A TOTAL OF 21 POINTS
- # 1 MAN PLAYS #1 MAN FROM OTHER TEAM
- # 2 MAN PLAYS #2 MAN FROM OTHER TEAM

1 POINT FOR EACH HOLE WON FOR EACH PLAYER
1 POINT FOR MOST HOLES WON FOR EACH PLAYER
1 POINT FOR LOW NET TEAM SCORE

TOTAL 9 PTS * 2 = 18PTS
TOTAL 1 PTS * 2 = 2PTS
TOTAL 1 PT = 1PT
TOTAL 21PTS

#1 man on the team is the player with the lowest handicap recalculated on a weekly basis.

Cards will be marked with the difference between handicaps (If one person has a handicap of 5 and his opponent has a handicap of 8, the difference of three will be shown on the card on the three hardest holes).

- All players must be male of at least 18 years old
- League fee is \$70
- Only the 1st 7 places in each division will receive a payout
- Maximum player handicap is 18
- 2 shots are allowed on par 3's if a handicap dictates it
- All player play from the white tees, except 70 and over may play from the Gold tees and play skins.
- Absent players receive a 39 with no handicap and can take points.
- If teammate is absent, substitutes are allowed, find your own.
- As long as one team member or a team substitute is present a team can score points.

League play is allowed only on Wednesday, must play your opponent or your opponents substitute unless your opponent is not going to be playing.

The Early group tee time: 1:30PM to 3:00PM

The Mid group tee time: 3:00PM to 4:30PM

The Late group tee time: 4:30PM to 6:00PM

Last 3 weeks are played as follows:

- Up to two makeups for rainouts
- One to 3 position rounds depending on rainouts, will always have at least one position round at the end.
- The yearend tournament playoff is as follows: the 1st 9 holes the highest scoring 1st place team for the year plays the highest scoring 2nd place team. The other two 1st place teams play each other. The 2nd 9 the winners of the 1st 9 hole matches play each other.

Any group ties at the end of the season will be broken first by head to head play and secondly by a coin flip.

New Local Rules

- 1) **Balls Lost or Out of Bounds:** Alternative to Stroke and Distance: A new Local Rule will now be available in January 2019, permitting committees to allow golfers the option to drop the ball in the vicinity of where the ball is lost or out of bounds (including the nearest fairway area), under a two-stroke penalty. **(Sullivan League will also play the alternative to aid in speeding up play, drop the ball near where it was lost, 2 stroke penalty)**

2019 USGA Rule Changes

Fixing spike marks. Repairing damage on the greens is now allowed without penalty, meaning that you can repair anything from spike marks to animal damage. And yes, that includes the ones you find directly in the line of that 5-footer for par.

Dropping when taking relief. The shoulder-height drop is a thing of the past. Now when you have to take a drop, be it for free relief or after hitting into a hazard, the procedure is to drop from knee height.

Grounding the club in a hazard. Gone, too, is the penalty for grounding your club or removing loose impediments in a hazard. Whether you're facing a shot from the dry bank of a lake or trying to hit it back into play from the edge of the water, you can ground your club just like you would in the middle of the fairway.

Removing loose impediments in a bunker ... or your ball. The rules are a little different in the sand, where loose impediments and stones in bunkers are now fair game. Players can remove loose impediments like leaves from around their ball, although touching the sand with the club during a practice swing or back swing of an actual stroke in the bunker will still be prohibited. Players also have the option of not playing from a bunker and incurring a two-stroke penalty.

Pulling the pin. Whether you're facing a putt of 3 feet or 30 feet, you now have the option to leave the flagstick in unattended without penalty. It's a change that is sure to create some double takes when professionals opt to leave the pin in from close range, something that Bryson DeChambeau [plans to do with regularity](#) now that the rule change is official.

Looking for a ball. While the old rules allotted five minutes for players to search for a lost ball, that window has now been trimmed to three minutes. After that point, a ball is officially deemed lost.

New Rule: Under Rule 13.1d, there is no longer a penalty if a player (or opponent) accidentally causes the player's ball to move on the putting green.

Hitting Own Equipment: Under Rule 11.1, for all accidental deflections, including when the ball hits the player or opponent or their equipment or caddies:

- There is no penalty and the ball is played as it lies (with limited exceptions).
- To address any concern that a player might deliberately position equipment to act as a backstop and potentially deflect his or her ball, there is a penalty if the ball hits equipment that was positioned for that purpose (Rule 11.2a).

Drop from Knee: Players continue to drop a ball when taking relief, but the dropping procedure is changed in several ways as detailed in Rule 14.3:

- How a ball may be dropped is simplified; the only requirement is that the ball be let go from knee height so that it falls through the air and does not touch any part of the player's body or equipment before it hits the ground.

Embedded Ball: The previous default position in the Rules is reversed:

- Rule 16.3 allows relief for a ball embedded anywhere in the “general area” (that is, the area previously known as “through the green”), except when embedded in sand.
- But a Committee may adopt a Local Rule restricting relief to a ball embedded in those parts of the general area cut to fairway height or less.
- In taking relief, the player drops the original ball or a substituted ball within one club-length of (but not nearer the hole than) the spot right behind where the ball was embedded.

Prompt Pace of Play: Rule 5.6 encourages prompt pace of play by recommending that:

- Players should recognize that their pace of play affects others and they should play promptly throughout the round (such as by preparing in advance for each stroke and moving promptly between strokes and in going to the next tee),
- A player should make a stroke in no more than 40 seconds (and usually in less time) after the player is able to play without interference or distraction, and
- Committees should adopt a Pace of Play Policy (rather than only say they may do so).

Maximum Score: Maximum Score” is a new, additional form of stroke play:

- A player’s score for each hole is capped at a maximum set by the Committee, which may be fixed (such as 6, 8, 10, etc.), related to par (such as two times par or triple bogey), or related to the player’s handicap (such as net double bogey).
- A player who does not complete a hole (often referred to informally as “picking up”) is not disqualified, but simply gets the maximum score for the hole.

Double Hit: 2019 Rule: Under Rule 10.1a, if the player’s club accidentally hits the ball more than once during a single stroke: —There will be no penalty and the ball will be played as it lies. —If the player deliberately strikes the ball more than once while it is in motion, in addition to counting the stroke, he or she will also get the general penalty under Rule 11.3 for deliberately deflecting a ball in motion.

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