

# BASIC RULES FOR THE WEDNESDAY/SATURDAY GROUP- a/o December 17, 2018

Recent changes are in blue underlined text.

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FOREWORD: This group was formed as a split off from another group where the rules got rather arbitrary. Our goal is to have fun, operate in a democratic fashion, while always remembering that we are all retired and getting older. Remember, We

play strictly in accordance with the USGA Rules of Golf and any approved local rules in force at the time of play. All members are required to maintain a current handicap index via the AGA and/or GHIN system. The next USGA rules changes are effective 01 Jan 2019.

- (1) No member may play in a different Saturday or Wednesday group while he is a member of this group. In other words, you may not split playing time between this group and any other group. We are limited to twenty members. Anytime there is a vacancy any member may propose a new member by submitting his name and a short bio to all the current members for a vote. A proposed member must receive at least a two-thirds “yes” votes to be admitted to the group. The only approved method for signing up to play in advance is via email. After the initial signup for a month any changes to be made before the month begins will require a new email. After the month begins changes will be submitted to the coordinator and Mark Wood via email indicating the date and day of the change plus the reason. If a member cancels after the next game’s tee time request is submitted and the reason is not family or medically oriented, then the member will owe that weeks’ buy-in money to the pot.
- (2) Each month a different member will run the games as “Coordinator”. A matrix showing the current year’s coordinator assignments is available on the website. Some of the coordinator duties are as follows:
- (3) The Coordinator will make up each week’s teams and input the tee time request no later than Sunday afternoon for the upcoming Saturday game and/or Thursday for the upcoming Wednesday game. Courses should be alternated, if possible. During the summer months the Coordinator may propose playing at an off-site course occasionally. Members are responsible for verifying their tee times via the “Foretees” reservation online system.
- (4) Team make up will be made by random drawing of the member names playing that week.

However, the Coordinator may adjust the team makeup to avoid repetitive pairings of players from prior weeks. To assist in this the Coordinator will use the “signup matrix” and enter the number of each player’s group for that week in the box where there is a “Y” for Yes. Therefore all “yes’s” would be replaced with a number “1-5” for that persons’ group assignment each week.

- (5) If a member has committed to play and he cancels after the tee times have been submitted for that week he will forfeit the \$10 “buy in” (or \$5 for Wednesdays) for that week. Exceptions are emergencies and illness/injury.
- (6) The Coordinator is encouraged to use a copy of the MS Excel “game” file, maintained by Mark Wood, to accommodate printing of score cards with the game data and course information on the cards. The file will be updated on the 1<sup>st</sup> and 15<sup>th</sup> of each month for member handicap information. If for any reason the Coordinator cannot print the score cards for that week then either Mark Wood or another volunteer will do the cards.
- (7) The Coordinator will use the approved Game Payout Matrix (link on website) to assist in his weekly duties of paying the winning teams. A copy of the matrix is also contained on the website in PDF format and may be printed out. A copy should remain in the Coordinator’s notebook along with any other pertinent information.

- (a) Games: Competition is limited to the games listed below and as contained in the MS Excel file for selection. The appropriate handicap for each player or team will always be calculated automatically and printed on the score cards. If a member wishes to introduce a new game, then he will submit it in writing to the membership with a full discussion of the rules. These games are: “Two better balls”, “Two better balls-plus”, One better ball plus Captain’s choice” and “Three better balls”. The “plus” ball is the third net or gross birdie (or better) for that hole. It allows you to deduct one more stroke for that hole so on a Par 4 hole if you had two (2) net or gross birdies plus a third net or gross birdie (or better) then the score would be “3+3=6 (- 1) for a total of “5” on that hole. Also, Net Team Stableford or Team Quota based on 36 points minus the player’s handicap. Points are Double Eagle-5, Eagle-4, Birdie-3, Par-2 and Bogie-1. Zero points for all other scores.

Note: For Team Quota the players’ handicap is already considered in calculating his “quota” so only gross scores are entered on the card. (*See the “blind draw” rule below if there are one or more teams have less than a foursome.*)

Cha-Cha-Cha (1 low net ball then two low net balls then three low net balls then repeat), Reverse Cha-Cha-Cha (three low net balls then two low net balls then one low net ball, then repeat), Modified Cha-Cha-Cha (one low net ball on par 5’s, two low net balls on par 4’s and three low net balls on par 3’s), also, two, three and four man scrambles, Members play from the same tees as they have selected for all other play.

Two Man Stableford or Two Man Better Ball net or Two Man Scramble. There is a different payout schedule for the “two-man” games.

A. BLIND DRAW: A ““blind draw”” is required anytime the team compositions are imbalanced and there is more than **one** foursome in the match that day. For example, if there are three groups with two foursomes and one threesome or four groups with at least two foursomes and one or more threesomes then a ““blind draw”” will be made from the group(s) having four players. The Coordinator or one of the team members needing a ““blind draw”” will draw a name from the envelope or hat containing eligible players from teams that do not need a ““blind draw””. The ““blind draw”” players’ net or gross scores or points, as appropriate, will be entered on the score cards of all the teams needing a ““blind draw”” that day. Only one ““blind draw”” name will be used. If three or more teams are participating and only one team has four players a “blind draw” from among those four players will be completed to draw one player **out** of the foursome. The Coordinator or one of the players on the team losing a player will do the ““blind draw””. The player drawn will be dropped from the game for that day. That player will not pay the entry fee. The results for the day will be calculated without that player participating in the game. A team may not refuse to use a “blind draw”.

(8) Tee time requests: Tee time requests will be submitted using the existing online “[Fourtees](#)” Reservation system. This system allows a fair degree of latitude regarding times requested however the membership has previously voted not to request excessively early or late times. During the summer months when the earliest starting time is 07:00 AM the requested time should not be prior to 07:00 AM. During the winter months later is almost always better than too early. Each tee time request will accommodate up to four players so if you have 16 players you would request four tee times. If you have one or more threesomes leave the last entry blank in that group. Do not fill it with a bogus “guest” as certain penalties might be assessed. NOTE: The simplest way to skip a line when there is a threesome is to click your cursor into the next group’s team captain’s block and then type in that person’s local number. Using the buddy list for a threesome seems to cause problems.

(9) Rules regarding inclement weather:

(a) The coordinator is responsible for cancelling play. If play is cancelled due to inclement weather and at least 9 holes have been completed, then the match will be based on the 9-hole results and each player will put \$5 in the pot for that Saturday

game or \$3 for that Wednesday game. If less than nine holes are completed, then the competition is cancelled.

- (b) If cancelling after play has begun, as a courtesy, the coordinator should consult with other players before cancelling. Only the Coordinator can cancel once play has started. Lightening nearby is always a valid reason to cancel play immediately. **Players should take immediate shelter whenever you believe lightening is within a 5-mile radius. A rough estimate of proximity is to count the elapsed seconds between the observation of a lightning bolt and the resulting sound of thunder. Sound travels about 1 mile per 5 seconds so an observation of a 25 second delay would mean the lightening is approximately 5-miles away.** Rain is not necessarily a reason to cancel but it depends on the severity. If conditions result in Cart Path Only (CPO) for that days' play then a player may elect not to play however he must notify the Coordinator personally or by telephone as soon as possible prior to his tee time. Any player who shows up to play and then decides not to play due to the weather or course conditions will not be required to pay the buy-in fee for that day. If a player starts play but later decides the course/weather is not conducive to completing the round he may withdraw but must pay the daily buy-in fee. The coordinator should phone or contact teams that are not within earshot to advise them about cancellation of a game in progress. Some players' cell phone numbers are shown on the back of each score card.

- (10) Any further proposed rules will be submitted to the membership for a vote. A majority on the active members voting for approval is required if it is to be adopted. Mark Wood will maintain this document and any future changes. *The WednesdaySaturday Group website is maintained by Mark Wood. The site contains all the pertinent information regarding our group. The link is:* <http://www.sb2wedsatgolf.org/>