

CHEROKEE VALLEY WEDNESDAY MEN'S GOLF LEAGUE
RULES / BYLAWS

1) SCHEDULING - Matches will be played according to the schedule. If a player misses a match, it is his responsibility to coordinate a make-up match with his scheduled opponent. Make-ups must be played by the end of the week. In case of a forfeit, the winning player will card a 6-0 win. If a playoff match is missed, it must be played before the next playoff round. If the final playoff match is missed, it is a forfeit. No exceptions.

2) HANDICAPPING - Each match will be played with handicaps for each player. The handicap will be determined by the player's previous scores, in league play only. There is a maximum handicap of 18. The maximum allowable score (for handicap purposes) is a triple bogey. During a season, a player's handicap can only be 3 strokes higher than his handicap at the end of the prior season.

3) STANDINGS - Standings will be kept after each week's matches with the following scoring system: 2 points for a win, 1 point for a tie, 1 point for attendance, 0 points for a loss. Attendance Point - To get this point, you must be at the course at the regularly scheduled time, ready to play, regardless of your opponent. You also must complete the round, weather permitting. The Attendance point will be forfeited if a round is not completed for any reason other than weather

4) TIEBREAKERS - In case of a tie in the standings, the following tiebreakers will be used:

- 1) Head-to-head
- 2) Most wins

The Attendance point will be forfeited if a round is not completed for any reason other than weather.

5) PLAYOFFS - At the end of the regular season, the top six players make the playoffs and will be seeded 1 thru 6, based on the standings. Tiebreakers will play a wild card round. In the quarterfinal round, the highest remaining seed will play the lowest remaining seed, and so on. The winners of these matches will advance to the semifinal round, again with the highest seed facing the lowest seed. The final round will be played the same way, and will be 18 holes, played on an agreed upon date between opponents and the league directors. In case of a tie, sudden death holes will be played. Final match must be played within 2 weeks of the semi-final round.

6) SKILLS – Optional Skins and Pins every week, paid out weekly.

7) RULES OF GOLF - Matches will be played according to winter rules. The ball may be moved within one club length in your own fairway and closely mown areas. NOTE: It is the player's responsibility to check the ball of his opponent, and to make sure that it is marked in such a way as to provide no doubt when looking for it that it is his opponent's ball.

8) FEES – League dues are \$10/week. \$5 optional skins and pins per week. Dues are to be paid to the league treasurer before the beginning of each round. Even if a player forfeits for a week, the weekly fees must still be paid. All Dues MUST be kept current.

9) DISPUTES -Any disputes over scoring or rules should be handled within the playing group. If they cannot be resolved that way, then the other playing groups for that week will decide how to resolve the problem according to the Rules of Golf. If there is a dispute that cannot be resolved on the course immediately, it is the player's responsibility to tell his opponent of the dispute and to mark an asterisk on the scorecard, BEFORE EITHER PLAYER TEES OFF ON THE NEXT HOLE, or in the case of the final hole, BEFORE LEAVING THE GREEN. The dispute will then be resolved after the round. Non-compliance of this rule means that the oncourse decision will stand. Any dispute not explicitly determined by the rules will be settled by the league director.