

Sauer-Danfoss 2007 League By-Laws

Coldwater Golf Links

1.0 LEAGUE IDENTITY

- 1.1 The Sauer Danfoss league is primarily individual play with weekly two-person team competition. The two person teams change every week so any one member gets a chance to play with / against all other members. Individuals will accrue points weekly for year-end prizes. Weekly teams accrue points for that week's prizes.
- 1.2 League will begin play on 9-May and end on 29-Aug. The tee times are 3:00pm until 4:10pm. PLEASE BE READY TO GO - EARLY!
- 1.3 This league was designed to accommodate people's work schedules whereas any member who can not play the day of league, will be allowed to do a make-up round with no penalty. It also allows 2nd / 3rd shift people to play at a time conducive to their work schedule and qualifies them for weekly and year end prizes. This means you will not always be playing head to head against your opponent or with your teammate. The success of this league relies heavily on the honesty of the individual and only works if all do not abuse or side step the rules.

2. RULES COMMITTEE AND PRESIDENT

- 2.1 The league President is John Shockley and John presides for one year. The rules committee members for 2007 are John Shockley, Rob Keeling, Tom Taylor, and Bob Erb.
- 2.2 The rules committee can be made up of a minimum of 4 and a maximum of 7 league members selected by the league president from qualified interested volunteers. The next league president is secured at the end of the year for the following season, and is a member of the rules committee.

3. MEMBER QUALIFICATIONS

- 3.1 League members must abide by all league rules and be able to meet the league schedule and play guidelines.
- 3.2 The first five weeks beginning May 9th will be used to establish a handicap for each member. Those who already have a GHIN handicap will compete for Flag prizes only. During this 5-week period weekly prizes will be awarded using closest to the pin on a designated par 3, longest drive in the fairway (x 2), and longest putt (Flag prizes). Once league handicaps are established the regular season will begin. [Week 6 of league] When enough rounds have been played each league member will obtain a GHIN handicap that can be applied to any course.

4. LEAGUE FEES

- 4.1 The 2007 season league fees are \$80.00 per person. This price includes 2 dinners, use of GHIN handicap-scoring, administrative costs, Sauer Danfoss Golf League website, and a year-end prize pool. Weekly green fees are \$14.00 and league members have the option of renting a cart for a 9 hole round cost of \$10.00 per seat. A voluntary prize fee of \$1.50 will be collected from league members each week for weekly prizes. Subs who want to compete for weekly prizes will also need to pay the extra \$1.50 into the prize pool. If you have purchased a Coldwater Membership you will not have to pay any fee other than the voluntary \$1.50 weekly prize fee.

5. LEAGUE PLAY

- 5.1 USGA Rules: The rules of golf as defined by the United States Golf Association will apply except when superseded by the rules stated below:

5. LEAGUE PLAY (cont)

- 5.2 Links Rule – A ball hit into the WETLANDS should be played with a ball dropped adjacent to the hazard, no closer to the hole, at the point where the ball last crossed the margin of the hazard, with a one (1) penalty stroke. All MARSH areas are protected wetlands and entry is prohibited. Some areas are marked with YELLOW stakes.
- 5.3 Out of Bounds: are marked with WHITE stakes. Any ball known to be hit Out of Bounds requires you to drop and hit another ball from the same spot. A one stroke penalty is assessed. [USGA rule] If you are not sure that your ball stayed inbounds, drop another ball and play a provisional shot. If you find that the first ball stayed in play, then pick up the provisional ball and continue. [no Penalty] If you find the first ball is out of bounds, you then play the provisional ball and assess yourself a one stroke penalty. Any ball hit beyond the chain link fence along hole # 4 onto ISU property is also deemed Out of Bounds.
- 5.4 Areas marked with RED stakes are to be played as hazards. A person who hits a ball into an area staked out with red stakes can either do as described in section 5.2 or play the ball as it lies. You can not take a practice swing nor ground the club in a red stake area. You play it as if it were in a sand trap.
- 5.5 All matches shall be played from the WHITE tees. If the WHITE tees are not in the usual location, but in another location, then play them from where they are. Exception: Women have the option to play from either the white tees or the women's tee.
- 5.6 All matches will be played under SUMMER RULES, which means the ball will be played as it lies at all times. You cannot "fluff up" the ball. Play follows the USGA Rules of Golf.
- 5.7 DROP RULE: If your ball is in your own fairway and rests in a divot or in ground which may be considered under repair, even if it is not properly marked, or in casual water after rain, you may take a drop without penalty, only after notifying and receiving permission from your opponent. If permission is not granted then the ball must be played as it lies. This is a judgment call by your opponent and cannot be appealed.
- 5.8 You may tap down bad spike marks on the green with permission from your opponent. This is a judgment call by your opponent and cannot be appealed. Always repair ball marks on the green.
- 5.9 If there are any RULES DISPUTES during a match, a provisional ball can be played and the Rules Committee will make a decision under advisement from the course head professional. The Rules Committee can make league and local rules pertaining to league play. The Rules Committee decision is final.

6. THE MATCH

- 6.1 Matches are assembled using the Player List.xls spreadsheet to obtain your Player number and the numbers of the other players scheduled in the same time slot. You then look for your number on the Pairing List.xls spreadsheet for the week. Your number will be shown versus another number along with the tee time. Another column in that spreadsheet, either to the left or right of where you found your number, will show the numbers of the other players in your foursome by tee time. Coldwater is the owner of the spreadsheets and will provide them to league members. Be at the tee 10 minutes ahead of your scheduled tee time.
- 6.2 Any player(s) not playing a match as scheduled for any reason, must be communicated to the league president or at the Golf Course Pro Shop before 3:00pm the day of the match. You also need to notify the other people scheduled to play at your tee time.

6.0 THE MATCH (cont.)

- 6.3 Each weekly team must have at least one league member present to be a LEGAL MATCH. Members who know they can't make league schedule for the week and play a round ahead of time will turn their scorecard into Coldwater to be used in the weekly team play. Members who miss league and play a make-up round after league night will need to turn their scorecard into Coldwater and notify them what match the score needs to be tallied for.
- 6.4 Any member who gets a substitute, forfeits their ability to win weekly team and individual prizes. Their team mate for that round and their substitute become the weekly team and their scores are computed towards the weekly team and individual scoring prizes.
- 6.5 In the event that one member misses league and does not make up a round in the time before the next league night their partner will still be in team competition. If only one member is present and unable to secure a substitute, the match is considered a one-man match and the absent member(s) score will be recorded as his\her handicap average plus a 25% penalty. (Fractions are dropped.)
- 6.6 Each weekly TEAM consists of two (2) players, a #1 golfer and a #2 golfer (team status), who play against the opposing teams player with the same status. The #1 golfer is the player with the lowest handicap. If players from the same team have the same handicap, the player with the lowest actual stroke average will be the #1 golfer. If both averages are the same use adjusted average, then it is the same as the week before.
- 6.7 If a team member shows up late, and misses any number of holes, the member will be allowed to make up those holes for average only, but is ineligible to receive team or individual points for the holes missed; however, the other team must earn the points to win by playing against the players' handicap average plus a 25% penalty.

7. HANDICAP

- 7.1 GHIN Handicaps are per the USGA GHIN scoring system. Your annual league dues permit full use of the GHIN handicapping computer at Coldwater Golf Links. If you do not have a GHIN handicap number, you must come into the Pro Shop and set one up prior to the start of the regular season (first five weeks). At least five (5) 18-hole scores are needed for GHIN handicap.
- 7.2 League Handicaps will be adjusted after each league outing. At the end of each match, turn your scorecards into the clubhouse for score entry. League handicaps may not be the same as GHIN.
- 7.3 There is no maximum or minimum handicap for the league.
- 7.4 There is no maximum or minimum stroke limit per hole.

8. LEAGUE POINT SYSTEM

8.1 Weekly Scoring System

Each round is worth a total of thirty-one (31) points broken down as follows:

- 18 points - Team points, Two points per hole – NO PUSH (see 8.1.1)
- 9 points - Individual points, One point per hole per player – PUSH (see 8.1.2)
- 4 points - Match points, Lowest Team Net Score – NO PUSH (see 8.1.3)

- 8.1.1 TEAM POINTS are awarded to the team with the lowest combined net score per hole after figuring in player handicap.. There are two points available per hole. If a team won every hole they would receive 18 points. In case of a tie, each team will receive one (1) point each.

8. LEAGUE POINT SYSTEM (cont.)

8.1.2 INDIVIDUAL POINTS are awarded, on each hole, to the individual with the lowest net score. There is one (1) point available for each hole. If a player won every hole they would receive nine (9) points. In case of a tie, the hole is pushed (points carried) to the next hole.

8.1.3 The team with the lowest combined net score will receive four (4) MATCH POINTS for the match. In case of a tie, each team will receive two (2) points.

8.2 Year-end Scoring System – Stableford Scoring

Stableford scoring systems are stroke-play formats in which the high total wins, not the low. Points are generated and weighted based on the net score (w/handicap) per hole, per player.

- More than one over par - 0 points
- One over par (bogey) - 1 point
- Par - 2 points
- One under par (birdie)- 3 points
- Two under par (eagle)- 4 points
- Three under par (albatross)- 5 points
- Four under par or a hole in one - 6 points

8.3 YEAR END INDIVIDUAL POINTS are accumulated from each match for the whole season using the Stableford Scoring system and tracked throughout the year. This is the scoring system that will be used for year end prizes. The league's individual total Stableford score will be flighted at year end and prizes will be awarded accordingly in Coldwater credits to be used for selecting your free prize from the golf supplies Coldwater can access in store or through order.

9. WEEKLY GAMES

9.1 The weekly games will begin the sixth week of league after GHIN handicaps are established. If a player misses any of the first five weeks, they will need to play makeup rounds to catch up at league fee rate on a day and time approved by Coldwater.

9.2 Weekly League Prizes only apply for rounds played with the league at the designated time for the match (exception will be 2nd and 3rd shift people and who they are scheduled to play). Players pay an extra \$1.50 per week (voluntary) to fund the Low Individual Net and High Team Score prizes. The weekly prize fund is voluntary and is paid out to winners in full each week in the form of Coldwater Golf Links Pro Shop credit. Substitutes are eligible for weekly match prizes, but not end of season prizes.

9.3 LOW NET SCORE REGULAR SEASON - Two cash prizes (in Coldwater credits) will be awarded to the players from the low handicap group and high handicap group with the lowest net score of all matches. Ties split the pot. Prize credits will come from the voluntary weekly prize fund. You must pay the voluntary \$1.50 in order to qualify for weekly prizes.

9.4 HIGHEST TEAM SCORE REGULAR SEASON - A cash prize will be awarded to the team with the highest accumulated point total of all matches. Ties split the pot.

9.5 For the first 5 weeks we will use flag competition instead of weekly team play scoring. There will be flag prizes each worth Coldwater credits. Credit amount will come from the total Voluntary prize fund for that week divided by the amount of flag prizes. Winning one Flag competition does not exempt you from winning others. Flag competition will consist of Longest Drive in the Fairway, Closest to the pin, and Longest Putt. These are all based on your first attempt. A ball hit out of bounds disqualifies you from winning longest drive, even if your 2nd drive lands in the fairway further than anyone else's drive.

10. FINAL LEAGUE STANDINGS – Stableford System

10.1 The league championship and standings are determined by the total number of points earned for the season. A first place tie at the end of the season will be resolved with a nine (9) hole playoff using league rules. If both members tie after the playoff, sudden death will determine the champion. The parties involved will determine the time and place of the playoff in conjunction with the rules committee.

11. INDIVIDUAL STANDINGS AND CHAMPION

11.1 The individual championship is determined by the number of points earned for the season using the Stableford scoring system. Ties in the standings will share the place and prize money.

12. FORFEIT RULE

12.1 A forfeit occurs when both members of a team fail to appear for their match AND fail to have made a make-up (see section 14.0). The forfeiting team or individual players will receive no points. **SCORING PROCEDURE:** The opposing team will play the round and their match will be scored against another teams' card from the same nine drawn at random. Once the round is complete the rules committee will shuffle and draw a scorecard from all the matches played on the same nine. and apply the 25% penalty (See section 6).

13. SINGLE PLAYER MATCH RULE

13.1 A league member who for any reason, does not show up for a scheduled match, and does not secure a substitute player can receive no individual points for that match. His\her partner will play against the opposing teams' player with the same status with no penalty. Also, the team cannot receive the absent players individual points for that match. (See Rule 6.5 for scoring procedure) Team points (see section 6).

14. MAKE-UP MATCHES

14.1 If both teams fail to show, a make-up match must be completed before the next league matches are played. The cut-off for make up matches is as follows: The match must be completed BEFORE one subsequent league round is played (1 week). The scorecard must be turned in no later than the day of the second subsequent league round.

14.2 If a make up match is not played within the allotted time, it becomes a forfeit and the TEAM INITIATING the make-up match will receive zero points for the match. It is the responsibility of the team initiating the make-up to schedule and play the match within the allotted time. The TEAM AGREEING to the make-up match will, once the make-up deadline is passed, match their next league scores against a random card from the same nine and the same night to determine the number of points they will receive for the make-up match.

14.3 A team does not have to agree to a make-up match. However, a team should give reasonable consideration if both opponents are unable to play. A make-up match should only be initiated if both members of a team are unable to be present for the match. If one member can be present the match should be played with a substitute or as a single player match.

14.4 Opponents in a make-up match must play together at the same time. If a single member plays a make-up match (9 holes at a time other than scheduled), they must obtain the signature and phone number of a witness on their scorecard to be valid. Family and relatives are not allowed to be witnesses.

14.5 Make-up matches for the last night of the season must be made up in advance and the scorecard delivered to the league president. In other words the scorecard must be delivered to the league president before the final round is played at a location designated by the league president. If this rule is violated then both teams forfeit.

14.6 MAKE UP MATCHES SHOULD BE PLAYED IN ADVANCE IF POSSIBLE. There is no penalty for playing matches in advance of the scheduled date. All players in the match will use their handicap at the time the match is played.

15. SUBSTITUTE RULE

15.1 An individual league member can receive individual points earned by a substitute three (3) times per season. Thereafter, individual points earned by a sub do not count toward the league members' individual point total.

15.2 Substitutes must be at least 16 years old, abide by all league rules, and be able to meet the leagues scoring and handicap qualifications. Securing a substitute is the responsibility of the absent league member or his/her partner.

15.3 Substitutes are not allowed to play in the final position round. Substitutes can play in all other rounds.

16. RAINOUTS/LIGHTNING

16.1 Obviously, no one has to or should play golf in lightning conditions. If lightning is present, you are to immediately take the standard precautions prescribed for this condition. The club pro and/or the rules committee will determine rainouts. If rain or bad weather comes during a round, you will be notified if the round is being postponed or canceled. Check the Sauer Danfoss website for rainout notifications.

17. LEAGUE EXPULSION

17.1 An individual can only be expelled from the league after a majority vote of the league membership. An individual expelled from the league will be refunded their unused golf fees (prorated) and be prohibited from any year-end prizes.

18. SLOW PLAY RULE

18.1 Play "Ready Golf". Be ready to hit your ball or putt when it is your turn. Be on the first tee ahead of your tee time. All complaints of slow play should be directed to the rules committee. The committee will meet with the accused to determine the appropriate action.

19. QUITTING THE LEAGUE

19.1 Any member who quits the league during the season cannot be reinstated in the league for that season. The player can play as a substitute after quitting but not as a member. Thus, he/she is not eligible for league championship, prize money, or league awards.

19.2 The league has no obligation to refund any league fees paid by a member who quits the league, however, the balance of fees paid can be refunded from such time that a permanent replacement is found. If no permanent replacement is found, the player will receive no refund. A permanent replacement is defined as someone who replaces a member who quits the league, and pays the prorated league fees for the number of rounds he plays. The replacement then becomes a full league member with all the rights and obligations of the member he replaced.

20. DISPUTES/RULES COMMITTEE DECISIONS

20.1 All league disputes, violations, and penalties, are subject to review by the Rules Committee. Decisions made by the Rules Committee are final.

21. INDIVIDUAL ACCOUNT CREDIT

21.1 Individual credit won during the course of the year can be used in the Coldwater Clubhouse for any purchase. This includes green fees at any time, cart rentals, range balls, merchandise, food, beverages, etc. 10% of any purchase at Coldwater accrues additional Coldwater credits for League members. Each member will have a Coldwater Credit account financed through your winnings, deposits, or accruals.

Contact the PROSHOP for more details. PROSHOP: 233-4664.

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