Citrus Hills Ladies Golf Association

**Standing Rules**

**Article I: Sign Up and Check In**

1. Members must utilize the Club’s Golf Genius electronic sign-up system. Players must sign up for Tuesday play by noon on Monday unless advised otherwise by the League Play Director or President.
2. Tee time is 8:30am every Tuesday unless otherwise posted.
3. The check-in process begins at 7:30am and ends at 8:00am. A member who is running late MUST advise either pro shop staff on (352) 746-4425 or the League Play Director before 8:00am. Failure to do so will result in being dropped from the day’s play roster. Players will receive pairing information and scorecards before proceeding to the course.
4. If a player must cancel, she can do so on the Golf Genius Portal up until noon on Monday. After Monday afternoon she must notify the pro shop staff before 7:30am on Tuesday.

**Article II. Dues, Chits, and Payouts**

1. The Board of Directors establishes the amount for annual dues which are recorded in the minutes of the Association. An additional $5 fee will always be included in the dues for new members for their contribution to the Hole in One Fund.
2. In golf, the field refers to all players in the tournament while a flight is a smaller group of players within the tournament. Flights are usually a group of golfers with similar scoring ability who compete against each other. Chits are paid as follows: 1st place-6; 2nd place-4; 3rd place-2; 4th/5th place-1. Individual play which is flighted on regular game days is rewarded in this manner. If the game is team game, each member of the team receives chits based on where their team placed against the other teams in the field; first place – each team member receives 6 chits; second place – each team member receives 4 chits, etc. Regardless of field or flight make-up, CHLGA pays ¼ of all players.
3. The final worth of a chit is determined by the amount of money in the budget twice a year: first at 50% golf cycle completion date and second at the end of the golf season.
4. Chits are reported to the Pro Shop no later than 15 days at the end of each playing cycle.
5. Eagles are worth $10.00. Awards are paid in cash at the fall and spring general meetings. This money is deducted from the “Hole in One/Eagle” budget.
6. First place winners in the events listed below are awarded double chits.
	1. Ace of Aces final Tournament
	2. CHLGA Cup Tournament (2-week event)
	3. Individual Ringer Tournament (2-week event)
	4. Member/Member Event
	5. Most Improved Player
	6. Ringer Challenge
7. The maximum payout for a hole in one is $100.00 per person. If there are multiple holes in one and the total dollar amount exceeds the fund total the money will be equally divided amongst those members who made holes in one. If the Hole-in-One fund falls below $300.00 at season’s end, an additional $5.00 fee will be added to the annual dues. If that assessment is insufficient to bring the fund to $300.00, each member will be equally assessed an amount sufficient to bring the fund back to $300.00.

**Article III. Game Day**

1. **All League play is governed by the USGA Rules of Golf and the USGA World Handicap System utilizing the GHIN system.**
2. **Non-members invited to participate in our Member-Guest Tournament or any CHLGA sponsored event are required to have a verifiable GHIN handicap before approval for participation is granted. Guests are not included in regular Tuesday play days unless the Board of Directors species otherwise.**
3. Two correct, dated, legible and signed scorecards must be submitted to the Pro Shop at the end of the round. An incorrect or incomplete scorecard submitted by an individual or team is grounds for disqualification.
4. Players are advised to complete a round in 4 hours. Members should maintain a pace of play that keeps them directly behind the players in front of them. If a hole is open, the foursome should split into twosomes until the space has been eliminated and then rejoin into a foursome. Each player in the foursome has the responsibility to instigate the split. If a group fails to break up when they are a hole behind, the group behind them has the right to request they do so.
	1. Example: When a hole is open in front of your foursome, any two players in the foursome who are sharing a cart putt out first and proceed to the next hole to play as a twosome until the space has been eliminated and the other twosome catches up, which typically occurs within the next couple of holes. Then, rejoin as a foursome and share scores recorded while playing in twosomes so each score card is again identical.
5. While we attempt to maintain a 10-point handicap spread within flights, flights each week will be based on participation.

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| # of Players | # of Flights |
| 0-12 | 1 |
| 13-24 | 2 |
| 25-37 | 3 |
| 38 or more | 4 |

1. If the scheduled game is an individual competition, 12 players are required to make an official league game. If a team game is scheduled, the minimum number of players required to constitute an official game will be 16 or 4 teams. If, on a team game play day, the number of players falls between 12 and 15, the game format will be changed to Individual Point Quota. If the number of players on any play day falls below 12, there will be no official league game. Those players who wish to play regardless may tee off during the regularly scheduled League tee times.
2. In any league game when partners are self-selected, there can be no more than a 10-stroke difference between the handicaps of each player. If a player’s partner has more than a 10-stroke differential, the player with the higher handicap will lose the number of strokes required to bring it to 10 strokes above the lower handicap of her playing partner.
3. In any league sponsored 2-player, multiple week event, partners must be identified prior to start of play on the first day. In the event a player cannot play one of the weeks and the players choose to remain a team, the partners may recruit a substitute to participate in either week’s play. Score of the substitute player will not be included in the final event score. Both members of the original team must play together at least once during the 2-week event. Failure to follow these rules will result in disqualification.
4. In the Individual Ringer Tournament, a player will be considered in the competition even if personal circumstances prevent her from playing both weeks. If a player does not finish during week one play and the game is not cancelled the holes played may be used in her second week score. If a player does not finish during week two and the game is not cancelled, she must have a complete 18-hole ringer score to be considered in the competition.
5. In a point quota game, players with handicaps above 33 will have a quota of 4 points.
6. If 10 holes or more are completed, a score will be generated by GHIN for the remaining holes using previous scores on that hole to determine the most likely score. Players are not required to post scores if 9 or less holes are played.

**Article IV. Scoring**

1. All ties in all regular games day and all tournaments/events will be broken by a match of cards. Exceptions to this policy may be made by the Committee to accommodate games where scoring does not adhere to USGA rules, i.e., games that allow players, at their discretion, to ignore the score on selected holes.
2. Ties will be broken in each flight by match of cards following the guidelines established by the USGA Appendix 1, Section 11(c). An accepted method is to determine the winner based on the best score for the back 9 holes. If tying players have the same score for the back nine holes, determine the winner based on the total score of the last six holes, then last three holes and the last hole. Should scores remain tied, go to the lowest handicap hole on the front nine as the tie breaker. If ties cannot be broken in this manner, the chits for 1st and 2nd place will be combined and divided between the two players.
3. Determining Winners:
	1. Determine 1st low gross – using tie breaker as needed. The winner of 1st low gross is removed from any further prize consideration.
	2. Determine 1st low Net next – using tie breaker as needed. The winner of 1st Net is removed from any further prize consideration.
	3. Determine 2nd low Gross (if being awarded) in the same manner as above, using tie breaker as needed
	4. Determine 2nd low Net (and any additional net prizes being awarded) in the same manner as above, using tie breaker as needed.
4. In competition, actual gross scores should be recorded on score cards. For handicapping and posting purposes, scores on holes not finished should be adjusted to reflect the World Handicap System of Net Double Bogey. Add two (Net Double Bogey) to the par for the hole. Then add the number of handicap strokes you receive on the hole to arrive at the score you will record.
5. Unless the game determines otherwise and rules are announced, players are required to play to their World Handicap System number before picking up.

**Article V. League Local Rules**

1. Yellow stakes surround the water hazard on Oak’s hole #14. If the ball enters the water, OR lands on the ground and falls back into the water you may (1) remain at that distance to hit another ball or (2) move closer to the hazard to hit another ball. During league play, a provisional ball may be hit when the player cannot determine if the ball cleared the water hazard. The player must announce that she is hitting a provisional ball. If the original ball is found that ball must be played.
2. Red stakes surround the water hazard on Oak’s holes #5 and #18. If a ball crosses the hazard line from the back of the hazard, the player must keep the water hazard between the ball and the flag for the next shot. If a ball enters the hazard from the side the option is to take lateral relief within 2 club lengths of where the ball crossed the hazard. Both options include a one-shot penalty.
3. All coquinas laid on the course by management for maintenance or beautification purposes will be considered a free drop area during league play. The player may lift the ball and drop it from knee height no closer to the hole.
4. Scores for games underway but cancelled due to stormy weather will not be posted regardless of number of holes completed.

**Article VI. Special Events**

1. In the event of illness, injury, or the death of an immediate family member the Sunshine Chairperson will send an appropriate card to the member.
2. The League President will approve plans for fundraising and expenditures of all events. The Special Event Committee should coordinate with the League Game Director regarding format, flighting, and prize allocations for the selected game.
3. A line item will be added to the Treasurer’s report to track income and expenditure as reported by the Committee for every Special Event.
4. Changes to On-Going Events and Special Events policies or procedures require approval by the Board of Directors.

Update 05/24/2024 to add the latest information to #23 regarding red stakes.

Update 07/17/2020 to reflect Handicap System scoring.

Update 11/18/2020 to add SR regarding Individual Ringer Tournament.

Update 03/2025 to clarify language and reflect changes in the League.