

# East Siders Golf League Rules

(Updated for the 2023-2024 season)

## The Basics

Have fun! If you can't, you're an A-hole.

No cheating. Cheaters are A-holes.

Commissioners Dan and Pete reserve the right to modify rules when the change is deemed necessary to protect the integrity and competitive parity for all teams in the league.

## USGA Rules Apply

Unless otherwise specified within these rules or by the golf course.

Some **Common Rules** that often come into play out there and are later debated have been identified below. Below we list the correct action to take (PS – reread rule #1 when working through these rules). A full list of the rules of golf (though not the hundreds of definitions, decisions, and clauses) are located here: <https://www.usga.org/rules-hub.html>.

- a. The ball must be played as it lies. Nudging the ball out of a sand-filled divot, teeing it up on a blade of grass in the rough or moving your ball away from a fence or other immovable obstruction (even if you could nick your new 3-wood) is a strict no-no. The Penalty if you do not follow - Two strokes in stroke play and loss of hole in a match.
- b. Desert rules **always** apply for us. If your ball is unplayable in the desert (but still in bounds), you may elect to drop within two club lengths in the rough no closer to the hole with a one stroke penalty.
- c. If the player deems his ball unplayable (but not eligible for the Desert Rule), he or she must, under penalty of one stroke, drop a ball within two club-lengths of the spot where the ball lay, but not nearer the hole. You take relief from where the ball lies, *not* from the nearest point you deem playable (so if it's under a big nasty cactus – you get 2 clubs from the ball, not the edge of the cactus). If you take a drop under this provision, you must measure two club-lengths from the ball's location, even if it means dropping into more trouble (Doh). The Penalty if you do not follow - Two strokes in stroke play and loss of hole in a match.
- d. In the interest of pace of play, if a tee shot (or any shot) is lost or out-of-bounds, a player can take a **drop at the spot where the ball went OB with a 2-stroke penalty**. In other words, if you lose your tee shot you can just drop, but you're hitting 4. You always have the option to declare and hit a provisional or re-tee (hitting 3) when the result of your first tee shot is undetermined rather than take a 2-stroke penalty if it benefits you to do so (like when your ball only goes 3 feet into a bush in front of the tee box). This is only the case on your first tee shot. All subsequent shots are played per the rules of golf. IE, a 1 stroke penalty for a lost ball.
- e. A player gets 3 minutes max to look for their ball.
- f. Out of bounds options: 1. Hit provisional off the tee (1 stroke penalty) or 2. Drop where it went out in the rough within 2 clubs (2 stroke penalty)
- g. Lost ball options: 1. Re-hit from the previous spot (1 stroke penalty) or 2. Drop in the rough where it went out (2 stroke penalty)
- h. A player must not improve or allow to be improved the position or lie of his ball, the area of intended stance or swing ... by moving, bending or breaking anything growing or fixed. Leave the pruning shears at home, and no your buddy can't hold back that branch (Thanks

for that at San Marcos though Tommy). You can't dig up plant life or tear down branches to give yourself a clear shot. The Penalty: Two strokes in stroke play and loss of hole in a match.

### **During Play**

All players will play from the same tee box regardless of gender or skill level.

Gimmies may be conceded at the discretion of your opponent. Rule of thumb is inside the grip of a standard putter (about 1ft). There are no gimmies in team scrambles.

Holes may be conceded, but it is necessary to play out every hole for the accuracy of the handicap (until max score is reached).

Four strokes over par is the max score on any hole. If you pick up at max score you have conceded the hole. You cannot win a hole without holing out. Card the appropriate score beyond max, if necessary, to ensure the proper outcome is recorded.

Always keep up with the group in front of you.

### **Dues / Greens Fees**

League dues are \$500 per team for the season, payable prior to the start of the first tournament.

Tournament fees need to be paid on the day of the tournament (to the course).

Four person teams, although the roster may have 4-8. Team captains will register their team for tournaments 1 week in advance of the date of play.

If a team agrees to play, they agree to field and pay for a full team of 4. If a team chooses (during registration) not to play a tournament for any reason, they are not obligated to pay the greens fees, but they still owe for that month's league dues.

### **Less Than A Full Foursome**

If a player is late (i.e. the match has already started), the player forfeits each hole he or she misses. Same if a player leaves early. If a partial round is played the missing player's round will not count towards his handicap.

If a player is a no show the remaining opponent plays what is considered a Ghost Player.

The **Ghost Player** is a scratch golfer who shows up and shoots **6 over par**. As a result, the opponent gets to apply their full handicap to a match and can expect the Ghost to bogey the 6 hardest holes.

Blow up holes often go to the Ghost as do easy holes where you may not get a stroke. Per the Match Play scoring format, the Ghost cannot win points for his team, but he can prevent you from winning points for your team.

### **Inclement Weather**

In the event of iffy weather or course conditions, the Commissioners will make the go/no-go call as soon as possible.

Every attempt will be made to make a decision by the night before the tournament, if necessary. In the case of a sudden or day-of storm, the Commish will make their final decision after getting input from all in attendance.

Lift/Clean/Place can be implemented, if needed, depending on course conditions. This will be announced when the tournament pairings are sent out or as soon as possible.

### **Points and Payouts**

There will be season-long and individual event awards. Prizes will be awarded as follows.

**Match play event payouts (6 events - \$240/event)**

1st Low Net Score - \$100

2nd Low Net Score - \$60

3rd Low Net Score - \$40

Biggest loser – \$40 (Goes to the best net score that loses the match; excludes players who win low net money.)

**Special Event payouts (6 events - \$460/event)**

1st place team - \$200

2nd place team - \$120

3rd place team - \$80

4th place team - \$60

**End of season payouts**

1st place individual - \$200

2nd place individual - \$150

3rd place individual - \$100

4th place individual - \$50

\*Note: There will be 2 flights for individual points; 1 winner from each flight.

1st place team - \$1000

2nd place team - \$640

3rd place team - \$480

4th place team - \$320

Bottom-12 tournament 1st place team - \$300

Bottom-12 tournament 2nd place team - \$240

Bottom-12 tournament 3rd place team - \$200

Bottom-12 tournament 4th place team - \$160

Bottom-12 tournament 5<sup>th</sup> place team - \$120

Bottom-12 tournament 6<sup>th</sup> place team - \$80

**Substitute Players**

Points earned by substitutes will be credited to the team, but not the individual.

Subs do not qualify for low net money since they do not pay league dues.

Subs can buy-in to skins/closest-to side games.

In the playoffs only (May-July), all non-rostered players (subs) will be on the Callaway scoring system regardless of how often they have played in the league. Exceptions can be requested and reviewed by the Commish.

**Handicaps**

We use a spreadsheet with the USGA formula to calculate handicaps.

We only use league scores, so the more league scores you card, the more accurate the handicap becomes.

Scores outside league events cannot be used to calculate your handicap. Handicaps are adjusted each tournament based on the slope/rating of each course.

**Max handicap is 32.**

**Substitute's handicaps will be calculated using the Callaway Scoring System for their 1<sup>st</sup> and 2<sup>nd</sup> rounds. They get full handicap for each round after that.**

- a. **If the sub has a verified AGA handicap it may be used for 1<sup>st</sup> time subs. After 2 league rounds their established ESGL handicap will be used like everyone else.**

**Handicaps must remain fair and can be reset using the Callaway scoring system if needed due to a sudden change in a player's skill level. Commissioners will assess and discuss with the involved parties.**

## **Side Games**

**All match play events and most special events (depending on the format) will include separate side games for closest-to-the-pin, gross skins and net skins.**

**Side games entry is \$20 (unless otherwise noted) with \$7 going to the KP pool and \$13 going to the skins pool (split evenly between all winners).**

**Entry will be collected via payment apps prior to start of the round.**

**Entries paid after the round begins will be excluded and returned to the player.**

**Winners will be paid back via the payment method used to buy-in.**

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## **Event Formats**

There will be 6 match play events and 6 special events.

### **Standard Event Format Rules**

**Match play.**

**One 4-person team plays another 4-person team head to head.**

**Two players from each team will make up a foursome.**

**Home team captain can choose the pairings if they wish. Otherwise, low to high handicap matches will be chosen.**

**Handicaps are used (If player A is a 9 and player B is a 16, player B gets a stroke on each of the 7 toughest holes).**

**Four points are available to win in each individual head-to-head match (16 per team).**

**Winner of the front 9 earns 1pt, winner of the back 1pt, winner of the round 2pts.**

**Individuals playing against a no-show need to beat a ghost (see ghost rule above). No-shows cannot win points (subs can if they play for the no-show).**

### **Irish Fourball (August Event)**

Each player on the team plays their own ball throughout the round. On each hole, a predetermined number of the lower scores is used. Each team plays against all other teams.

On holes 1, 4, 7, 10, 13, 16 – the 2 lowest scores are counted. On holes 2, 5, 8, 11, 14, 17 – the 3 lowest scores are counted. On holes 3, 6, 9, 12, 15, 18 – all 4 scores are counted.

Add the 2 to 4 scores together for the teams score on each hole.

Team points awarded – 16pts for 1<sup>st</sup> place; 15pts for 2<sup>nd</sup>; 14pts for 3<sup>rd</sup>; 13pts for 4<sup>th</sup>; 12pts for 5<sup>th</sup>; 11pts for 6<sup>th</sup>; 10pts for 7<sup>th</sup>; 9pts for 8<sup>th</sup>; 8pts for 9<sup>th</sup>; 7pts for 10<sup>th</sup>; 6pts for 11<sup>th</sup>; 5pts for 12<sup>th</sup>; 4pts for 13<sup>th</sup>; 3pts for 14<sup>th</sup>; 2pts for 15<sup>th</sup>; 1pt for 16<sup>th</sup> thru 18<sup>th</sup>.

Ties for money prizes will be broken by a scorecard playoff. Compare scores starting with the hardest hole and continue to the next hardest hole until a winner is determined. Ties outside the money spots will split points.

Fractions of a point will be rounded up to the nearest .5 point.

### **Four Player Scramble (October Event)**

Each player plays his/her own tee shot.

The best tee shot is selected and all players play from that spot.

That spot means anywhere within a club-length of where the ball lies, no closer to the hole. This does not apply on the green – play it where it lies.

Lift, clean and place is legal.

All following shots are played in the same manner until the ball is holed.

Teams must use 4 of each players' drives.

Handicap formula: 25% of lowest handicap, 20% of 2nd lowest handicap, 15% of 3rd lowest handicap and 10% of highest handicap.

Team points awarded – 16pts for 1st place; 15pts for 2nd; 14pts for 3rd; 13pts for 4th; etc. down to 1pt for 16th thru 18th.

Ties for money prizes will be broken by a scorecard playoff. Compare scores starting with the hardest hole and continue to the next hardest hole until a winner is determined. Ties outside the money spots will split points.

Fractions of a point will be rounded up to the nearest .5 point.

### **Two Player, 3-club Scramble (December Event)**

Each 2-person team plays against all other teams.

All players get to use a putter and any 3 other clubs of their choosing.

Clubs cannot be shared with other golfers. Play only the 4 in your bag.

Foursomes will be comprised of twosomes from separate teams.

No minimum drive requirement.

Handicap will be calculated as: (lower handicap \* .15) + (higher handicap \* .45) - 10 = 2-man handicap.

Team points awarded – 16pts for 1<sup>st</sup> place; 15pts for 2<sup>nd</sup>; 14pts for 3<sup>rd</sup>; 13pts for 4<sup>th</sup>; etc. down to .5pt for 33-36th.

Ties for money prizes will be broken by a scorecard playoff. Compare scores starting with the hardest hole and continue to the next hardest hole until a winner is determined. Ties outside the money spots will split points.

Fractions of a point will be rounded up to the nearest .5 point.

### **Arizona Scramble (February Event)**

Four-person teams scramble just as in a regular scramble, but with a twist.

The best tee shot is selected and all players play from that spot.

That spot means anywhere within a club-length of where the ball lies, no closer to the hole. This does not apply on the green – play it where it lies.

Lift, clean and place is legal.

The twist (called a Florida Scramble, but we are better in Arizona) – you cannot use consecutive shots by any player after the tee shot. The player whose shot is selected doesn't get to play the *next* shot. So, after teeing off on hole #1, only three players will hit each shot until the ball is holed.

There is a 4 drive minimum per player.

The player who is sitting out the shot is not allowed to putt in order to show the other three players the line. He/She is “sitting out the shot” per the format. Infractions result in a DQ.

Handicap formula: 25% of lowest handicap, 20% of 2<sup>nd</sup> lowest handicap, 15% of 3<sup>rd</sup> lowest handicap and 10% of highest handicap.

Team points awarded – 16pts for 1<sup>st</sup> place; 15pts for 2<sup>nd</sup>; 14pts for 3<sup>rd</sup>; 13pts for 4<sup>th</sup>; etc. down to 1pt for 16<sup>th</sup> thru 18<sup>th</sup>.

Ties for money prizes will be broken by a scorecard playoff. Compare scores starting with the hardest hole and continue to the next hardest hole until a winner is determined. Ties outside the money spots will split points.

Fractions of a point will be rounded up to the nearest .5 point.

### **Quota (April Event)**

Each player on the team plays their own ball throughout the round.

The goal for each player is to reach 36 points.

Players start with a certain number of points, which is their course handicap. Example:

If your handicap is 20 you will start with 20 points.

Points:

Bogeys – 1 point

Pars – 2 points

Birdies – 4 points

Eagles – 8 points

Add all 4 player's scores together to get the team score.

Each team plays against all other teams.

Foursomes will be comprised of twosomes from separate teams.

Team points awarded – 16pts for 1st place; 15pts for 2nd; 14pts for 3rd; 13pts for 4th; etc. down to 1pt for 16th thru 18th.

Ties for money prizes will be broken by a scorecard playoff. Compare scores starting with the hardest hole and continue to the next hardest hole until a winner is determined. Ties outside the money spots will split points.

Fractions of a point will be rounded up to the nearest .5 point.

### **Fourball (May Event)**

Note: This will also be played in the first round of the playoffs for the top 8 teams.

The top 8 teams will be the 4 division winners and the next 4 best records overall.

Division winners are home teams.

Each foursome is comprised of a twosome from different teams.

Tiebreakers for playoff seeding - 1. Regular season points 2. Head-to-head record 3. Total match play points YTD 4. Coin toss

The format is Fourball stroke play.

Playing in 2-person teams, each plays their own ball throughout the round and card their own scores.

The better net score is used as that twosome's score on each hole.

Your twosome's score is added to your team's other twosome's score to make your team score.

Playoff matches: 1 seed vs 8, 2 vs 7, 3 vs 6, 4 vs 5

The better team score wins the playoff match. The winner advances and the loser drops to the Consolation tournament.

The usual team event payouts apply.

Individual handicaps will be used.

Tie matches will be decided by a putt-off. Team event ties for money will be broken by a scorecard playoff.

Putt-off rules. Any non-involved person can officiate. Each team selects one player to putt-off.

Lowest total putts after three holes wins the match. If tied after three holes it goes to sudden death.

### **Championship Playoffs (June and July Events)**

The 4 winning teams from the May matches will move on to the league championship playoffs in June and July.

The lowest remaining seed will play the highest remaining seed. The lower seed is the home team.

The 2 winners of the June matches will face each other in the championship match in July. The losers of the June matches will play in July in the 3rd place game.

The format for both months is match play.

Tie matches will be decided by a putt-off by all 4 members of both teams. Three holes total putts.

League winner receives the trophy!

Previous league winners: 2006 – Four Jacks; 2007 – Breakfast Balls; 2008 – Death by Motorboat; 2009 – The Scabs; 2010 – The Scabs; 2011 – The Scabs; 2012 – Four Guys One Putt; 2013 – Balls Out; 2014 – 3Putt; 2015-2016 – ForePlay; 2016-2017 – ForePlay; 2017-2018 – Weapons Of Grass Destruction; 2018-2019 – Weapons Of Grass Destruction; 2019-2020 – Here Fore The Beer; 2020-2021 – Weapons Of Grass Destruction; 2021-2022 – 19<sup>th</sup> Hole All Stars; 2022-2023 – Crappy Gilmores.

### **Consolation Tournament (June and July Events)**

The 14 teams left out of the championship playoffs will compete in a 2-month (June/July) tournament of their own to try to win a share of the money.

The tournament will be a 2-month stroke play event. Each team's 4 players' net scores over June and July will be added together for the team score.

The top 4 teams win a share of the money (see league payouts above), which essentially means that 8 of the 18 teams will receive an end of year payout.

**Note:** The bottom 14 teams will be paired in match play format. This is because match play scores from June and July need to also be used to determine the 2022-2023 ESGL Individual points champion. In essence, we're playing match play, but also separately tallying strokes for the EOY payouts. Full details will be provided prior to the tournament, so that everyone is aware of points and money that is up for grabs.

The results from the previous month's Fourball event will determine the seeds for the June matches. The 1<sup>st</sup> seed will play 14, 2 vs 13, 3 vs 12 and so on. The July matches will be TBD based on the June results.

