

Sykes - Lady Golf Club at Overland Park, Kansas

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Sykes - Lady Golf Club at Overland Park 18 Hole Men's Golf League March 3, 2022 - Updated Scoring Format and Local Rules

Sykes - Lady Golf Club -- Wednesday Men's Golf League

OPGCMENSGOLFLEAGUE@GMAIL.COM

Rules for League -- 2022 - updated bunkers

Our Men's League uses the ***Stroke Play/Point Quota System*** as its weekly format. This format does not require a breakdown of players into flights; rather each player competes against himself (based upon the previous weeks' play) and the entire field. Also each foursome group competes against all other groups each play day.

The Goal is to beat your Quota each week by gaining points for actual gross score hole by hole. Players who play well and reach a point total above their Quota will see their quota increase for the next Play Day. Players who score below their Quota will see their Quota decrease for the next Play Day. Your Quota could change each week, either higher or lower based upon your point total. This System creates an equal balance for all skill levels and evens out Winners week to week by adjusting each Players Handicap based upon their actual League scores.

Point Quota: Our league's point quota scoring system is determined by several methodologies depending on if you are a returning member, new member or lastly, a new member with a USGA handicap.

1. If you have a USGA handicap your first days' quota is determined by your USGA handicap subtracted from the starting point total which is **40**. As an example, a 12 handicap would have a 28 quota on the first day of his league play.
2. Returning league members first day's quota will be last year's ending quota.
3. New members without quotas will be determined by taking your average score less par, and subtracting from 40. For example, if you normally shoot 90, you take 90 less 70 (par for OPGC) which equals 20. Take 40 minus 20 and your quota is a 20 on the first day of play.

3A. If a new member under estimates his average score on the sign up envelope the Board may by pass the computer calculations and increase the quota to equal his average score in league play.

Points are earned as follows:

- A Bogie earns 1 Point.
- A Par earns 2 Points.
- A Birdie earns 4 Points.

An Eagle earns 8 Points. (Hole in One on Par 3 earns 8 points)

An Albatross earns 16 Points.

Quota Adjustment Method is as follows:

- 2 Points or more less than Quota and your Quota goes down 1 Point
- 1 Point, Exact Quota, or +1 over Quota and your Quota remains the same.
- +2 to +4 Points over your Quota and your Quota goes up 1 Point.
- +5 to +9 Points over your Quota and your Quota goes up 2 Points.
- +10 Points or More over your Quota and your Quota goes up 3 Points.

Remember, Quota Adjustments are made after **each** weeks Play and are effective for the next Play Day.

SCORING RULES: Prizes will be awarded both to individuals and to teams. The top three scores including ties for both teams and individuals will be awarded prizes.

Scorecards will show the total points earned by each individual and the total points earned by the team and will be signed by all team members.

1. Record the score and points earned by each player on each hole.
2. Total the score and points earned by each player for each nine holes and the match.
3. Subtract each player's quota from the players points earned. This is the total points earned by that player.
4. Total the points earned by all players. Subtract the team quota from the total points earned. This is the total team points earned.

In the event no-show(s) reduce a team to a twosome or less the remaining player(s) should make every effort to repair themselves with other groups to form foursomes or fivesomes. If that is not possible, we will try first to match all twosomes together (on the score card) to make a foursome so that the team would be eligible to win money as a team. The matching will be done in chronological order based upon team # on the score card. If there is still a twosome unmatched, the twosome will be increased to a threesome through a blind draw of one of the players playing that day and the points earned for the team will be adjusted accordingly. To determine what player will be used as the blind draw, we will take the calendar date of play (for example the 17th), then take the 17th player listed on the pairings list. His plus or minus score to quota will be added to the twosomes score card. His name will be listed as "BLIND DRAW".

FILLING OUT SCORECARD:

Complete the score card by only putting the points earned on each individual hole. For example, a player completes #1 South (a five par) and pars the hole -- simply place a two on the scorecard for that hole. Do this for each hole and then total all the points, have each member sign the scorecard and place in the league box located in the snack bar area after the round. Should a member want to keep their actual stroke score -- please use the appropriate Sykes - Lady Golf Course scorecard.

7:03am		South to North																				
Hole		1	2	3	4	5	6	7	8	9	Out	10	11	12	13	14	15	16	17	18	In	Total
White		509	136	359	350	143	531	372	147	330	2877	332	167	359	370	343	517	140	363	326	2917	5794
Handicap		5	15	9	1	13	7	3	17	11		18	14	2	8	12	6	16	4	10		
Par		5	3	4	4	3	5	4	3	4	35	4	3	4	4	4	5	3	4	4	35	70
Sean Chalk	40	8	4	2	2	2	8	2	2	2	32	2	2	2	2	2	8	2	4	4	28	60
Leroy Neely	18	1	1	1	1	1	0	0	0	0	5	1	1	1	2	2	0	1	2	0	10	15
Mac McKenzie	17	1	0	1	0	1	1	0	0	1	5	2	2	1	1	2	2	0	0	0	10	15
Michael Tanner	50	0	0	0	0	0	0	0	0	1	1	0	0	0	0	0	0	0	0	1	1	2
GOAL	125	10	5	4	3	4	9	2	2	4	43	5	5	4	5	6	10	3	6	5	49	92

NOTE: Hole #4 South is played as a Par 4 from ALL tee boxes, even though the OP score card shows it as a PAR 5 from the Gold tee boxes.

FEES and PAYOUTS:

The Winners are the Players with the most points over their Quota each week. There is a onetime annual entry fee of \$60.00 to join the league. Each week's entry fee is \$5.00 - plus applicable green and cart fees.

Pay-Outs will be based upon the Number of participants each week both individually and by Team.

Payout Formula:

We are using the formula that the individual split 1/3 of \$4 paid in, This is split 50% for first, 30% for second and 20% for third.

We use the other 2/3's to payout for teams. We use the same percentages for team as individual. In case of "ties" monies from each place is added together and divided equally to those winners.

The additional \$1.00 is used for awards, luncheons and refreshments or tournaments.

SIGN UPS AND POSTINGS:

Signups for weekly play will be sent out by email. On Thursday, after play, an email will be sent out to all members with a web link to sign up for next week's play. You simply click on the web link and go to the drop down box to find your name. Select your name then select "yes" if you are playing. We don't need to know if you are **NOT** playing. An additional box is there for special requests such as early, middle, late tee time requests. The sign up window is approximately 48 hours. After that any changes need to be emailed to OPGCMENSGOLFLEAGUE@GMAIL.COM.

PLEASE SEE THE LAST PAGE FOR MORE DETAIL ON SIGN UP, THE EVENTS AND TIMING OF THE OF THE PROCESS WITH CONTACTS.

Sykes - Lady Golf Club -- Wednesday Men's Golf League Local Rules Approved/Updated 01/2016

The 18 Hole Men's Golf League is designed as a social league and the local rule changes support that goal. Golf for us is supposed to be fun. And IF you wish to play completely by the USGA Rules of Golf, please do so. However, if you wish to be able to play the ball up and take a "gimme", you can do that too. In our league, the quota system will take care of these adjustments weekly. But please, even if we're going to play by some generous "Local Rules", let's

be gentlemen about it and keep some semblance of the rules and not be blatant to the point of taking advantage of a particular situation. Each member's responsibility is to "protect" the field as we play.

1. TEE BOXES:

White Tee's

Gold Tee's

*During the year, if you move from Gold Tee's to White- subtract 4 Quota

*During the year, if you move from White Tee's to Gold- Add 4 to Quota

+ Members that choose to change tee boxes after establishing their quota -- must make a "special" effort to notify the Advisory Committee Members to ensure the correct quota is included on the upcoming score card.

2. PLAYING THE BALL UP: You may improve your lie anywhere on the course. Do not move the ball more than 6" from its original position. Do not move the ball to a different cut of grass. If you are behind a tree, you are **not entitled** to move your ball away from interference by the tree.

3. GIVING PUTTS: You may pick up a putt that is "**within the leather**". That means the length of the average steel shaft putter, approximately 15" to 24". This will speed up play -- but each player and team should be consistent to "**protect**" the field.

4. READY GOLF: Our league plays Ready Golf. An acceptable round of golf should be **completed in 4 hours and 15 minutes**. Do not practice on golf course. Record scores at next tee box. That means Play when Ready and Play when it's safe to hit. Be aware of your position on the golf course - stay one shot back of the group in front of you. If you need a detailed explanation of how to play Ready Golf, please refer to the Golf Program Book, available in the golf shop.

5. CONTINUOUS PUTTING: This is something our league strongly recommends, if appropriate. It is not necessary to read putts multiple times. Be aware of your fellow competitors, their position on the green and most importantly their attitude about your standing on their line. This is not only a Pace of Play, but a courtesy issue as well.

6. PINE STRAW: Our league considers all pine straw, no matter when it was strewn, as Ground Under Repair. Please use the USGA's guideline for a free drop from this condition -- **one club length, no nearer the hole**.

7. NO MOW AREAS: Please limit your search to three **minutes**. If you can't locate your ball take a **one stroke penalty** and take a drop (one club length) back into play on your line into the hazard and no closer to the hole. This rule will speed up play and you do not need to take a "provisional" tee ball.

8. LOST BALL OR WATER HAZARDS: Please take a **1 stroke penalty** and drop closest to the line where it went into the water, or closest to where your group thought that the ball was lost. **Or**, if local rules have established a "drop area" the member can take his next shot from that location. Refer to examples below.

Example 1: If you hit the ball in the tall grass and can't find it, drop where the ball entered the grass and you will be hitting your 3rd shot. One in, one penalty, and then hit your 3rd shot.

Example 2: You hit your tee shot and can't find the ball. Drop another ball where you thought it should be and you will be playing your 3rd shot.

Example 3: On #4 South, if you hit into the water you can drop anywhere back from the point the ball entered the water (because it has yellow stakes) **or** you can use the "drop area" just pass the water and right of the green with a one stroke penalty.

Example 4: On #3 and #9 South if you hit into the water on your tee shot -- you must **re-tee** the ball as there is no drop area. Take a one stroke penalty.

9. PICK UP BALL - IF OUT OF THE HOLE: Hole does not need to be completed, pick up after bogie does not hole you out or at anytime you feel you cannot score on the hole. Since the scoring is on a hole to hole basis, non completion of a hole does not force disqualification.

10. FENCE LINES or OUTSIDE BOUNDRIES:

1. All fence lines are considered lateral hazards, take a drop where the ball crosses the fence line, **add one stroke and play on**. This rule comes into play often on North #8 and many holes on West Links.

2. Free drop on north #3 if your ball is behind the fence guarding south #7 tee box. Take the drop at the north end of the fence.

11. CLUB RULE AND REPAIR GREENS:

Play with as many clubs as you want. Please repair ball marks on the greens and rake bunkers.

12. LOCAL RULE FOR MENS LEAGUE—“WET/BAD BUNKERS” -- PLAY THE BALL OUT OF THE BUNKERS

“If a player’s ball lands in a bunker on a lie where the sand is excessively wet, underwater or otherwise in poor condition, the player may (1) play the ball as it lies, or (2) lift, clean and place the ball at another location within the bunker and, equidistant from the hole, where the poor condition does not exist.

All players may rake and place balls in the bunkers with the varying conditions of the bunkers themselves week to week. If the ball is in a water filled area of the bunker, the player can move the ball to a playable spot still in the bunker - rake and place their ball (drop from knee height) - and play their shot with no penalty. The ball must stay in the bunker to avoid a penalty stroke. Please remember, they are still hazards and they will be treated as such should you “choose” to remove the ball out of the bunker hazard - you must take a penalty stroke.

If there is no such alternative location within the bunker, the player may place the ball behind the bunker, keeping the point where the ball originally lay in the bunker directly between the hole and the spot where the ball is placed, with no limit to how far behind the bunker the ball may be placed.”

Essentially, what this rule says is that if a ball lands in a bad/wet spot in a bunker, the player must either play the ball as it lies or find another spot within the bunker that is no closer or farther from the hole. Otherwise, he takes a drop behind the bunker.

The Overland Park Golf Division knows about the conditions of the bunkers and actively works on them every week. The time has come for replacement of those bunkers and they are a top priority to get done but it will be a multi-year project to do so. While they are working diligently on this project, along with up-keeping a course that has over 80,000 rounds played on it annually at the same time, we will allow our players the relief needed to play out of these hazards.

13. RULE ADJUSTMENTS: The Advisory Board can change or add any rules during the year as necessary to accommodate league changes as to enhance the enjoyment and growth of the league.

In the event a league member becomes disruptive to the general play of the league by exhibiting behavior that is not consistent with the rules and spirit of the league - this matter should be brought to that member's attention by his playing partners immediately during the day of play and reported to a member of the board upon conclusion of play. If it becomes apparent that a particular member is repeatedly exhibiting unethical behavior the board may take action. At its discretion, the board may convene a special meeting to review the issue and, if necessary, by unanimous vote decide to exclude the offending member from further league play. Should this action be necessary the board will refund the full amount of the player's dues.

14. Team Jumping. The pairings are done on a randomizing computer logic. This is done so that everyone has a chance to play and meet new members each week. We do not pair up players on the buddy system. If a member jumps from his assigned pairings group to play with his buddy, the Board at its discretion may void that player's score from that round so that player is not eligible to win individual, team, longest putt, closest to the pin and Skin money that round.

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