



### **Rule 1: Players**

Greater Denver Area Sports Association Golf League is made up of two-person teams, where teams can be compiled of men, women or mixed-couples.

### **Rule 2: League Play**

Each week teams are matched up with another two-some in the league. Each week, Greater Denver Area Sports Association Golf League will set a tee time for each match. Teams will have balanced schedules throughout the 8-week period.

### **Rule 3: Handicaps**

Each player's handicap will be 100% of the difference between the player's average score and scratch. Handicaps will be tracked using the 18 Birdies app (each player is responsible for tracking and knowing their own handicap). The minimum allowed handicap will be 0 and the maximum allowed handicap will be 19. For the first three weeks of the league, the Callaway Scoring System (provided at the bottom of the page) format will be used. For any subs with no previous scores, the 80% handicap system will be used. For all subsequent rounds, the 100% system will be used.

### **Rule 4: Averages**

After the first three weeks of play, your handicap will be determined by the taking the average of said weeks using the Callaway Scoring System. If a sub is used, he/she will use his/her league average from each time he/she has played in the league. If a person participates only as a sub, he/she will use his/her average as a sub after having established it the first time he/she plays. At the end of the season, averages will be figured using whole season averages.

### **Rule 5: Scoring**

Teams will be playing for points against both the other team in their foursomes and the other teams in the league. A team will receive 2 points for every team in the league that it beats and receive 1 point for every team in the league that it ties. For example, if there are eight teams in a league, the team with the lowest net team score will be awarded 14 points. The team with the second lowest net team score will be awarded 12 points, and so on. The team with the highest net team score in the league will receive 0 points. In addition to those points, teams will also be competing head-to-head against the other team in their foursomes. The lowest net team score in each foursome will receive 2 bonus points.

### **Rule 6: Tee Boxes**

Women tee off from the designated women's tee markers. Men tee off from the designated men's tee markers. Pro tee markers will not be used.

### **Rule 7: Pace of Play**

Due to the number of teams and the limited amount of daylight, it is very important that you keep pace with the group ahead of you. Please work hard to keep up. Please limit practice swings to two or less.

### **Rule 8: Scorecards**

Ensure your scorecard is filled out completely including your name, league day, individual hole scores and total round score. Submit your completed scorecards to one of the co-directors following the round.



### **Rule 9: Stroke Limit**

If a player has reached a score of **quadruple bogey (four over par)** and has not yet completed a hole, he/she must pick up his/her ball and discontinue play. He/She will get the maximum score of quadruple bogey on that hole.

### **Rule 10: Putting**

Each hole will have a 3-putt maximum from the green. If your ball is on the green, and you do not hole out after your first two putts, you do not need to putt again. You will automatically add one more stroke to your score, and pick-up your ball. **EXCEPTION:** If one of your first two putts goes off the green, you must hit it back onto the green before you can add a stroke and pick-up. If a putt is inside 2-feet, it is “good” and does not need to be holed out. Players can use the flagstick to measure if unsure whether or not a putt is “good.”

### **Rule 11: Playing Rules**

If a ball is lost or hit out of bounds, place a ball at the closest playable spot (no closer to the hole) to where the ball was judged lost, take a one-stroke penalty, and continue play. For example, for a tee shot on hole three that goes over the fence or goes into the tall rough and cannot be found, a ball will be placed in a playable spot nearest the point where it went over the fence, or nearest to where the ball entered the tall rough, and the player will hit his/her third shot.

### **Rule 12: Substitutions**

Individual matches will not be made-up. Substitutes or blinds may be used. When using a blind, the blind score will always be a net 43. On any given night, a team can use two subs, but a team cannot use two blinds together on the same night. It is possible to use a sub and a blind. Subs can be any public person. An individual person can sub for one team up to a maximum of three times.

### **Rule 13: Rainout/Lightning Policy**

The Overland Park Golf Course Staff will make the decision as to whether or not the league will be called-off. If more than half of the league does not complete their rounds, no scores will be counted, and that entire week will be made up (if possible). If at least half of the groups in the league completes their rounds, those groups who have not finished will take the scores on the unfinished holes from their last completed league round. If there has not been a completed round for a golfer, he/she must make-up the uncompleted holes within 6 days, otherwise that week the team will be scored incomplete and finish in last place.

### **Rule 14: Forfeits**

Two forfeits will drop a team from league play. If you cannot play on your scheduled night, please get a sub to replace you.



### Callaway Scoring System

Gross Score					Handicap Calculation
-	-	36	37	38	Scratch Handicap. Use Gross Score.
39	40	41	-	-	Handicap = 1/2 worst hole score + adjustment
42	43	44	45	46	Handicap = Worst hole score + adjustment
47	48	49	50	51	Handicap = 1 1/2 worst hole scores + adjustment
52	53	54	55	56	Handicap = 2 worst hole scores + adjustment
57	58	59	60	61	Handicap = 2 1/2 worst hole scores + adjustment
62	63	64	65	66	Handicap = 3 worst hole scores + adjustment
67	68	69	70	71	Handicap = 3 1/2 worst hole scores + adjustment
72	73	74	75	76	Handicap = 4 worst hole scores + adjustment
77	78	79	80	81	Handicap = 4 1/2 worst hole scores + adjustment
82	83	84	85	86	Handicap = 5 worst hole scores + adjustment
87	88	89	90	91	Handicap = 5 1/2 worst hole scores + adjustment
92	93	94	95	96	Handicap = 6 worst hole scores + adjustment
97	98	99	100	101	Handicap = 6 1/2 worst hole scores + adjustment
<b>-2</b>	<b>-1</b>	<b>0</b>	<b>+1</b>	<b>+2</b>	<b>Adjustment Factor for Handicap</b>