

# BUSTER'S GOLF LEAGUE RULES 2007

## DUES PAYMENT SCHEDULE

League dues need to be paid to Charlie: **\$120 by April 16, \$115 by May 14, and \$115 by June 18.** A Player's dues includes weekly prize money of \$1.00/ **Individual Gross Skin**, \$1.00/ **Individual Net**, and \$1.00/**Team Net**

**TWO (2) NO SHOWS WILL BE BOOTED OUT OF THE LEAGUE WITHOUT REFUND**

Please call, preferably your partner or opponents, if you're running late or can't make your tee time.

There will be no makeup games so make sure your scorecard is turned into Buster's on Monday night!!!

Must play scheduled opponents. First 4-Some on tee, first off.

## RULES

1. Play the ball down. Where it lies.
2. Count all strokes including wiffs.
3. Putt out all putts. NO GIMMES.
4. If you go out of bounds off the tee you can hit another ball off the tee with a one-stroke penalty or you can go to the point of entry and drop anywhere on the ball's flight path back towards the tee with a one-stroke penalty. 1 in 2 out, hitting three.
5. If you go out of bounds anywhere else on the course you get 2 clubs lengths relief from point of entry no closer to the hole with a one-stroke penalty.
6. If a man-made object interferes with your stance, your swing, or your ball, you get 2 clubs length relief, no closer to the hole. This applies to standing water also.
7. First League night will be played to establish a handicap and no points will be awarded to any team.
8. The maximum HOLE SCORES are as follows:

**Par 3 the max is 6**, if more than 6, pick up & write down 6 with a triangle.  
**Par 4 the max is 8**, if more than 8, pick up & write down an 8 with a triangle.  
**Par 5 the max is 9**, if more than a 9, pick up and write down 9 with a triangle.  
A player can't win a hole with a triangle.

**The maximum handicap that a player can have is 18 per 9 holes.**

9. Handicaps will then be computed as follows:
  - First Week** Your score minus 36 times 90%.
  - Second Week** Average of your **first** two scores minus 36 times 90%.
  - Third Week** Average of your **first** three scores minus 36 times 90%.
  - Forth Week** High and Low scores of your **first** four scores will be thrown out and the remaining two scores will be averaged minus 36 times 90%.

*Your handicap can go up or down during the first four weeks, afterwards weekly handicap will go no higher, but can only go down.*

**Fifth Week** High and Low scores of your **last** four scores will be thrown out and the remaining two scores will be averaged minus 36 times 90%  
**Remaining Weeks** Same as Fifth week.

10. High handicap players play each other, low handicap players play each other. If a team has players with the same handicap they should determine who will play the low handicap player and the high handicap player of the opposing team prior to the start of the match.
11. Everyone will be using their handicap strokes. Example: PLAYER 1 has a 5 handicap, and uses them on the 5 hardest holes. His Opponent PLAYER 2 has a 7 handicap, and uses them on the 7 hardest holes.
12. Individual Gross Skins will be paid the first week. Individual Net and Team Net monies will be carried over to the second week.
13. One player having the **lowest score on a hole** when compared to the whole league wins **Individual Gross Skin**.
14. One player having the **lowest handicapped score** wins **Individual Net**.
15. One team having the **lowest combined handicapped scores** wins **Team Net**.
16. Substitute players are included in the Team Net game. However, if they want in on the Individual Gross Skin game they must pay \$2.00 before play begins and are only eligible to win Individual Gross Skin money for that nights play, **can't win any money from a carryover**.
17. League Scoring consists of up to 11 possible points per player:
  - 1 point per hole won
  - 1 point to player winning most holes
  - 1 point for best net score
18. MAXIMUM POINTS PER TEAM PER MATCH = 22
19. SCORECARD SHOULD BE LEGIBLE AND HAVE THE FOLLOWING INFO:
  - DATE-COURSE PLAYED
  - ONE SIGNATURE FROM OPPOSING TEAM
  - ALL SCORES
20. "NO SHOW" TEAM GETS 0 POINTS.
21. SHOW TEAM GETS HIGH SCORE FOR THAT WEEK.

**RULE FOR 2007- WE WILL BE PLAYING THE BALL DOWN.  
PLAY IT WHERE IT LIES, THIS IS REAL GOLF.**

IMPORTANT PHONE NUMBERS: WEATHERWAX-425-7886    Buster's 424 3861

**For 2007 Schedule, Scores Handicaps, Contact Sheet & Handicap Calculator By Course visit the Web Site.**

