

Caddyshacker's Handbook

THE CADDYSHACKER'S



GOLF LEAGUE

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Membership

- League membership is open to all golfers. Perspective members will need to be sponsored by an existing member of the club who is in good standing. Current members have priority over non-members should there be a need to limit membership.
- League membership requires payment of annual dues determined by the League Commissioner.
- Members will be required to pay greens fees and cart fees.
- Prospective league members must register with the league commissioner at least one month prior to the start of league play.
- Member dues are \$85.00 for existing members and \$125.00 for new members (\$85 for league dues, \$40 for league shirt)
 - Dues are due by **March 31st**
 - A late fee of \$15 will be assessed for members not paying by **March 31st**
 - Members not paying dues will be moved to inactive.

OFFICERS AND COMMITTEES

League President – (Jamaal Birkett)

League Commissionaire (Willie Kennedy)

1. Manages league and membership.
2. Point person for all league business and primary contact.
3. Presides over all meetings.
4. Carryout the mandates of the membership.
5. Make decisions on off course issues.
6. Oversees committees

Finance Committee: Receive and account for all funds; Provide a detailed account of all revenues, expenditures, make financial sheet available to all members; Collect dues and keep a list of all paid members, visitors, etc.; Disburse funds that have been approved for club operations.)

- Birkett, Merritt, Danny

Scheduling Committee (Identify and schedule all courses/times for the season; Manage/maintain schedule; Assign/maintain groups for each round of golf; Organize tournaments).

- Andre, Willie, Jordan

Scoring Committee: (Develop and maintain league scoring system; Maintain league handicap/league tracking software; Post scores to website; Make scores available to all team members (email, paper copies, website, etc.); Records results (scores) for each outing; Prepare final results for the year.

- Andre, Willie

Competition Committee: (Maintain/manage league rules; Recommend changes to league rules; Manage payouts (skins, low net, etc.); collect/distribute money for skins; Make rulings on course disputes; Make decisions on cancelling round due to inclement weather.

- Andre, Roy, Phil, Jordan

League Rules

1. Play the course as you find it and play your ball as it lies.
2. Play by the Rules and in the spirit of the game.
3. You are responsible for applying your own penalties if you breach a Rule, so that you cannot gain any potential advantage over any member in the league.
4. Outings are governed by USGA rules unless modified by Caddyshacker's Rules.
5. Seniors must be 70 years old or older (you are also eligible if you will turn 70 during the season).
6. Tee's
 - Non-Seniors primarily play from the white or middle tee's (tee's may be moved backed depending on the course).
 - Single digit handicappers will play from the blue or championship tee's.
 - Seniors may play from the senior tee's (Seniors must be 70 years old or older (you are also eligible if you will turn 70 during the season)).
 - Seniors must designate which tee they will be playing from at the beginning of the season.
 - If senior tees are not available or the tee's have been moved back, they will play from the white or middle tees.
 - Players with a handicap over 30 can play from the senior tee's, but must designate which tee they will be playing from at the beginning of the season.
 - Ladies play from the Ladies or red tees.
 - If ladies' tees are not available, they will play from the senior tees.
7. All members are required to putt out, no "gimmies".
8. Ball can be rolled in the fairway.
9. Search for lost balls no more than three (3) minutes.
10. All players must have 3 cards (54 holes) to establish a handicap.
11. If you find your ball in play, but in a circumstance where you are not able to make a swing or advance the ball, then you are entitled to claim an unplayable lie. Under this rule, you incur a one-stroke penalty, drop your ball within two club lengths of where the ball came to rest, without moving closer to the hole. However, if the ball is on a root, or a root is in the path of your swing, you are allowed to take a drop no closer to the hole and not improving your shot.
12. Pickup Rule:
 - In order to keep pace of play, players CAN pickup after 3 strokes over par (triple bogey).
 - Par 3, **CAN** pick up after 6 strokes.
 - Par 4, **CAN** pick up after 7 strokes.
 - Par 5, **CAN** pick up after 8 strokes.
 - However, players will be assessed a **2-stroke** penalty that will be applied to their NET Score for each time they pick up.

13. Lost Ball and Out of Bounds

- **LEAUGE RULE:** Players have the option to drop the ball in the vicinity of where the ball is lost or out of bounds (excluding the nearest fairway area), under a **one-stroke** penalty. Find an area no closer to the hole and take your drop. Such ball placement must be agreed upon by one or more players in the group.

14. Members will wear league shirts the first Saturday of each month. Players will be notified for any additional days in which shirts will be worn. A \$5 fine will be assessed for members who do not adhere to the dress code.

15. There will be an “official” scorecard keeper for each group who is responsible for turning in their group’s “official” scorecard.

16. Members that arrive late will be responsible for catching up and joining their group in play. They will be assessed a double bogey for each hole missed and assessed a \$5 late fee.

* The Caddyshacker’s handbook is available from our website.

* Each member should secure a USGA rule book.

Slow Play Improvement Recommendations

- MAINTAIN PACE OF PLAY!
- Try to keep pace with the group in front of you.
- ALWAYS PLAY READY GOLF
- When possible, putt out, eliminate unnecessary ball marking.
- Pick up ball when appropriate.
- Keep an extra ball with you at all times
- Carry extra clubs with you
- Limit the search for lost balls to 1-3 minutes, other players should continue to play
- Line up your putt while awaiting your turn
- Be ready to hit your next shot
- Limit your practice swings & practice routine
- Players CAN pick up after triple bogey

Flights

For league scoring, the league will be divided into flights, an A flight, B flight, Senior Flight (70+ or HCP over 30) and C flight (temporary flight for new members). Flights will be aligned to best balance the number of players in each flight. New members who do not have an established handicap will be placed in C flight until they have an established handicap and then aligned within the appropriate flight.

Handicapping

Handicaps will be maintained and calculated by the league software/website Golfsoftware.com

Members will need at least 3 rounds to establish a handicap.

New players and players without 3 rounds will have their handicaps manually tracked using the standard handicap calculation method until that player has completed 5 rounds and Golfsoftware is able to calculate and maintain that player's handicap.

Visitors

Visitors are welcome to play with the Caddyshacker's to check out the league in order to determine if they would like to join the league as a paid member. After 3 rounds, visitors will be assessed a \$10 fee to play with us.

Visitors are NOT allowed to participate in the FLIGHT skin pot. However, members from each flight and visitors can participate in the "SUPER POT" which is optional.

Player Responsibilities

1. Paying dues on time.
2. Reading league communications.
3. Adhering to league rules.
4. Players are to come to the course on time (time to pay green fee's, low-net fees, skin pots, closest to pin, etc. and have enough time to join their group on the tee box.
5. Entering their scores in the leagues scoring software app.
6. Managing slow play.
7. Communicating if unable to play or lateness.
8. Turning in an "official" scorecard.

Fines/Late Fee's

1. Members are required to wear league shirts on the first Saturday of each month. Players will be notified for any additional days in which shirts shall be worn. A **\$5** fine will be assessed for members who do not adhere to the dress code.
2. Members will be fined **\$5** for **NOT** communicating absence prior to their scheduled tee time. After the third offense the player will no longer be placed on the schedule. If/when the player shows up after being removed from the schedule and not communicating their participation, every attempt will be made to place them in a group for play.
3. Members will be fined **\$5** for showing up late (late is defined by missing assigned tee time at the tee box).
4. If league dues are not paid by the due date, members will be assessed a late fee of **\$15** and moved to inactive status.

League Format – Stableford

Overview

Unlike most golf tournament formats, in a Stableford, the high score wins just like in football, basketball, and baseball. In Stableford scoring, points are awarded depending on the score for each hole.

A player or team scores one Stableford point for a bogey, two for par, three for a birdie, four for an eagle and five for an albatross. Double-bogies and worse just get a zero. Instead of a dreaded snowman (otherwise known as taking eight on a hole!), the score is zero.

The individual or team wins the Stableford golf competition by scoring the most Stableford points overall. Player handicaps will be used so the golf tournament is fair and fun for all. For example, if a player takes six shots on a par-4 hole, but is entitled to one shot because of his or her handicap, the net score is five. That's a bogey which earns one Stableford point.

Guidelines

1. Stableford points will be awarded as follows:

- a. Double Eagle or less - 5pts.
- b. Eagle - 4 pts.
- c. Birdie - 3 pts.
- d. Par - 2 pts.
- e. Bogey - 1pts.
- f. Double Bogey and higher - 0 pts.

Scores will still be recorded and calculated for handicap and low net; nothing changes there.

Stableford is ONLY used to calculate Points after every round. There will be a first half winner, a second half winner which will play for the flight championship at the end of the season.

2. The league software will be used to award and track points.

League Champions

Flight Champs

The league will award a **Flight A Champion, Flight B Champion and Senior Champion** based on Stableford points accumulated. The points leader from the first half will play against the points leader from the second half for the flight champ. This will be based on the **BEST 7 scores** from each half (each player will be awarded a “bye week”, for vacations, work, etc.). A player may not win both first and second half. In the event a player is the leader in both half's, the second-place leader will be recognized as the second half winner.

Low Gross and Low Net Champions

The “**Low Gross**” and “**Low Net**” champion will be determined during 2 tournament rounds near the end of the season. We will combine the scores from these tournament rounds, the player with the lowest combined gross score will be the **Low Gross** champion.

Example: Joe Smith $77+81=158$ Mike Jones $78+82=160$ Joe Smith would be named the “Low Gross” champion.

The “**Low Net**” champion will be determined by combining the scores of the two tournament rounds and then subtracting their handicap, the player with the lowest combined net score will be the Low Net champion.

Example:

Mike Jones: $81+83=164-24=140$ (the handicap is added from each course and then subtracted)

Joe Smith: $86+87=173-32=141$ (the handicap is added from each course and then subtracted)

Mike Jones would be named the “**Low Net**” champion

Tie Breakers

Ties will be broken by comparing players scores starting with the #1 handicap hole and the next ascending hole, the player with the lowest score wins the tie breaker.

Most Improved Player

The player that improves their handicap the most will be awarded the leagues Most Improved Player.

Most Improved Player will be decided using the following model:

1. Player must be a member in good standing (**New members are not eligible**).
2. Player must have played at least 10 rounds.
3. Calculate using the USGA method $(12 + \text{initial handicap index}) / (12 + \text{ending handicap index})$ – round to 3 decimal places.
4. Player with the best calculated score will be awarded the Most Improved Player.

A player will only be allowed to win 1 of the tournament championships.

Buy-Ins/Payouts

- Buy-Ins
 - Mandatory **\$3** buy-in for **low net** (members only).
 - Skins/Pins (optional).
 - **Skins** buy-in is **\$10** (by flight only)
 - **Closest to PIN** buy-in is **\$1** per par 3
 - **Super Pot** buy-in is **\$5** (anyone, including visitors can participate)
- Payouts
 - After each round a Low Net payout will be awarded to the low net winner from each flight along with Skins/Pins.
 - End of Season Payouts:
 - Flight Points Winner Payouts - Champion: \$100; Runner-up: \$50 (Each Flight)
 - Low Gross and Low Net champions payouts - \$100 each. (Each Flight); Runner-up: \$50 (Each Flight)
 - Hole-in-one - \$25
 - Player with the most Eagles - \$25 (Each Flight)
 - Player with the most Birdies - \$25 (Each Flight)
 - Most Improved Player: \$25

League Tracking ([Golf League](#))

- Scores will be entered during/after each round in the league software.
- Points and player stats will be maintained and accessible from the league software.
- League data will be available from the league website
- League financial sheet can be accessed from the Member section of the website.

League Website <https://kennewi.wixsite.com/caddyshackers216>

- League data will be available from the league website.
- League financial sheet can be accessed from the Member section of the website.
- Schedule is available from the league website.
- All League information and details is available from the league website.

Weekly Process

- Two weeks prior to our round, league commissionaire confirms tee time.
- Wednesday's
 - The Wednesday before a Saturday round is "commit" day. Meaning any player who is **NOT** playing on Saturday communicates via GroupMe or direct text that they will not be playing on Saturday.
- Thursday's
 - The Thursday before a Saturday round is used to identify any visitors that want to join us on Saturday if we have openings. This will be done on a first come, first served basis. Foursomes and tee times will be posted.
- FRIDAY's
 - The Friday before a Saturday round is used to reset foursomes, tee times if required and cancel any additional tee times.