LINCOLN SENIOR MEN'S GOLF LEAGUE RULES 2026

I. MEMBERSHIP & DUES

II. LEAGUE ORGANIZATION/ SCHEDULE

III. CHOICE OF TEES

IV. VARIANCE FROM USGA RULES OF GOLF

V. HANDICAPS

VI. SUBSTITUTES

VII. ALTERNATE DATE FOR MATCH

VIII. SCORECARDS

IX. POINTS

X. RESULTS/TEAM STANDINGS

XI. WEATHER CANCELLATION

XII. HOLE IN ONE

XIII. DEFIBRILLATORS/EMERGENCIES

XIV. SPECIAL EVENT (FUN DAY/JUNIOR COURSE EVENTS)

XV. PACE OF PLAY

XVI. RULINGS/ DISPUTES /CLARIFICATION OF RULES

Section I: MEMBERSHIP

A. Eligibility

Membership is open to men 60 & older. Members do not have to be residents of the city of Lincoln.

B. Membership Categories & Dues

Members may be either 'Regular' members, that is, a 'Regular' member of a two-man team; or they may be 'Substitutes.'

Regular Members: Dues $40 per person. Substitutes dues $20 per person [No registration deadline]

League membership dues cover general League operating costs, yearend divisional prizes, lunch at the Annual Meeting, and Fun Day flag prizes Dues do not include any greens or cart fees, or entry fees for special events.

Section II: LEAGUE ORGANIZATION/SCHEDULE

Regular League competition is by two-man teams. Team competition is conducted on Wednesday and Thursday mornings from May through August with the number of matches determined by the annual calendar. Once all team entries for the year have been determined, the teams are assigned to divisions according to the sum of the beginning handicaps of the two players. Regular members may play in league competition on both Wednesdays and Thursdays but will be required to pay dues for each day.

Most divisions play 18-hole matches, but there will typically be at least one division which plays 9-hole matches. The League also maintains and sponsors a large number of 'extra events,' generally called "Fun Days," at many of the municipal, local, and area courses. See the separate section (Section XIV) regarding Fun Days.

III. CHOICE OF TEES

A. General Rule

Beginning in 2026, **ALL** members of the Senior League will use the YELLOW tees for league play on the Lincoln municipal courses.

B. Fun Days

Special rules regarding the use of tees will be formulated for all Fun Days and special events. Provisions of the rules will vary according to the course involved and the nature of the event. The effort will always be to allow all members of the League to enjoy the Fun Days while maintaining an even competitive environment.

IV. VARIANCE FROM USGA RULES OF GOLF

League play will be governed by the USGA Rules of Golf as modified by local rules and the following special League rules. These revisions from the 2018 League rules consider correspondence with the new USGA Rules which become effective January 1, 2019. Please recognize that the purpose of any deviations from the USGA rules is primarily to make the game more enjoyable for our members and to improve the pace of play.

A. PREFERRED LIE: (Local LSMGL Rule): During the entire season in League play, including Fun Days, all players in all divisions are allowed to move their ball without penalty in all locations on the course to create a "preferred lie". "All locations" includes all locations in the rough as well as the fairway, in all sand bunkers, and all penalty areas. The intent of this rule is to allow players to create the best lie of the ball in any circumstance; but the intent is limited to the lie only, and is not intended to allow the player, without penalty, to significantly alter the area of stance, area of swing, or line of play beyond what the distance of one grip length would provide. To use a preferred lie, a player must first locate his ball and then, from that spot, the player may improve the lie by moving his ball, without penalty, up to one 'grip' length (no putter grips please) from the original spot. The player may lift, clean, and place the ball, or move it around with a club (fluffing) to improve the lie (but not the line).

LIMITATIONS of Preferred Lie Rule:

While improving his lie the player may NOT move the ball WITHOUT PENALTY as follows: (a) from off the green to on the green; (b) from the rough to the fairway; (c) from the primary cut of rough to the first cut; (d) from a penalty area to outside the boundary of the penalty area; and(d) from being submerged in water to outside the water.

In general, if a player has located his ball and wishes to move the ball to a Preferred Lie more than the allowed distance, he MUST invoke the 'unplayable lie' rule, take a one stroke penalty, and proceed according to the rule.

B. STROKE AND DISTANCE RELIEF: --PROHIBITED

"Stroke and Distance" relief refers to going back to the spot a ball was originally hit from, taking a one stroke penalty, and hitting another ball. THIS OPTION WILL NOT BE AVAILABLE DURING LSMGL PLAY. (This prohibition is made in the interest of maintaining pace of play, and it applies to ALL situations, including the Unplayable Lie Rule, the Lost Ball Rule, the Out of Bounds Rule, and the options under Penalty Area rules.

C. UNPLAYABLE LIE: LSMGL Rule)

When the ball is found, a player may deem his ball unplayable at any place on the course except when the ball is out of bounds. The player is the sole judge as to whether his ball is unplayable. After the player locates his ball and declares it unplayable, he may: (1) take "Back on the Line of Relief" –place his ball behind the point where the ball lay, keeping that point directly between the hole and the spot on which the ball is placed, with no limit to how far behind that point the ball may be placed, with one stroke penalty; (2) place a ball within two club lengths of the spot where the b all lay, in any direction but no nearer the hold, with a one stroke penalty.

D. PENALTY AREA: (Defined==LSMGL rule)

For LSMGL purposes a "penalty area" will be any area in bounds that has not been expressly prepared by the course personnel. Prepared areas will include greens, fairways, sand bunkers, the first cut of rough, and the primary rough, which has been mowed. The penalty areas on the Lincoln courses will include: (a) those areas previously identified as hazards marked by yellow or red lines or stakes; (b) those areas, perhaps difficult to define but not difficult to recognize, which most players call (politely) the deep stuff, that is the un-mowed really deep, heavy grass (think the heavy grass on the right side of Pioneers #5 or many areas between fairways at Highlands, or between #2 and#4 at Holmes, etc.); and, (c) those areas which are in bounds in clumps of trees where the grass has not been mowed into primary rough (think the group-s of trees on the right side of #9 and left side of #12 at Pioneers, etc.).

NOTE: The areas in groups of trees where the grass HAS been mowed into primary rough are NOT Penalty Areas (think the areas to the right of #12 at Pioneers, to the left of #1 at Mahoney, or between #1 and #10 at Pioneers, or to the right of #2 at Holmes, etc.) The only options for balls in these areas are the limited Preferred Lie rule or the Unplayable Lie rule.) the areas on the Lincoln municipal courses that should be marked as Penalty Areas for LSMGL purposes should be obvious to any reasonable person, however, if questions arise during League play, opponents should negotiate and agree on the application n of the rule.

E. PENALTY AREA: -- options

If a ball is found in a penalty area, the player may use a preferred lie and attempt to play the ball without penalty. Otherwise, whether the ball is found or not, these are the only other options. With one stroke penalty, the player may hit another ball from a designated drop area if one is provided. With one stroke penalty, the player may place a ball within two club lengths no nearer the hole from the spot the ball crossed into the penalty area and play on (the new USGA rules have eliminated the option of hitting another ball from the opposite side of the penalty area); or use "back on the line of relief." In this instance, the reference point to be kept on a direct line between the hole and the spot the ball is to be placed is the point where the ball originally crossed the boundary into the hazard, rather than where the ball lies. NOTE: Stroke and distance relief is NOT allowed.

F. LOST BALL

Limit any search for a ball absolutely to 3 minutes. (1) If ball is not lost in a Penalty Area it will be up to the judgment and integrity of the player to determine a location as close as possible to where the ball is thought to be lost (preferably coordinated with his opponent). Place a ball at that spot, take a one stroke penalty and play on. (2) A ball that cannot be found in a Penalty Area is technically not a lost ball. If the ball in question has crossed over into a penalty area, exercise option E. (2) above; Identify the spot the ball crossed into the penalty area, place a ball within two club lengths of that spot, no nearer the hole, take a one stroke penalty and play on. NOTE: Stroke and distance relief is NOT allowed.

G. OUT OF BOUNDS:

When a ball has been hit out of bounds, identify the spot the ball original crossed the boundary, place a ball within two club lengths of that point no nearer the hole, take a one stroke penalty, and play on. NOTE: It is not permissible to hit another ball from the tee.

FENCES which mark the boundaries of courses are out of bounds, they are not artificial immovable obstructions. A ball touching a fence is out of bounds. If a ball is near a fence in such a position as to restrict a normal stance or swing, the player is NOT entitled to free relied from the fence. The player may use a preferred lie and attempt to play the ball with no penalty. Otherwise, he must declare an unplayable lie and proceed according to the rule. On the public courses the League plays in Lincoln, this situation most frequently comes into play on the west and north boundaries at Mahoney, the north side of #10 and the south side of #6 at Highlands, the south and west boundaries at Pioneers, and the west side of #16 at Holmes.

H. SAND BUNKERS:

Players are allowed to use a preferred lie in the bunkers and rake a spot before hitting. Players may use all conditions of the preferred lie, if the new spot is within the bunker. In addition, if the ball is in water in the bunker or on a spot so barren of sand that that it is not possible to find a spot within the bunker no closer to the hole that will provide relief from the faulty condition of the bunker, the player may; (1) place the ball, without penalty, at nearest point within the bunker which provides relief from the faulty condition, even if that point is closer to the hold

than the spot where the ball originally lay; or, (2) place the ball, under the penalty of one stroke, outside the bunker, keeping the point where the ball original lay between the hole and the spot on which the ball is placed, with no limit on how far behind the bunker the ball may be placed. The player shall be the sole judge of faulty conditions to warrant application of this procedure.

I. PUTTS

When the ball is on the green, it may be moved a maximum of 6 inches no nearer the hole unless it is necessary to move the ball farther to avoid an imperfection in the green. The flagstick may remain in place for any ball putted on the green. All putts must be holed out unless conceded by an opponent. (Please remove the ball from the cup by hand whenever reasonable, especially with the flag stick in place. Putters with an attachment to the grip that secures the ball are acceptable but digging the ball out with a club head or jerking the flag out are discouraged.

V. HANDICAPS

The League is a handicap league; therefore, all members must have a handicap for use in all League events. The League keeps its own handicaps, using only scores from League play to establish a handicap index for each player. With the use of the League Manager software a differential will be calculated for each appropriate event. The differential will be the adjusted gross score minus the course rating with Equitable Stroke Control applied. The handicap index will be a calculation involving only the last six scores recorded, with the two highest differentials discarded and an average of the four remaining differentials used in the calculation.

.

Special rules regarding the use of handicap index will be specified for Fun Days or special events as in the past. Handicap indexes are limited to a 25 for nine holes and 50 for 18 holes. Nine-hole players playing in 18-hole events will have their handicap doubled. The handicap indexes for returning players will be those current at the end of the previous season as adjusted by the handicap index software. The history (last six scores) for returning players will be retained, and handicaps will result from continued use of that history as play progresses.

A. Handicaps For YELLOW Tees

Handicaps for the members will be calculated based on league play. The handicap for a member playing in the league will be the handicap used for Fun Days.

B. New Member Handicaps

For those members new to the League, their established GHIN handicap, and/or any handicap from another established league will be used to determine initial placement in the league divisional structure. If a handicap does not exist, one will be established by agreement. The agreed upon established handicap will be used by new members for the first three weeks of league play and will be recalculated weekly thereafter.

C. Scorecard Handicaps

When the scorecards are prepared for regular team members, a 'match handicap;' for each player will be entered on the scorecard. NOTE: that the hole handicaps are set by the League and may be different than the hole handicaps on the Lincoln Muni scorecard. If a team has a Bye because of necessities in making the schedule, NO tee time for the team will be scheduled for that week.

VI. SUBSTITUTES

Membership in the League will include many 'Substitutes.' When regular league members are unable to play, they are responsible for getting substitutes. Try to get a substitute with a handicap reasonably close to that of the absent member. To be fair to all teams in your division, PLEASE make every effort to get a substitute when you will be absent OR arrange to play the match at a mutually agreeable time. [See 'Alternate Date' below.]

A. Finding Substitutes on the Web

The Sub List Manager will maintain a section of the website which will indicate which substitutes will be available for each date of scheduled match play (and, by omission, which substitutes will NOT be available on each date). The information will contain each substitute golfer's ID (member number), current handicap and telephone number.

The process for using the website to locate an available substitute:

1. Go to "lincolnseniorgolf.com"
2. Click on "Membership", where you will find the substitute list.
3. The list will be maintained both by code number, handicap, and last name

The preferred method for obtaining a substitute on the substitute list clearly states the procedure to follow in obtaining a substitute golfer and what information needs to be communicated to the Scorecard Preparer. The information must be sent to the Scorecard Preparer at lsmglscorecard@gmail.com so that the scorecard can be adjusted prior to the league match.

The responsibility for securing a substitute will still be that of the member seeking the sub. The Sub List Manager, in an emergency, will attempt to find a sub. However, he cannot "assign" a substitute.
The Sub List Manager's primary responsibility is to provide current, accurate and updated information on the website.

B. Members Who Do Not Have Access to the Web
Please check with your partner or member acquaintance who has access to the website and is willing to keep you informed. Also, Board members may be able to provide you with assistance.

C. Two Substitutes Allowed on a Team
The League will allow two substitutes to play at the same time for the same team. We know that it would be possible for teams to abuse this arrangement, particularly at the end of the season in a 'crucial' match; but we believe that possibility is negligible. The purpose of the league is for people to play golf and have fun, and we believe this policy will create that opportunity for more people in the long run.

D. Emergency Substitutes
If all else fails and you cannot obtain one of the League's substitutes on a given day, but you can recruit a person who is not currently a member of the League to play, it may be possible to sign him up for the match. The substitute must be a person eligible to be a member of the League, agree to other conditions (including payment of the $20 Substitute membership fee as soon after the match as reasonable), and must have an appropriate handicap established. If you want to use this option, call the Sub List Manager for further information.

E.. Full Field Eligible Substitute (FFE Sub)
An FFE Sub will be a member who has recorded four scores in League play based on the previous or current season. (There will be no credits for cancellations as no scores are available for handicapping purposes.) As part of the transition to this new rule, beginning with the 2020 division play and any Fun Days during that period, a sub who has recorded three scores during 2019 division play will be considered FFE(full field eligible) through the end of 2020 division play. After that point, to remain FFE, a sub will have to have recorded four scores during 2020 division play. As previously, a new member who signs up as a sub in 2019 will be considered an FFE sub during this initial year of membership. However, to remain FFE in 2020, he to, must record four scores during 2020 division play.

VII. ALTERNATE DATE FOR MATCH

A team unable to play at the scheduled time for whatever reason may arrange with the opposing team to play on another date or a time of day different from the scheduled tee time. The match must be played at the scheduled course and prior to the original date or no later than the Friday following the original date, and the scorecard must be turned in to the League Manager no later than the Friday following the original date of the match.
Teams are not required to accommodate requests for changes in time or date. The team requesting the change will be responsible for arranging a tee time and date with the course involved.
If you have made up a match in advance, and the matches in your division are canceled because of weather on the day you would regularly have played this match, the results of the match will NOT count in the League standings.

VIII. SCORECARDS

A. PLEASE WRITE ACTUAL SCORES (NOT 'NET' SCORES) FOR EACH HOLE ON THE SCORECARD. THIS IS VERY IMPORTANT. The League Manager must be able to read the numbers accurately. Any notations on the

scorecard other than scores should NOT be made on the line containing the scores; put them above, below, on the back, or anywhere else on the card. It is CRITICALLY IMPORTANT that the official scorecards be CLEARLY marked.

B. Special League scorecards will be available on the day of play at the scheduled golf course indicating:
(1) The date of play, division, teams, and scheduled tee time.
(2) The names on the card will be paired according to the matches to be played.
Lower handicap player of 1st team vs. Lower handicap player of 2nd team
Higher handicap player of 1st team vs . Higher handicap player of 2nd team
(3) Strokes: a player will receive as many strokes in the match as his match handicap is higher than that of his opponent. Stroke holes will begin with the #1 handicap hole on the course, then # 2, etc. [For example: Player A has a handicap of 22; his opponent, Player B, has a handicap of 17. Player A will receive strokes on the 5 holes on the course which are the #1 through #5 handicap holes as marked on the scorecard.].
(4) Strokes holes will be marked on the scorecard. [But please check them out to make sure you agree.]
Note: The hole ratings for handicap purposes on the LSMGL scorecard will differ from the golf course scorecard(s) on some holes. This is due to the variance in the relationship between the yellow and blue tees on some holes. The golf course handicap ratings are printed for the blue tees, while the LSMGL Matches are played from the yellow tees.

C. Scoring
The League Manager will do the actual scoring of matches based on hole-by-hole scores, but golfers are encouraged to do their own computations and compare their results against posted results. Any discrepancies should be referred to League Manager without delay.

D. Substitutes on Scorecards
When Substitutes play in matches, the scorecards must include the Substitute's first and last name, MEMBERSHIP NUMBER, and current handicap.
If you know about a substitute in advance (typically by Saturday or Sunday preceding the match) please inform the League Manager by sending an E mail to lsmglscorecard@gmail.com so that the needed information can be put on the scorecards.
If you do not know about a substitute that far in advance, or if for any reason the substitute's name is not on the prepared scorecard, the following steps MUST be taken:
(1) Identify the substitute's name, MEMBERSHIP NUMBER, AND CURRENT HANDICAP. We hope that the substitutes themselves will keep themselves aware of these numbers. Desk personnel at the four municipal courses will be familiar with accessing the League website to obtain this information.
(2) Compare the substitute's handicap to his teammate's handicap to determine which player is to be matched against the lower handicap player of the other team.

IX. POINTS

A. Full Team, Both Teams:
Seven points are awarded for each match:
2 points for each individual match (match play)
3 points for low combined net team score (medal play)

B. Ties
In case of ties, the two points are divided between the teams.

C. Absent Team
Absent teams forfeit all 7 points, but the OPPOSING TEAM MUST PLAY to receive points

D. One Member of One Team Absent
If one member of one team is absent, that team forfeits 2 match points plus the 3 points for low net team score

. E. One Member of Each Team Absent
If one member of both teams is absent, the remaining players play a match with only FIVE points at stake: TWO points for the match play, and THREE points for the low net medal score. The other two points (for the match that is not played) will not be awarded to either team.

F. Only One Member of One Team Present
If only one member of one team is present for a scheduled match and he submits a scorecard with a score for a completed round, the player earns two points for his match and three points for the team total for a total of five points for the day.

G. BYE: If there is an uneven number of teams in a division, resulting in a BYE being scheduled, the team with the BYE will not play that week.

H. New Team Member

If one team member is 'out for the season' and a new team member is found, teams will continue play in the Division, and points scored for (or against) the original team will count in final standings.

I. Team Dissolved

If a team is dissolved during the season, no points will be awarded to opponents for any matches played or scheduled against the dissolved team, in effect, those matches become bye weeks for all teams in the division.

J. Minimum Holes for Match

Every player must complete a minimum of 13 holes. Anything less will be considered an absent player and scored accordingly. Any hole not played, up to the missing five holes or less, will be given a score based on the player's handicap (*a la* USGA handicap procedures); the resulting score will be utilized for updating the calculation of his handicap. If a player misses playing any holes (even one to five), his team automatically forfeits the three points for the combined net team score. In the match involving a player who plays a minimum of 13 holes but does not complete the round of 18, the player automatically loses any holes he does not play; if, however, the match is decided considering only the holes he has played, the results of that match and the two points involved will stand. For 9-hole matches: the minimum number of holes will be 7. Other provisions listed above for 18-hole matches will be adjusted proportionately.

X. RESULTS/TEAM STANDINGS

Team standings (points) will be updated prior to each week's matches.

XI. WEATHER CANCELLATIONS

Cancellations due to weather for League play are at the discretion of the Course Superintendent, in coordination with the league President, unless the golf course has not been declared "open for play" by the Course Superintendent. Because of variances in tee times, or local conditions at different golf courses, or even just the tolerance of players in the division, it is entirely possible that some divisions will have weather cancellations on the same day that other divisions hold and complete competition.

Individual players should CONTACT THE PRO DESK AT THE GOLF COURSE SCHEDULED FOR PLAY to determine if your Division is playing. Please don't call Board members. They won't know anything; you will just wake up their late sleeping wives.

There will be no make ups for weather cancellations in any divisions. If you are rained out, you are simply rained out: it's the 'rub of the green.' However, at the discretion of the Board of Directors, should an entire day's play for all divisions be cancelled for weather or other issues, the entire slate of matches may be rescheduled if the League schedule can reasonable accommodate such an addition.

If a team match is terminated due to bad weather conditions, none of the scores will count unless the teams have completed 13 holes and then the scoring will follow the procedure outlined in Section XI(J).

NOTE: Cancellations for League play will be announced by information posted in the banner at the top of the League website and in a league wide email.

XII. HOLE IN ONE:

Any League Member (including Substitutes) who scores a hole-in-one during League play, including Fun Day events, will receive a Gift Certificate for $100. When it occurs, tell the Pro, get verification of your playing group, and see that the information gets to your Division Coordinator and Publicity Coordinator.

XIII. DEFIBRILLATORS

Defibrillating equipment has been made available at each of the municipal golf courses through the contributions and cooperation of various groups, including the Senior Golf League, and personnel at each of the courses have been trained to use the equipment in case of emergency. If there is a potential need for this equipment for anybody in your group, find a cell phone and call both the clubhouse and 911 at once.

XIV. SPECIAL EVENTS (Fun Days)

A. Fun Days

During the season and continuing through early fall (usually September and October), the League sponsors many special events called 'Fun Days.' Participants must sign up in advance for these events. These events are held at the municipal courses and many other quality courses in the region; they use a wide variety of

formats ('scramble,' 'shamble,' 'best ball,' 'trifecta,' —including many variations of most of these formats). For a full calendar and details concerning individual events, see the Fun Day calendar on the web site, lincolnseniorgolf.com.

ALL League members, including Substitutes, are eligible for all extra events, but if the Fun Day event limit has been reached non-FFE subs will be wait-listed. Fun Days for the entire season will be grouped and the Fun Day Coordinators will inform the League members when they can register for the various events in each group.

To register for Fun days please refer to the Fun Day Schedule page on the league website.

The Fun Day Coordinator will determine whether each four-man team may be formed by the members (U PIK), or whether he will select the team participants (MIXER).

Substitutes will generally be pulled from the waiting list, but in any case must be approved by the Fun Day Coordinator.

Carts are required at events held at courses other than the municipal courses. You must indicate whether or not you want a cart reserved for events at the municipal courses.

NOTE: Weather cancellations for Fun Days will be announced in the banner at the top of the League website homepage and in a league wide email.

B. Guest Policy for Fun Days

League members have been allowed to invite guests (such as visiting relatives, prospects for membership, etc.) to play with them in some League sponsored events under certain conditions. League members have priority if limits have been reached in any event. A person may not play as a guest more than once during the season without paying the $20 Substitute membership fee.

XV. PACE OF PLAY

Although it sometimes seems to us to be a bad rap, far and away the number one complaint about play in our League, by players in the League, by golf course personnel, and by other golfers who play behind us, is and has always been 'slow play. To this end, **ALL** players will use the yellow tees beginning in 2026. We will not rehash here all the suggestions for habits and practices to speed up pace of play, all League members should know what they are, but these are some points we would like to emphasize:

A. Beginning in 2025 as you are playing, when your stroke total reaches double the par for the hole (6 on a par 3, 8 on a par 4, or 10 on a par 5) you will cease play, pick up your ball and proceed to the next hole along with the rest of your group when the hole is finished.

B Groups must keep up with the group ahead of them. If your group cannot maintain, or does not wish to maintain, this pace without an open hole ahead, and the group behind you is consistently waiting, allow them to play through. From time to time, there will be marshals on each course monitoring pace of play. Please cooperate with their instructions.

C. Park carts (pull-carts as well as mechanized carts) while finishing play on a green so that you exit the green immediately to the rear or the side **rather than to the front**, recording scores on the next tee.

D. After you hit a shot, if you are riding, move on **BEFORE** you put your golf club 'away' in your bag. **Note: After all, the very first thing we do after arriving at our next shot is to go back to our bag to select a club for the next shot. This one simple move eliminates hundreds of unnecessary steps throughout an eighteen hole round.**

E. On the green, line your putt up as much as you can, and make decisions about it, as soon as you reach the green.

F. If your group is obviously falling behind, players in your group who have finished putting on a green could immediately move to the next tee and tee off.

G.Remember to give attention to where each player in your group has hit his shot, especially from the tee. Communicate the line and location accordingly and note landmarks which may assist in locating the ball. Looking for 'lost' balls is our number one cause of 'slow play.' **Limit your search for a lost ball to 3 minutes.**

H.We urge you to forget the notion of honors&play 'READY GOLF.' Hit your ball when you are ready, as long as it does not interfere with the play of others and *BE READY!*

XVI. RULINGS AND DISPUTES

The player in each group who holds the lowest current handicap will be responsible for his group's observance of League rules during play. If an issue arises concerning any of the Rules of Golf (other than these special League rules) and there is doubt about a ruling, the proper procedure is for the player to play a provisional ball and then consult the course Professional or Rules Committee Chairman for a ruling after the round is completed.

If there are any unresolved disputes or questions arising from application of these special League rules, the matter shall be referred to the RULES COMMITTEE: (refer to website). Any complaints regarding team scores or Interpretation of the rules must resolve the Sunday following the match and said scores or interpretations will become official and non-negotiable after Sunday.