

Phil Lepke Memorial Golf League By-Laws

The following rules/regulations are GUIDELINES.

These are rules that we try to abide by, but it should be understood by all that sometimes life gets in the way, and rules must be bent, if not broken.

1. The website/League Communications

All pertinent information regarding league activities will be posted on the website. If something happens last-minute, then we will attempt to either call or text everyone, but you should get in the habit of checking the website regularly.

We understand that the league includes players of all ages, and that some of you have trouble with the internet, and technology in general.

GET OVER IT.

As I write this, it is 2023. We will make it as simple as we can, but it is time to step up and figure it out.

2. The Schedule

The schedule is the schedule.

It includes dates, groupings, handicaps, etc.

If you have a special request regarding the schedule, (Need to go off early, or late, want to play with a certain player more, or less), the scheduler will do his best to appease you, assuming you tell him by the Winter meeting. The schedule will be generated shortly after the teams are picked at the winter meeting, and after the schedule is posted, any changes are on YOU. After that, if you need to go off somewhere other than where you are scheduled, it is on YOU to ask to swap with other players. The scheduler does his best to spread out the groupings so that you play with as many other players as possible during the season.

- Week 1 is team week.
- Week 10 is the outing and also a team week where we go off in reverse order of standings (Last place team off first, etc.).
- On Father's Day, the scheduler will hand-pick groupings so that father/sons can golf together. If there is someone special that you would like to golf with, this is a good week.

3. Absences

If a player is absent, he will be allotted a score calculated by the average of the player's flight (A, B, C or D) minus 2.

As absences hurt a team, and are calculated to do so, absences are frowned upon.

4. Walking off of the course is counted as an absence

5. New Players to league

A new player will be given an initial handicap based on what the commissioners think is fair. This will be discussed with those players that have played with said player. This initial handicap will be used for the first 3 weeks that the golfer actually plays in the league, and then the player's new handicap will be calculated based on what the player actually shot for the first 3 weeks that he/she golfed. This new handicap will stay for the remainder of the season.

6. Replacements

If a player is replaced mid-season, then that replacement shall be treated like a new golfer (Unless we have a valid handicap from the previous year).

In most cases, any weeks missed by either the original player, or the replacement, will be counted as absences.

In certain situations, however, the commissioners may decide to count those absences as the average of the flight (And not the average minus 2).

For example, if a player has an injury, but strings the league along, then eventually admits that they can't play. In this situation, the team should not be punished.

7. Scoring

- Scoring is calculated like this:
 - A Double-Bogey is 1 point
 - A Bogey is 2 points
 - A Par is 3 points
 - A Birdie is 4 points
 - An Eagle is a myth, and isn't real. (But it's 5 points if you want to cheat, and say you got one.)
- Your weekly score is your handicap plus all of your scores on holes added up.
- Each foursome should keep 2 scorecards, compare them at the end of the round, and then hand in one of them.
- Proper scoring on the card is as follows:

NOTE:

 - Handicaps written to the right of player names
 - Hash-Marks used for points scored, instead of numbers. This separates the strokes from the points. If numbers are used, it gets confusing as to what exactly was the strokes, and what was the points.

Hole	1	2	3	4	5	6	7	8	9	Out	INITIALS		
Back Tee	350	355	225	260	476	175	270	340	145	2596			
Par	4	4	3	4	5	3	4	4	3	34			
Middle Tee	325	305	210	230	455	140	210	329	135	2339			
Par	4	4	3	4	5	3	4	4	3	34			
Front Tee	315	295	120	230	355	120	210	320	125	2090			
Par	4	4	3	4	5	3	4	4	3	34			
Eric ⁹	4 ^{'''}	6 [']	4 ^{'''}	③	5 ^{'''}	3 ^{'''}	5 ^{'''}	5 ^{'''}	4 ^{'''}	③ ²²			
Mike ⁶	5 ^{'''}	5 ^{'''}	4 ^{'''}	4 ^{'''}	6 ^{'''}	4 ^{'''}	4 ^{'''}	5 ^{'''}	4 ^{'''}	② ²⁰			
Match Status													
Dan ⁸	4 ^{'''}	6 [']	4 ^{'''}	4 ^{'''}	6 ^{'''}	6 ^{'''}	4 ^{'''}	4 ^{'''}	4 ^{'''}	② ¹⁰			
Henry ¹⁸	6 ^{'''}	7 ^{'''}	4 ^{'''}	4 ^{'''}	8 ^{'''}	5 ^{'''}	5 ^{'''}	7 ^{'''}	6 ^{'''}	② ⁹			
Men's Handicap	5	4	3	8	1	7	6	2	9		5	4	3
Ladies Handicap	5	4	1	8	3	6	7	2	9		5	4	1
MEN'S													
Slope	102	Rating	31.9/63.8										

W/K 8
2023

Date: _____ Scorer: _____ Attest: _____

8. Handicaps, Highest, Lowest, Calculations.

Handicaps are calculated each year.

- Handicaps are calculated at the beginning of each season based on how a player golfed the previous season.
- Handicaps are based on a 25 point average per week.(See Scoring above).
- Handicaps are rounded up and down.
 - 25.4 will be rounded to 25.
 - 25.5 will be rounded to 26
- Handicaps are calculated on the weeks that you actually golfed. Absences are not included.
- The highest Handicap allowed in the league will be 18.
- There is no lowest handicap. If you are a -3, then good luck!

9. Who gets asked each year

Oh boy, here we go...

- If a player has played the last 2 consecutive years in the league, then he will be asked back.
- If a player missed the last year, but played at least 2 consecutive years prior to last year, then he will be asked back.
- If a player has missed the last 2 consecutive years, then he MAY be asked back, but it is not guaranteed.
- If all eligible players are asked, and we do not have a number of players evenly divisible by four, then we will attempt to fill the remaining spot with new players.
- If we cannot find enough players to fill the remaining spots, then the commissioners may be forced to drop the extra players from the league.

10. League Dues

The golf league annual dues are currently \$120 .

- \$60 is due by the first week of the league
- \$60 is due by Labor Day.

11. Mystery Hole/Highest Points

- On the first week of the league, all players shall pay \$20 towards the Mystery Hole/Highest Points.
- This equates to \$2 per week.
- \$1 goes toward the Highest Point total of each week.
- \$1 goes toward the mystery hole each week.
- The player that scores the most number of points for the week(Including their handicap) gets the money for the highest points. If there is a tie, then the pot carries over to the following week.
- The mystery hole is selected from a deck of cards (1 through 9), The lowest score on the selected hole wins the money for the mystery hole. If there is a tie, then the pot carries over to next week.

12. Inclement Weather

- If we CAN golf, we DO golf.
- If the course is open, and they are allowing us to golf, then we will golf.
- If they are not allowing us to ride, then we walk.
- If you do not choose to golf in the inclement weather, then that is your choice, but it will count as an absence.

13. Have fun

- This is a FUN league.
- We are not looking to piss anyone off.
- We all suck, so don't take any of this seriously..