

# Centennial Sunday Net Game

## Format and Rules of Play as of 3-21-2021

**Entry / Registration** - The Centennial Sunday Net Game starts at 2:00/1:00 during Daylight Savings Time/Standard Time (Spring-Summer/Fall-Winter). Please pay your green fee, based on the normal rates to the public and Centennial membership/card status, prior to 1:30/12:30. Cash entry fee into the Net Game and optional "Skins Game" must be paid prior to the group drawings at 1:45/12:45 – *Net Game payments are collected by the game organizers in the clubhouse before the start of play each week. Entry fee is \$15 plus an optional \$5 to participate in the Skins Game.*

### Starting Times / Starting Plan

Tee times start at 2:00/1:00 every Sunday and the available space will be filled with players on a first come-first served basis based on receipt of entry fee payment. Please arrive, sign in at the Pro Shop, pay greens fee, and pay your Net Game entry fee as stated above. Groupings will be made via random draw; however, the selection of 1 playing partner per player is allowed. Those who select a playing partner will be placed in the late groups. Please notify the game organizers with partner requests prior to the random draw at 1:45/12:45.

### Pace of Play

The desired pace of play for 18 holes is not to exceed 4 hours. To accomplish this, please try to keep up with the group ahead of you. Play "ready golf" – having the honors on a tee is nice, but if your playing companions aren't ready to hit, go ahead and hit. Tell people in your group to go ahead and hit if you aren't ready. Don't look for balls for more than 3 minutes. Get your distance, select your club, and be ready to hit when it's your turn.

### Format

This is a *Net Score Game* where initial handicaps are based off historic Centennial Tuesday League and/or historic Centennial Dogfight scores. A minimum of 3 scores is required to establish a handicap. An initial handicap will be based on the best 2 out of 3 most recent historic scores and then as Sunday Net Game scores accumulate the best 2 of 4, best 3 of 5, best 3 of 6, best 4 of 7, best 4 of 8, best 4 of 9, and best 4 of 10 Sunday Net Game scores. When more than 10 scores are posted, the handicap is based on the best 4 of 10 most recent scores. New players are welcome and must post 3 Sunday Net Game scores to establish an initial handicap before being allowed to enter the Net Game. New players can still enter the Closest to the Pin (CTP) and optional skins game while posting scores to establish their Sunday Net Game handicap.

### Entry Fee Breakdown / Payout

As stated above, the entry fee into the Net Game is \$15 cash, players arriving with small bills and no need for change are appreciated. Cash breakdown per entry will be \$11 to the Net Game and \$4 to the closest to the pin (CTP) game (\$1 per par 3). \$5 cash is required to enter the *optional* Skins Game. Only paid players are eligible to win a skin and the pot will be broken down by number of skins divided by the number of entries. In the unlikely event that a skin is not won on a given Sunday, each participant will receive their \$5 entry fee back. The Net Game will payout from the Net Game pot and pay any player who posts a net score of par or better. Minimum payout of 3 players, so if only 1 player is at or better than net par, the next 2 best scores would be eligible to win money. All ties will split the winnings, no scorecard playoff or other tiebreaker. The Net Game payout breakdown is as detailed in the table below. The CTP game will payout from the CTP pot and pay 1 winner per par 3 hole (4 winners) \$1 x number of players. For example, if there are 20 players on a given Sunday, each CTP will be worth \$20. Players who have not completed their round and chose to leave the course have chosen to withdraw. Players who withdraw forfeit their entry fees and any CTP prizes or skins won. Forfeited entry fees will remain in their respective prize pots. Forfeited CTP prize money will be evenly distributed among the other CTP winners.

Sunday Net Game Payout												
Players at	# of											
Net Par	Players	Payout Percentage of Pot										
or Better	paid	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	Sum
0	3	50%	33%	17%								100%
1	3	50%	33%	17%								100%
2	3	50%	33%	17%								100%
3	3	50%	33%	17%								100%
4	4	40%	30%	20%	10%							100%
5	5	33%	27%	20%	13%	7%						100%
6	6	29%	24%	19%	14%	9%	5%					100%
7	7	25%	21%	18%	14%	11%	7%	4%				100%
8	8	22%	19%	17%	14%	11%	8%	6%	3%			100%
9	9	20%	18%	16%	13%	11%	9%	7%	4%	2%		100%
10	10	18%	16%	15%	13%	11%	9%	7%	5%	4%	2%	100%

### Sunday net Game Rules of Play

#### 1. USGA Rules Govern League Play (exceptions as noted below).

*Basically this means:*

- No Mulligans – Every stroke counts.*  
Exception: Players are allowed a 2<sup>nd</sup> tee ball off #1 tee only, however if a 2<sup>nd</sup> ball is hit that is your ball in play. You cannot go back and use the 1<sup>st</sup> ball.
- b) No Gimmies – Putt it Out.*
- Play it as it lies – Don't improve your lie, play it "down".* (Exception: See Rule 3.5 below.)
- Lift and Drop from Ground Under Repair.* Drop is allowed from what is clearly "Ground in Need of Repair" too after getting consent from your group.
- Use USGA "legal" equipment and adhere to the 14 club limit.*
- A common misunderstanding of the USGA rules is that if your ball lands in a red penalty area you can drop your ball anywhere along a line that extends from the point where you hit the ball to the point that it entered the hazard. This is not correct. The rule states that the line extends from the flag to the point where it entered the hazard. Because the ball can't be dropped closer to the hole from the point where it entered the hazard, the place where you can drop is along the line segment that begins at the point of entry and extends away from the hole. With a lateral penalty area this almost always places your ball further in the woods, so it is not a favorable option. For crosswise penalty areas (e.g. the ditch in front of #1 green, the mostly empty pond in front of #4 green, the ditch in front of the tee box on #11), this can be a good option.*

*Here's a link to the USGA Rules for a red penalty area:*

<https://www.usga.org/content/usga/home-page/rules/rules-2019/rules-of-golf/rule-17.html>

#### 2. Local Rules as historically stated on Centennial Score Card apply to the Sunday Net Game.

*Tee Shot in Ravine or Woods on Hole #1 – drop between the Black Tee Markers, hitting your 3rd shot.*

*2nd Shot in Ravine or Water on Hole #4 – drop at right side of green as marked, hitting your 4th shot.*

*2nd Shot in Ravine on Hole #18 – drop on green side of ravine as marked, hitting your 4th shot.*

#### 3. Exceptions to USGA Rules and Local Rules for the Sunday Net Game:

3.1 Double Bogey maximum score on every hole (to speed up play).

3.2 Woods are played as a red penalty area. The boundary of the penalty area is the edge where the grass is no longer maintained.

3.3 Play high grass as a red penalty area. The boundary is the line where the grass is no longer maintained.

- 3.4 Ball OB, in woods, high grass, or other unfindable, unplayable locations. Play as red penalty area. Keeping in mind Rule 3.1, your options are:
- A. Play next ball within two club lengths of point where ball entered penalty area, no closer to the hole, and take a one stroke penalty.
  - B. Drop ball along line segment from flag to point at which it entered the penalty area. No closer to hole.
  - C. Declare and hit a provisional ball so that if ball is lost you continue with a stroke and distance penalty.
  - D. On a Par 4 drop at the 200 yard marker (within 2 club lengths) and play your 3rd shot.
  - E. If ball is OB, you do not have the option to play the ball from the OB area.
- 3.5 A player is allowed to move his/her own ball one club head (more or less) in their own fairway (not in the rough or in an adjoining fairway). This must be done with the club and the ball may not be cleaned during this process and the player may not lift/clean the ball unless otherwise allowed by the rules. Bunkers are to be played down unless visibly unfit for play due to rain / condition.
- 3.6 When restricted to “cart path only” you are allowed to lift, clean, and place your ball within one club length no closer to the hole anywhere on the course except in woods, high grass, bunkers and hazards.
- 3.7 If rocks or roots interfere with your swing, treat the area as “ground under repair”. Inform your group of your need to take relief and get their approval of your relief point. This is a safety issue for you and your equipment so do not abuse it to improve your lie or the line of your shot.
- 3.8 If the sand traps have not been maintained and your ball lands in a bunker, inform your group of the need and get their approval to lift, rake, and place.
- 3.9 If the ball lands on the cart path or the cart path interferes with your stance you can take relief at any point within two club lengths on either side of the cart path, no closer to the hole.
- 3.10 If you hit your ball into a penalty area and two club lengths puts you on the cart path, rule 3.9 then applies.
- 3.11 If you see where your ball goes, it is in play, and you can’t find it when you get there, confirm with your group where you think your ball landed. Drop your ball there and take a one stroke penalty.
- 3.12 Playing the wrong ball results in a score of triple bogey for that hole.
4. Players can choose to play from Blue Tees, Red Tees, or Black Tees based on their ability to score. Players over the age of 70, and players with physical limitations may choose the White Tees.

Note: Scoring is based on historic Net Game scores so players will be required to play from the same tees throughout the season.

### **Hole by Hole Rules Clarification**

#### **Hole 1**

1.1 If a ball is hit into the rock lined ditch that is located on the left side of the 150 yard marker, and you find your ball you can take a free drop. The drop location is two club lengths from the edge of the ditch. You’ll probably have to place your ball, otherwise it will roll back into the ditch. If you can’t find your ball, the same drop rules apply, but take a one stroke penalty.

#### **Hole 4**

4.1 If you hit your ball into the empty pond in front of the green on the second shot, you can play your next shot at the drop area taking a one stroke penalty. If you hit your ball into the empty pond on your first shot, you cannot play your next shot from the drop area.

#### Hole 5

5.1 If you hit your ball in the out of bounds area on the left and you choose to play your next shot where your ball crossed into the hazard, please adhere to the two club length rule from the boundary of the hazard. It is not within our rules to drop near the cart path and in the fairway for your 3<sup>rd</sup> shot. Dropping within two club lengths of the penalty area entry point is rarely a good choice because your ball will be placed on a severe slope, and the line to the flag will be obscured by trees along the left hand side. Dropping at the 200 yard marker is almost always an easier shot.

#### Hole 6

6.1 There is no 200 yard marker on this fairway. Play the 200 yard point within 2 club lengths of the start of the fairway mowing line at the centerline of the fairway.

#### Hole 7

7.1 There is no 200 yard marker on this fairway. Play the 200 yard point within 2 club lengths of the start of the fairway mowing line at the centerline of the fairway.

7.2 If you hit your ball into the woods along the left, please adhere to the two club lengths at point of entry where it entered the hazard. This will probably place you on a significant slope.

#### Hole 9

9.1 If you hit your ball to the woods on the right and you can't find it then assume that the ball rolled into the weeds. So your choice for the next shot are:

- A. Hit your next shot from the 200 yard marker. We are hoping that you chose to take a provisional, so you do not have to walk back to the 200 yard marker and slow everybody down!
- B. Hit your next shot from within two club lengths of the deep weeds along the far right on the other side of the woods.

#### Hole 11

11.1 If your ball lands in the cemetery along the right-hand side at about the 150 yard marker, you get free relief. The relief point is two club lengths from boundary where it entered the cemetery.

11.2 You get free relief from the ditch that borders the green. Note that the relief point (no closer to the pin) places you on the side of the ditch away from the hole.

#### Hole 12

12.1 Play the ditch in front of the beginning of the fairway as a hazard.

#### Hole 14

14.1 Free relief from the cemetery on the left-hand side. Relief is taken by placing your ball two club lengths from where it entered the cemetery.

14.2 Free relief from rock lined ditch located at bottom of depression 70 yards in front of green. Free relief is not given for balls in the ditch that run parallel to fairway along the right-hand side.

#### Hole 17

17.1 Free relief from the rock lined ditch that borders the left-hand side and back side of the green.

#### Hole 18

18.1 If your second shot goes into the ravine you can play your next shot from the drop area. This option is not available after your first shot.

18.2 Please adhere to two club lengths within entry point of hazard if your ball goes either left or right off the fairway.

## Weather

If it's raining prior to 2:00/1:00, check the Sunday Net game website ([www.centennialsunday.golfleague.net](http://www.centennialsunday.golfleague.net)) for a message to see if play will start as scheduled or if it's canceled for the day. If the course is open for play at 2:00/1:00, we will in all likelihood be playing. If lightning is threatening during play, you should monitor your phone for a text or call from the commissioner in charge for the round as he will make the decision to postpone play and seek shelter at the clubhouse. The commissioner in charge will always communicate any weather related instructions to all groups that are out on the course. If your group has not received any communication from the commissioner in charge, then assume the round is still being played. In the event of rain with no threat of lightning, expect play to continue unless the course becomes unplayable due to standing water. Centennial is a "play at your own risk" facility and this applies to weather conditions. If you are out on the course and feel that lightning is a threat and your group has not heard from the commissioner in charge, you can make the decision on your own to stop play and seek shelter – player safety is the #1 concern. Players who choose on their own to stop play due to lightning concerns are expected to seek shelter in the clubhouse and contact the commissioner in charge by cell phone to keep him informed of their status. If the Centennial staff makes a decision to shut down the 1<sup>st</sup> tee and stop players from heading out on the course, we will remain in the clubhouse until the 1<sup>st</sup> tee re-opens. Cancellation is at the discretion of the commissioner in charge and play will be postponed for no more than 1 hour before being canceled and all entry fees will be returned in full. Players who have not completed their round and chose to leave the course while play is postponed, have chosen to withdraw. Players who withdraw forfeit their entry fees and any CTP prizes or skins won. Forfeited entry fees will remain in their respective prize pots if play resumes. Forfeited CTP prize money will be evenly distributed among the other CTP winners. If play is canceled, forfeited entry fees will roll into the respective prize pots for the following Sunday.

### Sunday Net Game Commissioners:

Aaron Hensley (Chairman)	cell/text 865-335-3545	jahensley04@gmail.com
Vinny Abbott	cell/text 305-525-3403	k9echo113@yahoo.com
Paul Wolff	cell/text 865-803-8693	pjwolff@bellsouth.net
Dan Miles	cell/text 865-256-6953	djmiles@comcast.net
Josh Gambrell	cell/text 865-318-9985	jmgambrell31@gmail.com

### Sunday Net Game Web Site:

[www.centennialsunday.golfleague.net](http://www.centennialsunday.golfleague.net)