# 2022 Centennial Tuesday 9 Hole Golf League Guidelines and Rules of Play

**League Goals:** Promote the Game of Golf in a Friendly Competitive Atmosphere
Promote Centennial and its Staff, Make a Positive Impact on the Business
A Social / Networking Opportunity for All

**League Membership / Registration** - Sign Up and Pay in the Pro Shop or with one of the League Organizers.

Summer League Play Begins on May 3<sup>rd</sup> 2022 and ends on July 5<sup>th</sup> 2022. Fall Season to Follow.

\$40 per Player League Entry Fee (Payment Secures Your Spot in the League.)

Field Limited to 40 Players. Once Full, Players can Sign Up to Play as Substitutes (no Entry Fee required).

Returning 2-player teams from Summer 2021 have 1<sup>st</sup> Priority to Sign up and are guaranteed entry.

Returning players from Summer 2021 who partner with another returning player share this 1<sup>st</sup> Priority.

Returning players from Summer 2021 who partner with a new player will have 2<sup>nd</sup> Priority.

Returning players from Fall 2021 have 3<sup>rd</sup> Priority.

Returning players from Summer/Fall seasons prior to 2021 have 4<sup>th</sup> Priority.

Beyond this, the field will be open to all new players on a first-come first-served basis.

New players must establish a League Handicap in April – see "League Format" for Details.

Green Fee based on the normal rates to the public and Centennial membership/card status.

Optional Weekly \$5 "Game" - Cash Entry Fee

\$5 payments are collected by the league organizers in the clubhouse before the start of play each week.

## **League Rules**

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

Basically this means:

- a) No Mulligans Every stroke counts.
- b) No Gimmies Putt it Out Unless Your Opponent Concedes it in Match Play.
- c) Play it as it lies Don't improve your lie, play it "down". (See Rule 3.3 below.)
- d) Lift and Drop from Ground Under Repair (drop from what is clearly "Ground in Need of Repair" too after getting consent from your opponent).
- e) Use USGA "legal" equipment and adhere to the 14 club limit.
- 2. Local Rules as historically stated on Centennial Score Card apply.

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

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

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

- 3. Exceptions to USGA Rules and Local Rules for League Play:
  - 3.1 Double Bogey Maximum Score Until Handicap is Established, then Net Double Bogey Maximum Score (to speed up play).
  - 3.2 Ball OB, Ball in a Hazard, Ball Potentially Lost in Woods or Tall Grass (to speed up play) Keeping in mind Rule 3.1, your options are:
    - A. Replay the shot from the original position, incurring a stroke and distance penalty. (HIGHLY ENCOURAGED)
    - B. Drop within 2 club lengths of the point of entry where the ball crossed the boundary, crossed into the hazard, or crossed into the woods or tall grass incurring a one stroke penalty.

(Note: Drop at point where it crossed, not at point where it likely came to rest.)

- C. Declare and hit a provisional ball so that if a potentially lost ball is not found play can proceed fairly incurring a stroke and distance penalty.
- D. On a Par 4, if a Tee Shot is OB, in a hazard, lost, etc., drop at the 200 yard mark and play your 3<sup>rd</sup> shot.

- 3.3 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.
- 3.4 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 bunkers, woods, tall grass, & hazards.
- 3.5 If rocks or roots interfere with your swing, treat the area as "ground under repair". Tell your opponent that you are taking 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. Free drop within 2 club lengths of stone lined drainage ditches on #1 (left of fairway), #11 (behind green), #14 (crossing fairway) and #17 (behind and left of green).
- 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 League Handicap so players will be required to play from the same tees throughout the season.

See the detailed "Hole-by-Hole Rules Clarifications" for more information on Rules of Play

#### Starting Times / Starting Plan

Mini-shotgun start at 5:30

Please arrive, sign in at the Pro Shop, pay Greens Fee, and pay your \$5 for weekly "game" by 5:15. Find the opposing team you will be facing and head out to the designated tee together for an on time start. Alternate weekly starts on Front 9 / Back 9 as course conditions and schedule permit.

Share your contact info with the organizers to be notified by 4:30 on Tuesday when weather or conditions cancel play.

## Pace of Play

The desired pace of play for 9 holes is not to exceed 2 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 competitor isn'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 5 minutes. Get your distance, select your club, and be ready to hit when it's your turn.

Above all else, this league is supposed to be fun – have a good time and don't take it too seriously!

# For the latest news on the Centennial Tuesday League go to www.Centennialtues.golfleague.net

The League Organizing Committee would welcome your ideas and opinions. Please contact:

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