



The Fall's Ladies League Welcome Letter 2016

Welcome to The Falls Wednesday Night Ladies League. It is our hope you enjoy our league and feel that this is the place for you to learn the game of golf, improve your game, & enjoy the camaraderie of old & new friends. Our league is composed of beginning golfers as well as seasoned golfers with a wide range of ages and skill level, making it diverse and FUN!

Our kick-off meeting is scheduled for Wednesday, April 6th at 6 pm. League will begin on **April 20 and run through August 17 (18 weeks)**. **Start time is 5:30 pm shotgun**. If you are playing 18 holes, we will start at approximately 3 pm. It is imperative that we start on time, so if you are late you'll need to catch up to your group when you arrive.

To keep things organized and running as smoothly as possible, you are required to SIGN UP each week. Please call or send Karla an email by Tuesday at 5pm. When you call/email to sign-up, let me know if you have any pairing request or will be playing a Match Play match so that pairings can be done accordingly. Pairings will be available when you check in at the Pro Shop on Wednesday evening.

You get to choose your flight. You will have the choice of playing in one of two flights. Specific rules for each flight are outlined on the attached "Rules" sheet, but generally speaking "B" flight will have more relaxed rules than "A" flight. Also, keep in mind that:

- Prize money will be split proportionately between the flights
- Pairings are not dependent solely upon flight designation. In other words, A & B flights may still play together
- To participate in Match Play, you must choose "A" flight
- You cannot switch flights mid-season

Please give careful consideration to which flight you choose. While "B" flight is designed to relieve the frustration level by relaxing the rules, your scores will still be posted to the GHIN system, and therefore will most likely reflect a lower handicap. This could become a factor if you anticipate playing competitive golf in an outside golf tournament that uses the GHIN handicap.

It is our hope this flighted approach makes the game more enjoyable for all participants. I'm looking forward to a fun filled season of golf. If you have any questions or concerns, do not hesitate to contact me or the staff here at The Falls.

See you on the tee!

Karla Duke

League Coordinator

email: kduke4620@yahoo.com | cell: 636.368.1052



League Info & Rules A & B Flight

Below are the general rules for our league. If you have chosen to play in the "B" flight, please note the differences in each section. USGA Rules will govern all play, except as stated.

There are NO MULLIGANS.

BUMPING your ball:

- **A Flight:** You are **NOT allowed** to bump your ball in the rough, however, you may bump in the fairway if you choose. Bumping should be done with the club head only, **not your hand**.
- **B Flight:** You **ARE allowed** to bump your ball anywhere, fairway & rough. Bumping should be done with the club head only, **not your hand**.

RAIN. When playing after a rain shower, we may use the "lift, clean & place" rule. This will be announced prior to the start of your round.

MAXIMUM STROKES. To help with the pace of play there is a **maximum stroke rule of double par**. For example, if you are playing a Par 4, your maximum stroke would be 8, so if you have reached 8 strokes and have not holed the ball, please pick up your ball and mark an 8 on your scorecard. Then based upon your Handicap ESC (equitable stroke control), the chart below will determine what your maximum number of strokes may be on a given hole **when your scores are recorded in the GHIN computer**.

If your Course Handicap is:	Your Maximum stroke for a hole is:
0-9	Double Bogey
10-19	7
20-29	8
30-39	9
40 or more	10

PUTTS. To aid with pace of play we allow gim'me putts however, they must be within the grip of a normal putter. If we are playing a contest that includes counting your putts, everything must be putted out unless you have reached your maximum strokes on a hole, then you will count 3 putts for the putting contest.

OUT OF BOUNDS is anything over all white fence and the street on Hole #6 and #9. You may take relief from trees that have the black tubing around the trunk (2 club lengths no closer to the hole).

- **A Flight:** Play by USGA rules. You will re-hit your ball from original position before going out of bounds. Your penalty is stroke & distance.
- **B Flight:** Go to the point where your ball went out of bounds and take a drop. You will still add 1 stroke to your score as penalty, but will take the advantage of distance.

DROP AREAS & HAZARDS:

- **A Flight: Hole #5.** If your tee shot enters the hazard, you are to first take your drop in front of the hazard. If your second shot again enters the hazard, you may then use the drop area on #5. If you use

your tee shot as a layup, but your second shot enters the water, you may then proceed to the drop area. The drop area is to the left of the small tree closest to the fairway. **Hole #8.** If your tee shot enters the water hazard or the grassy area marked with stakes, you may use the drop area by the big tree to the right of the lake on **#8.** As of now, there are no drop areas on the back side.

- **B Flight:** If you hit your ball into any of the hazards (water, woods, etc.) you may take your ball to a designated drop area (Use the drop areas listed above for #5 & #8). If there is no designated drop area, you may choose to take your drop either in front of the hazard, or you may go around the hazard to drop your ball in the general direction of where your ball entered the hazard. You will still add 1 stroke to your score for entering the hazard.

Note regarding hazards: Below is an excerpt from a column that explains Hazards and how to play them. It is an excellent description and put in a way that is easy to understand.

"The distinction between yellow and red hazard are most often used to define water hazards, players rarely know the difference between the two colors in terms of how you may take relief. Additionally, we relate the colors red and yellow with water when, in fact, they can be used to mark any hazard with or without water. Golf courses will also define hazards, such as weeds or natural grass areas, with the same red or yellow stakes. So, the first thing that needs to be understood is that hazards are hazards. It doesn't matter what is inside the stakes, but the color of those stakes is what is important.

Let's look at the yellow hazard first. Most commonly, yellow stakes can be found marking the boundary of a pond or stream that runs directly between the tee box and the green. In other words, the hazard must be crossed at some point in order to get to the green. If your ball comes to rest in a hazard marked by yellow stakes, you have two options as to how you may take relief. It should also be noted that you don't have to take relief. If you want to play the ball out of the hazard, red or yellow, you may. However, you may not move any loose impediments in the hazard and you also may not ground your club in the hazard. But, you do have the option to play the ball as it lies.

If you do choose to take relief, the first option that you have is to play your next shot from as close as possible to the point from which you hit your original shot. So, if you were in the middle of the fairway at 150 yards and you hit it in the drink, you can go back to that spot and try to hit the shot again, plus a one-stroke penalty. Thus, if you hit your second shot in the water, you would be hitting your fourth shot from that same spot. This is the less commonly selected choice of the two because it is essentially a stroke and distance penalty.

The second option for relief from a yellow hazard is usually your best option, but is also the most misunderstood choice as well. The other way to take relief from a yellow hazard is to mark the point that the ball crossed the hazard and then draw a line between that point and the flag. You may drop your ball at any point on that line. Essentially, you can go back, keeping the point where your ball crossed the hazard in line with the pin, as far as you choose to go. Please note that you cannot go back on the line of flight that your ball took as it flew into the hazard! That is the most common mistake in this type of relief situation. How your ball got there doesn't matter. What matters is the point where it crossed the hazard. Those are the two different forms of relief that you may take for a water hazard or any other hazard marked by a yellow stake.

Ok, so what about red stakes? Well, red stakes are used to mark lateral hazards. Because these hazards run parallel to the hole, it is often times impractical to take relief by going behind the hazard as described in the second option of the yellow stakes. So, the rules of golf allow for an additional option for relief if your ball is in a red hazard. That third option is to take relief within two club lengths of where the ball crossed the hazard, no nearer to the pin. This may be down from either side of the red hazard. Just because your ball crossed the hazard on the right side doesn't mean that you can't take relief, within two club lengths and equidistant from the hole, on the left side of the same hazard. That third option is the only difference between a hazard marked by red stakes and a hazard marked by yellow stakes." Written by: Matt Snyder~http://www.oobgolf.com/content/columns/cigar+lounge/1-3994-Red_and_Yellow_Hazards.html

LOST BALL. A "lost" ball is different than a ball that has entered a hazard (defined by a red or yellow painted line or stake).

- **A Flight:** The penalty for a lost ball is stroke and distance. If you believe you have "lost" a ball, you must return to the place you originally hit your ball, even if it is a tee shot. To help with pace, if you fear a ball may be lost, you should ALWAYS play a provisional ball. If your ball "may" have entered a

hazard, it is not considered lost and you take a drop at the point where your ball first entered the hazard. An example of this would be on Hole #18. There is an area to the right of the fairway that is "native grass". If your ball has landed in this area, you should play a provisional ball (hit a second shot) and then look for your ball. If it is not located it is considered "lost". You will then play the provisional ball and take the penalty stroke. If your ball lands in an area that is NOT marked as a hazard, then it should be played as a "lost" ball.

- **B Flight:** Go to the point where your ball became lost and take a drop. You will still add 1 stroke to your score as penalty, but you will take advantage of the distance.

TEE BOXES. When playing in league, all players should play from the "red" tee markers. On occasion, the maintenance crew will switch our tee boxes around to play one that may be further back. If this happens, please play from the "red" markers, being certain to follow the two club length rule from "behind" the markers.

HANDICAP ADJUSTMENTS. In some cases, adjusting handicaps is necessary in an effort to "deflate" the strokes and present a more level playing field. One example is **skins**. Handicaps will be adjusted by 75% and then 1/2 strokes. This will help in keeping a "natural" birdie or par from being cut. You will also see adjustments with match play as outlined below.

SCORING. On your scorecard, please record your "gross" strokes, up to the double par maximum. ***When you finish your round, be sure your scorecard is complete for all holes played along with first & last names.*** Scores will then be calculated within the next 2 days and results will be emailed to the league. All prizes will be issued in the form of Golf Shop Credit that may be used in the shop towards greens fees or merchandise.

All individual scores will be posted in the GHIN Handicap system by the league Committee. For those that play 18 holes on a Wednesday, if you would like your "18 hole round" score posted, please be sure to let me know your complete "18 hole round score" when turning in scorecards Wednesday night. Each player will be able to look in the system to see their current handicap. ***Please, do NOT post your own scores from Wednesday night league play.***

PACE OF PLAY is extremely important. **Play ready golf!!** Our league has been allotted 2.5 hours to play our 9 hole round, which should be plenty of time to finish. It is each players responsibility to make sure they are not holding up their group, and the group as a whole should recognize they are falling behind and needs to quicken their pace. Be sure you are always keeping up with the group in front of you.

Use the tips below to improve your pace of play.

- ***Limit conversations*** while teeing & putting.
- ***Plan your shot*** while walking to your ball or while others are playing.
- ***Be ready*** to play when it is your turn to play, particularly ***on the putting green.***
- ***Walk briskly*** between shots.
- ***Walk directly to your golf ball;*** don't follow other players to theirs unless assisting in a search.
- If riding, ***take several clubs with you to your ball*** so you won't have to walk back to the cart.
- ***Be efficient with pre-shot routines.***
- Don't step off yardage for every single golf shot, ***develop an "eye" for distance*** (especially if you are playing the same golf course every day/week).
- Take only one look at the line of play/putt from behind the ball.
- Take only one practice swing.
- ***Play a provisional ball*** if you think the original may be lost outside a water hazard or out of bounds.
- ***Record scores on the next teeing ground*** while others are playing or after you have played your tee shot.

MATCH PLAY

Match play is optional for those in the "A" Flight looking for a more competitive game. There will be an additional fee to compete in Match Play. This fee will cover the cost of Trophy's and will be based on the number of participants (estimated to be approximately \$15 per person). All rules for match play shall follow USGA rules, except as stated in the league rules.

So that the playing field is kept fair for everyone, **you are required to post ALL scores from ALL rounds including other golf courses (with the except of our league).**

It is important to understand Match Play rules and etiquette before matches begin. While we are all learning, it is unfair to your opponent to play a match and not understand rules of match play and in some cases can result in a loss of a hole or a match.

When playing a match, handicaps will be adjusted by 75% and then you will play off the lower handicap. For example: Based on an 18-hole round, if Player 1 has a handicap of 16 and Player 2 a handicap of 9.

$$\text{Player 1} - 16 \text{ handicap} \times 75\% = 12$$

$$\text{Player 2} - 9 \text{ handicap} \times 75\% = 6.75 \text{ rounding up to } 7$$

The difference of the 7 and 12 being 5 strokes, means that Player 1 will receive 5 strokes for the match, starting with the hardest to the easiest holes. This adjustment will apply to 9 hole and 18 hole matches.

The Match Play format will begin with 9-hole matches with winners advancing to the semi-finals (or the final 4 players-2 matches). At that time, the matches will convert to an 18-hole match increasing the challenge for the successful players. These matches can take place at any time, including Wednesday at the 3 pm start time.

To participate in Match Play, you are required to have at least (4) 9-hole scores in the GHIN system from any of the local golf courses, before the start of Match Play. Deadline for sign up and payment of fees will be May 4th and matches can begin once the schedule is posted. Matches do NOT necessarily have to be played on Wednesday, but must be mutually agreed upon by both players if playing at another time. Let me know in advance when playing your matches, especially if on Wednesday so that pairings can be prepared accordingly. If the match results in a tie, then the players must continue play until there is a winner. If a tie cannot be determined on the day of the match, then play can resume at a mutually agreed upon time, and tee time availability.

A Match Play schedule will be provided shortly following the deadline for signup. Generally speaking, you will have approximately 3 weeks for each match. Hopefully all matches can be completed within that timeframe. Participating in Match Play will require schedule flexibility and could possibly mean scheduling vacation time or weekend availability. Match deadlines may be adjusted by Karla for reasons outside of anyone's control. Matches not completed within the scheduled timeframe will be decided using the following criteria:

1. If match is cancelled by same player two times, , that player will forfeit the match, and the other player will move on to the next round.
2. If both players mutually agree to cancelling, and the match cannot be played with the scheduled timeframe, then a drawing will take place and the winner of the drawing will move on to the next round.

Good luck to all!



2016 Ladies League Registration

Our Wednesday Night Ladies League is perfect for socializing, playing a round of golf and having fun. Each week we have changing game formats to provide extra challenges while rotating to different nine holes each week. Stick around after golf for dinner & to socialize, it's the perfect way to end your evening with friends.

- Season Kick-Off Meeting is April 6, 2015 at 6 pm
- **League Start date:** April 20, 2016 **End date:** August 17, 2016
- 9 Hole shotgun @ 5:30 with play rotating to a different 9 each week
- Greens fee is \$24 (includes cart) weekly ~ only pay if you play
- Game formats change weekly
- Match Play is optional for A Flight ~
An additional fee applies and based on number of participants (approx. \$15)
- Return to clubhouse after golf ~ turn in completed scorecards & socialize
- Sign up with a friend or individually ~ no substitutes required
- \$100 Registration fee covers GHIN handicap, prizes, & end of season dinner
- 18 hole play option available ~ Green fee is \$34 (includes fee for 9 hole league) Tee times start at 2:45 to 3 pm.

Complete the registration form below ~ all fee's are due at time of registration. Be sure to ask for a Rules packet if you didn't receive one. If you have any other questions, contact Karla at 636.368.1052 or email at kduke4620@yahoo.com

Name _____

Address _____

Phone _____ E-Mail _____

I choose to play in the A Flight: _____ Sign me up for Match Play _____
(Additional fee applies)

I choose to play in the B Flight: _____