

Oaks Senior Golf League

By-Laws

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1. Mission Statement

- The Oaks Senior League is comprised of golfers age 55 and older. Our purpose is to bring together like-minded seniors for the enjoyment of some light-hearted competition. We hope to bring golfers together at all levels of skill for camaraderie and fellowship. We play an 18-hole round on Thursday mornings at The Oaks Golf Course.

2. Membership

- League membership is open to all golfers that meet the age limitation. A CandiaOaks Membership is not a prerequisite for membership in the league, however, current members have priority over non-members should there be a need to limit membership. Also, in the event that all applicants to the league cannot be accommodated, prior year league members will have priority over new applicants.
- League membership requires payment of annual dues determined by the League Commissioner.
- Members will be required to pay greens fees and cart fees as determined by the League Commissioner.
- The League has a pre-season scramble on 5/18/2017. Start date is 5/25/2017
- Prospective league members must register with the league commissioner NLT 5/11/2017.

3. Team/League Structure

- Teams will be comprised of two players. Team members will assume the A and B position within their team with the A player having the higher quota of the two. If quotas are equal, then the players will be positioned alphabetically by last name. Teams will be formed either by two potential members submitting their names as a team, or by a single player submitting his/her name. The league commissioner will pair singles with another player whenever possible.
- The 55+ Senior league will be divided into two separate Divisions, the American League Division (AL), and the National League Division (NL). The two leagues will again be divided into East and West Flights.
- After all teams are registered, and the commissioner has established starting handicap indexes, teams will be listed, lowest to highest, by their total team index. The league will be split in half, as evenly as possible. The top tier teams will go into the AL, and the bottom tier teams will go into the NL. The Leagues must end up with an even number of teams. Example: If the total number of teams is 34, the split would not work at 17 teams per League. The split would have to be 18 AL, 16 NL or vice versa. The total number of teams in each League must be an even number to allow for weekly scheduling.
- Competition during the regular season will match teams within their Leagues.
- In the event a team loses a member during the season, the remaining member may choose a replacement, or the commissioner may assign a replacement. The replacement player's quota will not affect which division the team is positioned in. That team will remain in the division they began the season in.
- The regular season will end after 13 weeks of competition. Competition for low gross, and most points won individually will also be determined at this time. Should there be a tie for either of these awards, the tie-break will be carried over to the playoff round where we would look for a clear winner. If none, then match cards after that round for a low gross score winner starting at the first hole played that round.
- The playoffs seeding will be selected as follows:
 - #1 seeds (four total) = Winners of AL East, AL West, NL East, NL West.
 - #2 seeds (four total) = Two Wildcard teams will be selected from the East and 2 from the West Flights. The Wildcard seeds will be awarded to teams with the highest point totals within their respective divisions.

- Week 1 of playoffs:
AL East vs AL Wildcard, AL West vs AL Wildcard, NL East vs NL Wildcard, NL West vs NL Wildcard. Note: The week 1 Wildcard match-ups are selected via blind draw. Teams that are eliminated from playoffs are eligible for quota the following weeks.
- Week 2 of playoffs:
Winners of AL match-ups vs. each other
Winners of NL match-ups vs. each other
- Week 3 of playoffs:
AL winners vs. NL winners
- While the playoff teams are playing their matches, the remaining players will compete for the best quota record over the first two playoff weeks. This is not an aggregate score of the two weeks, but the best quota score posted by an individual player during those two weeks.
- In week 3 of the playoffs, those teams not vying for the League Championship will compete in a scramble format, or other format as chosen by the Commissioner.
- The tie-break for any ties between teams during the playoffs will be low team best ball starting at hole #1, and continuing to each successive hole until there is a clear winner.
- The player with the most points accumulated throughout the course of the league will qualify for the Bud Light League shootout.

4. Scoring Format

- Quota points are earned during the round by scoring:
 - 1 point for bogey
 - 2 points for par
 - 4 points for birdie
 - 8 points for eagle
- Your initial quota is set by the commissioner. He or She will determine your USGA handicap index and set a quota score for you after calculating your course handicap. Once established, your course handicap will be subtracted from 36 to establish your quota score. Example: Your course handicap equals 22. Subtract 22 from 36 and you end up with a 14 quota score. Your starting quota for the season is set at 14. The minimum quota for men is 4, and for ladies it's 4 regardless of course handicap. Male players with a handicap index of 15.0 or higher can choose to play the white or green tees without any further increase in quota. Male players with a handicap index of 14.9 or lower can choose to play the white or green tees, but they'll incur a quota increase of 3 quota points if they choose to play from the green tees. In the example given above, a male player that chooses to play from the green tees and has a handicap index of 14.9 or lower would start with a 17 quota. Players must select their preference for white or green tees on or before 5/18/2017. Thereafter, they will play from their initial tee selected.
- After your initial quota score is established, your quota score will be adjusted each week in relation to the quota score you post each week. Example: Weekly starting quota=14. You post 16 quota points earned for that day's round. Your quota score remains at 14 for the upcoming week.
For your quota to be adjusted up or down, you must earn a quota score that differs from your starting weekly quota by 3, 6, 9 etc. Example: Your starting score is 14. You post an earned quota score of 17. Your quota score will increase for the upcoming week by 1 to a 15. If you posted an earned quota of 20, your score would increase by 2 to a 16. The same rule applies to scores lower than your start quota. Adjustments come in increments of 3 quota points earned, or not earned.
- Players/teams will be competing each week in head-to-head competition against a player/team within their League. You, individually, will attempt to equal or better your quota score. Your opponent will do the same, and the player with the best score in relation to the starting quota will win 1 point for the team. Ties will receive .5 points.

- This scoring system allows you and your partner to win or lose one point each. There is a third point available for the team and that occurs when comparing the total team quota earned against the opposing team's total quota earned. Example: Your (Team 1A) earned quota is +6, and your partner's (Team 1B) earned quota is -1 for a team score of +5. (Subtract a negative score from the positive score). Your opponent (Team 2A) posts a +4 and (Team 2B) posts a +2 for a total of +6. Team 2 wins the team point.
- Let's look at this card and the points won:
Player 1A earned +6 compared to player 2A earning +4. Team 1 wins 1 point.
Player 1B earned -1 compared to player 2B earning +2. Team 2 wins 1 point.
Team 1 combined quota equals +5 compared to Team 2 at +6. Team 2 wins the team point.
Team 1 gets 1 point, Team 2 gets 2 points for the week.
- Whenever a team is short a player, that missing player will be recorded with a -4 quota earned for calculating the team point. The unopposed player will receive the match point.
- Whenever both players on a team are not present for play, the opponents will receive 3 points for the match after completing their rounds.

5. Rules of Play

- Teeing Ground: Male players with a handicap index of 15.0 or higher can choose to play the white or green tees without any further increase in quota. Male players with a handicap index of 14.9 or lower can choose to play the white or green tees, but they'll incur a quota increase of 3 quota points if they choose to play the green tees.
- All play will be governed by the USGA Rules of Golf except as listed below:
- Preferred lies, up to 12" no nearer the hole are permitted in the fairway of the hole being played.
- All wooded areas are considered hazards and any ball lost in those areas will be played as a ball in a hazard IAW USGA Rule 26b.
- The Commissioner has the option to invoke a local rule at his/her discretion
- Disputes arising on the course should be resolved before teeing off on the next hole whenever possible. If necessary, a second ball could be played and both scores recorded until an official ruling can be made.
- Golfers/Groups who continually play slow golf may be penalized 2 quota points per round.

6. Equitable Stroke Control

- The league is primarily a quota league, but players are required to post their scores for handicap purposes. Under the new GHIN system, the league will attempt to post everyone's weekly score. If we are unable to do that, we'll notify everyone to post their own scores.
- Players will continue play on each hole until they've reached their ESC limit for handicap purposes. Do not pick up at double-bogey because you failed to earn any points on the hole. Continue to play until you reach your ESC maximum. Beyond that, in the interest of speedy play, there is no need to continue.
- ESC sets a limit to the number of strokes a player can take on a hole depending on Course Handicap. Apply ESC to all scores, including tournament scores.
Below is the maximum number a player can take:

<u>Course Handicap</u>	<u>Maximum Number</u>
9 or less	Double Bogey
10-19	7
20-29	8
30-39	9

7. Prizes

- During the playing season, there are prizes awarded for closest to the pin on all par 3s. Each week the winners will receive a \$25 pro-shop credit.
- Your initial dues paid will go toward paying for weekly prizes, end of year prizes, and also the banquet. The following achievements will be rewarded at the banquet in amounts decided by the League Commissioner:
 - Overall winner of the League Finals, AL Division Vs. NL Division
 - Runner-up in the League finals, AL Division Vs. NL Division
 - Runner-ups in the Division Finals (2 teams from week 2 of the playoffs)
 - Low Quota winner from the playoff rounds.
 - Playoffs-Week 3 scramble winners.
 - Low gross score for the year during the regular season.
 - Most individual points earned in each of the 4 Flights during the regular season.
 - The player with the most points accumulated throughout the course of the league will qualify for the Bud Light League shootout.

8. Tee Times

- Our league plays 18 holes each week with tee times starting at approximately 7:00 am and concluding after all matches are on the course. Groups go out every nine minutes.
- Tee times are set at the beginning of the year for the entire season. This gives you the ability to see the entire season's times in advance. If you see a time that may create a scheduling conflict, please let the Commissioner now so that your time can be adjusted. Special tee time requests can be accommodated given enough lead time. Please try to work out any conflicts as soon as you can.
- Special tee time requests for the entire season should be brought to the Commissioner during registration.

9. Substitutes

- Substitutes are welcome to play in your absence. A list of known substitute golfers is maintained on the website. If you choose a sub not known to the league the Commissioner needs a GHIN handicap card whenever possible. If that's not possible, then an accurate representation of this persons playing abilities is necessary.

10. By-Laws

- These by-laws are in effect for the 2017 season. No changes will be made until the season concludes.
- Each year changes to the by-laws may be proposed by any league member, or the commissioner, and approved/disapproved by a majority vote at the end-of-year banquet. Changes approved at the banquet will go into effect for the next season.

11. Schedule

Week	Date	Day
Pre-Season Day	5/18/17	Thursday
1	5/25/17	Thursday
2	6/1/17	Thursday
3	6/8/17	Thursday
4	6/15/17	Thursday
5	6/22/17	Thursday
6	6/29/17	Thursday

7	7/6/17	Thursday
8	7/12/17	Wednesday
9	7/20/17	Thursday
10	7/27/17	Thursday
11	8/3/17	Thursday
12	8/10/17	Thursday
13	8/17/17	Thursday
Week 1 of Playoffs	8/24/17	Thursday
Week 2 of Playoffs	8/31/17	Thursday
Week 3 of Playoffs and Banquet	9/7/17	Thursday