

Men's Niners Golf Club

Organization and Rules

January 2019

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Men's Niners Golf Club

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Men's Niners Golf Club

Organization Overview

Purpose

The Men's Niners Golf Club (Club) was established for LOP men who wish to play 9 holes of organized golf on a regular basis. The primary purpose of this club is to provide an opportunity for fellowship among the members while playing golf in a relaxed atmosphere. The Club makes use of a computerized handicapping system that saves its members the cost of joining the Northern California Golf Association in order to establish a handicap for club play. The maximum handicap for 9 holes is 24. Members' actual handicaps will be recomputed every week, but the maximum handicap is used for our weekly competitions. The Club also arranges for play on neighboring golf courses at a reduced rate to give the members some variety in the courses they play when the LOP Golf Course is closed for repair or for a tournament.

Membership

All men who are members of LOP may become members of the Club. They shall pay annual dues, may participate in Club events, and may vote and hold office. Occasionally we allow the sponsoring of members outside LOP on a case by case basis. If that happens the sponsor is responsible for calling in the member through the LOP gate each time the member enters.

Club Meetings

Four meetings shall be held each year to conduct Club business. Election of officers shall take place in October with new officers assuming duties on January 1st. The Captain may call special meetings as needed.

Dues

Current member dues are \$45.00 to be paid annually and due no later than the first play day in January. New members are charged an additional \$5.00 (upon joining only) to build up a Hole-in-One Fund to defray the cost of celebrating that event should it occur.

We also have a \$5 pay-in for each week's round per player. \$2 of that pay-in (and \$3 for special rounds) is used for paying winners each week – see Page 9. The rest is put into the Niners' Treasury to help cover the lunches for quarterly meetings and to defray the cost of our annual Christmas Dinner/Dance in December.

Information

Men's Niners golf information is shown on the LOP Website by entering "Clubs > Golf Clubs > Men's Niners." Some of the current information is posted in a notebook in the Pro Shop.

Men's Niners Golf Club

LOP Men's Niners' Rules – effective January 1, 2019

The Club plays in accordance with the current USGA Rules of Golf and the LOP Local Rules except as modified and clarified below.

1. **Winter Rules** – The Club plays winter rules all year. A ball not in a hazard or bunker may be lifted, cleaned, and placed up to 6 inches in any direction except closer to the hole.
2. **Green Tees** – Normally the green tees will be used for weekly rounds.
3. **Ready Golf** – Members shall play “ready golf” whenever possible.
4. **Ball Out-of-Bounds or Lost (2019)** – The Niners will adopt the 2019 USGA suggested “local” rule which allows a player hitting a ball out-of-bounds, or losing a ball, to either
 - a. proceed under stroke and distance (take a one stroke penalty and replay the shot from the place his previous shot was made) after which the original ball is considered out of play, or
 - b. Before going forward to search for the ball, announce and play a provisional ball. If the original ball is then found to be in bounds, it is played without penalty. If not, play is continued (with a one stroke penalty) using the provisional ball. If the provisional ball is also OB, the player must then proceed with “option c” below. A provisional ball may be played as many times as a player wishes until it passes the distance where the original ball was lost or OB. At that point, the original ball (even if later found) is considered out of play, or
 - c. Drop a ball in the fairway nearest the point, but not closer to the hole, that the ball went OB or was lost and take 2 penalty strokes. The Player may drop up to 2 club lengths from that point on the edge of the fairway but no closer to the hole. In the case of a tee shot the player dropping a ball would be lying 3. After hitting this shot, the original ball (even if later found) is considered out of play.
5. **Lost Ball (2019)** – If, after searching for no more than 3 minutes, a ball cannot be found, it is considered to be lost and the player shall proceed in accordance with item 4 above.
6. **Lost Ball in Fairway** – If, after searching for no more than 3 minutes, a ball cannot be found in the fairway or adjacent rough in an area where the others in the group agree it should be, the player may drop a ball with no penalty.
7. **Lateral Red Stake Hazards (2019)** – A Ball determined to be in a lateral water hazard (red stakes) may be played as it lies or dropped with one stroke penalty, 2 club lengths out, and no closer to the hole, from the side of the hazard at the point the ball first crossed the boundary of the hazard. (The option of dropping on the opposite side of the hazard has been eliminated for 2019)
8. **Yellow Stake Hazards** –A Ball determined to be in a yellow stake water hazard may be played as it lies or, with a one stroke penalty, dropped any distance behind the hazard on the side closest to the tee. On hole # 14, a ball that lands on the bridge is considered to be within the hazard.
9. **Grounding Club in Hazard allowed (2019)** Players may now ground their club in a red or yellow hazard, and remove loose impediments (rocks, twigs, etc.).

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- 10. Relief from Obstructions and Cart Paths** – Balls may be dropped without penalty one club length, no closer to the hole, from the closest point of relief for cart paths and other manmade fixed obstructions (i.e. sprinkler heads, yardage markers, staked trees, french drains, etc.). Such relief may also be taken from catch boards to right of green on hole #3, catch boards to right of fairway on hole # 4, and the protective fence behind the 4th green.
- 11. Relief from Standing Water, Ground under Repair (GUR) and other Abnormal Ground Conditions** – If a ball lands in “standing water” or within a "ground under repair" outline, it can be moved one club length in any direction from the point of nearest relief, except closer to the hole, with no penalty. Other abnormal ground conditions such as dirt piles, holes in the ground, etc. are also considered GUR even if not marked. The Niners consider bare dirt areas in the fairway as GUR even if not marked.
- 12. Relief from Movable Objects** – Movable objects (rakes, movable yardage markers, stakes marking hazards, etc.) may be moved without penalty and the ball replaced as close as possible to the place it was lying.
- 13. Unplayable Lies (2019)** – When it is determined by a player that his ball (not in a hazard) has an unplayable lie, it may be moved with one penalty stroke, 2 club lengths in any direction except closer to the hole, or any distance behind the point it came to rest and in line with the hole. A ball may not be moved out of a bunker. However, starting in 2019, a ball in a bunker may be moved out of and behind the bunker, by taking 2 penalty strokes. Determination of an unplayable lie is at the sole discretion of the player.
- 14. Conceded Putts not allowed** – All putts are expected to be holed – no conceded putts.
- 15. Hitting Flagstick with putt not a penalty (2019)** – There is no longer a penalty for hitting the flagstick with a putt, so it is not required to remove the flagstick before putting. This is at the discretion of the player who is putting.
- 16. Double Hits not a penalty (2019)** – When a player accidentally hits a ball more than once during a single stroke, there is no longer a penalty, and the ball is played as it lies.
- 17. Grounding Club in Bunker (2019)** – Players are now allowed to touch the sand in a bunker, but not to ground a club behind the ball, or touch the sand with a practice stroke. Players may now remove loose impediments (rocks, twigs, etc.) in a bunker.

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Golf Etiquette

Members are asked to observe the following rules of etiquette on the golf course:

1. Members will adhere to the course **45-degree** rule upon leaving the golf-cart path. Carts should not be driven up the fairways, but always to either side of the fairway at a 45-degree angle depending on where member's ball lies.
2. Members will not drive a golf cart beyond the 50-yard marker toward the green. The member will drive his cart **90 degrees** to the cart path rather than angle the cart from the 50-yard marker to the cart path.
3. Members will drive their carts to the green area using the cart path only.
 - a. Members will not drive to the right side of Hole #5.
 - b. Members will not drive to the left side of Hole #6 green.
4. When starting on the #10 tee, members should not approach the tee from the direction of the #10 green. Instead they should use the Green Valley road entrance, as if coming from Hole #9.
5. Members will repair all divots on the tees, fairways, and greens.
6. Members will attempt to complete their 9-hole round in 2.5 hours.
7. Once play is complete, members will drive forward to the **nearest street** to return to the Sports Lounge, rather than drive through the course interrupting players still completing their round.
8. Alternate 9: If there are members directly behind your group, members will continue to drive down the path towards Lakeshore South to move forward to Hole 9. Members will not drive back down the path towards Hole 9.
9. Members will be polite to all LOP employees.

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Equitable Stroke Control Methodology for Determining Handicaps

The Men's Niners Club uses the Equitable Stroke Control Methodology in use by the Northern California Golf Association (NCGA). This methodology sets a maximum number of strokes that a player can post on any hole based on his current handicap.

While members are expected to log all their strokes on their scorecards for purposes of awarding winnings, the Handicapper reduces those strokes when entering them into the handicapping program based on the members' current handicap as indicated below:

Current Member's Handicap	Max Strokes Recorded on Any Hole
4 or less	6
5 through 9	7
10 through 14	8
15 through 19	9
20 through 24	10
25 or more	11

If members elect to post their scores on the NCGA handicapping system, they should already be using these numbers to adjust their scores before posting. As an example, a member with a handicap of 18, and a gross score of 63 (including two holes with strokes above 9) would have his adjusted score entered into the handicap system as 58 (as indicated below):

Holes	1	2	3	4	5	6	7	8	9	Total
Strokes	5	7	3	8	5	11	4	12	8	63
Adjustments	0	0	0	0	0	-2	0	-3	0	-5
Adjusted Handicap Entry										58

Regardless of whether you post your scores on the NCGA handicapping system or not, the Club Handicapper will do the adjustment on members' scores for the Club's handicapping system.

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Men's Niners Payout Distribution

Men's Niners - Payout Distribution

Players	Places	Approximate Percentages			
		1st	2nd	3rd	4th
4-5	2	60%	40%		
6-12	3	45%	35%	20%	
13-15	4	40%	30%	20%	10%
16 & Up	Two flights. Split the flights in half (if possible) by handicap, by HCP Index in the event of ties, or by making a "judgement call."				

\$2.00 Normal Payoffs = Dollars per person for payout

Players	1st	2nd	3rd	4th	Total
4	\$5.00	\$3.00			\$8.00
5	\$6.00	\$4.00			\$10.00
6	\$6.00	\$4.00	\$2.00		\$12.00
7	\$6.00	\$5.00	\$3.00		\$14.00
8	\$8.00	\$5.00	\$3.00		\$16.00
9	\$8.00	\$6.00	\$4.00		\$18.00
10	\$9.00	\$7.00	\$4.00		\$20.00
11	\$10.00	\$7.00	\$5.00		\$22.00
12	\$11.00	\$8.00	\$5.00		\$24.00
13	\$10.00	\$8.00	\$5.00	\$3.00	\$26.00
14	\$11.00	\$8.00	\$6.00	\$3.00	\$28.00
15	\$12.00	\$9.00	\$6.00	\$3.00	\$30.00

\$3.00 Game Day Payoffs = Dollars per person for payout

Players	1st	2nd	3rd	4th	Total
4	\$7.50	\$4.50			\$12.00
5	\$9.00	\$6.00			\$15.00
6	\$9.00	\$6.00	\$3.00		\$18.00
7	\$9.00	\$7.50	\$4.50		\$21.00
8	\$12.00	\$7.50	\$4.50		\$24.00
9	\$12.00	\$9.00	\$6.00		\$27.00
10	\$13.50	\$10.50	\$6.00		\$30.00
11	\$15.00	\$10.50	\$7.50		\$33.00
12	\$16.50	\$12.00	\$7.50		\$36.00
13	\$15.00	\$12.00	\$7.50	\$4.50	\$39.00
14	\$16.50	\$12.00	\$9.00	\$4.50	\$42.00
15	\$18.00	\$13.50	\$9.00	\$4.50	\$45.00

- Notes:**
- 1 - Dollar amounts are rounded to the nearest half dollar.
 - 2 - Amounts may have to be adjusted for 2-man scrambles, certain ties, etc.
 - 3 - Tie breakers on regular low-net days will be by scores on holes by order of difficulty - most difficult first.
 - 4 - Tie breakers for low putt days will be low net.

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Men's Niners' Games - Types of Play

Low Putt

In addition to his actual score for the round, each player will record the number of putts on each hole and total number of putts for the round. Only putts from on the putting surface will count as putts. Payouts will be awarded to the three members with the lowest number of putts. Payouts will also be made to players in each flight with the lowest net scores.

3 Clubs & Putter

All rules of normal play apply, except that only 3 clubs plus a putter may be used. Club selection must be declared before play starts.

Irons and Hybrids Only

All rules of normal play apply, except only irons and "iron replacement" hybrids may be used.

2 Man - Alternate Shot

This game will be played in 2-man teams, using the average handicap for the 2 players.

Members will be divided into 4 groups based upon handicaps

Teams should be made up of players from 2 adjacent groups (for example: 1 A player+1 B player, 1 C player + 1 D player).

Each player will tee off on every hole. The team will select a tee shot and then alternate shots, playing the same ball until the hole is completed.

Each player must use at least 3 tee shots

If desired, each players may substitute their own ball for their shots or putts

Penalty strokes count against the team for total strokes, but do not interrupt the sequence of alternate shots. Players should never hit two consecutive shots."

1-2-3 Best Ball

This game will be played in 4-man teams. The Events Officer will work with the Starter to establish equitable groupings. Teams should record actual gross scores on each hole for each player. Handicap strokes and team scores will be determined after the round.

On the first hole the lowest "net" score will be the team score. On the second hole, the sum of the two low "net" scores will be the team score. On the third hole, the sum of the three lowest "net" scores will be the team score. On the fourth hole it's back to the one lowest score, and so on through the round. Regular scoring will not be used.

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Bingo Bango Bongo

This game awards a point to the golfer who is first to get on the green (Bingo), a point to the golfer who is closest to the pin (Bango), and a point to the golfer that holes out first (Bongo). Payouts will be awarded to the three members with the highest number of Bingo, Bango, Bongo points. Payouts will also be made to the players in each flight with the lowest net scores.

In order for this game to proceed fairly, the order of play must be adhered to. Furthest from the pin always plays first. All balls off the green should be played before any are played from on the green (even if a ball on the green is further from the pin than one off the green). Putts must be attempted in order of distance from the pin. No tap-ins. Observe proper honors on the tee. Low score on the preceding hole tees off first, then in order of score. If tied on a preceding hole, carry forward from the hole before that, etc.

SCR 4 Man scramble

This game will be played in 4-man teams. The roster will be sorted into 4 groups based upon handicaps and each team will include a player from each group. Scores will be computed using the average handicap for the team.

All players will hit tee shots and then select the best tee shot. The player whose drive is selected will not be allowed to play the next shot. Each of the three other players will then hit their second shot from a position not more than one club length (not closer to the hole) from the position of the selected tee shot. Threesomes are permitted to rotate a fourth shot from each ball position. The same procedure will be followed for succeeding shots until the ball reaches the green. Once on the putting surface, all players may putt from within 3 inches of the chosen ball (not closer to the hole). Balls on the fringe must be played from a position within 6 inches of the selected ball (not closer to the hole), but not on the green. Balls more than 1 putter length off the green will be considered in the fairway and may use the 1 club length rule.

Normal rules apply to balls in hazards and bunkers. If the ball chosen is in a hazard, the team must choose one of the following options: 1) the next balls may be played from the hazard or 2) balls may be dropped outside the hazard with one penalty stroke. If the ball you choose to play is in a hazard/bunker, all shots must be taken from the hazard/bunker, even if one club length relief is outside of the bunker.

Foursomes must use at least two tee shots from each player. Threesomes must use 3 tee shots from each player.

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Members' Duties

1. Make an effort to play on scheduled days. Be at the starting hole at least fifteen minutes before the tee time - 30 minutes preferred.
2. Be aware of, and follow, the Club rules.
3. Try to play without delay - playing time for 9 holes should be no longer than 2.5 hours.
 - a) If your foursome is slow, pickup and move to next hole ASAP.
 - b) Move swiftly away from each putting green.
 - c) Record hole scores at next tee, not at putt-out location.
4. Fill out score cards properly and with accurate math. You can put highlight comments on cards, post your scores, and deposit cards in box immediately after play.
5. Plan to attend meetings - usually held quarterly.
6. All legitimate rounds played with the Club, at home or away, should be posted.
7. When tournaments are played at other courses, turn your score cards in to the event organizer, if the course and slope ratings are available.
8. Pay your annual dues promptly to the Treasurer no later than December 31st.
9. Check the LOP Website under "Frost Delay" or contact the Pro Shop for information on frost delays, possible course closure, etc.

Officers' Duties

Captain

1. Provide leadership to club members.
2. Develop a yearly schedule and make it available to Club members and to the Pro Shop by mid-December.
3. Represent the Club, or appoint a representative, to present the Club's concerns at Golf Committee meetings.
4. Call and conduct meetings of officers as needed.
5. Arrange for periodic general membership meetings.
6. Mandatory meetings are early January and October.
7. Other meetings may be arranged at the conclusion of the first and second quarters.
8. There may also be a need for an "emergency" meeting from time to time.
9. Assign staff to notify membership of meetings, annual dues, special events, starting time changes or any other items at his discretion.

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Secretary/Treasurer

1. Create and publish Minutes for the Club's quarterly meetings and any other meetings that might be scheduled.
2. Provide new members with copies of the play date schedule, scoring and posting procedures, and a membership list.
3. Collect weekly tournament monies, record these, and payout winnings quarterly, based on the results provided by the Handicapper.
4. Record all income and expenses from all sources and distribute funds as appropriate.
5. In December
 - A. Collect annual dues,
 - B. Contact the membership list to determine if there are any dropouts,
 - C. Make a list of the Members-in-Good-Standing and provide to the Handicapper.
6. Prepare a quarterly financial report.
7. Prepare an annual statement by the second Friday in January. The statement should reflect the Club's income and expenses and the status of its checking account.

Starter

1. Create weekly sign-up sheets.
2. Provide a list of participating players and their lot numbers on each playing day to the Pro Shop.
3. Reassign players, as necessary, on play dates to fill foursomes, threesomes, etc.
4. Collect monies and submit to Treasurer.
5. Insure that players start promptly.
6. Put note on score card, for his group, as to number of paid players (for Handicapper's benefit).

Publicity/News

1. Collect information regarding the Club and its members, including golf results and special events.
2. Take photographs of Club events as appropriate.
3. Submit Men's Niners information to the **LOP News** for publication on a monthly basis.

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Handicapper

1. Keep the Club's membership list current and accurate, including contact information and updated handicaps on a monthly basis.
2. Work with the Secretary/Treasurer to provide new member lists to the membership as new members join the Club.
3. Collect score cards after play dates, verify the math, determine the net results, and annotate the score cards.
4. Determine winners, format a results sheet, and post it on the Club's website (and in the Pro Shop) as soon as possible.
5. Track the winnings of each member and submit to the Treasurer at the end of each quarter for payment (note payout schedule on Page 9).
6. Keep copies of the annotated score cards for one year.
7. Determine handicaps for new members:
 - A. Use one-half of the NCGA handicap for Green Tees as the starting point as follows:
 - i. Add the two green tee handicaps together and divide by 2 to arrive at an 18-hole handicap,
 - ii. Divide that number by 2 to get a 9-hole handicap, and
 - iii. Round down for this temporary handicap.
 - iv. Recompute this number at the end of each month until the player has played six 9-hole rounds with the Niners – at which time his Niner Handicap will be the result of those six rounds plus all succeeding rounds.
 - B. Collect at least three legitimate 18-hole scores (six 9-hole rounds) using the Green Tees from new members in computing their starting handicap.
8. Use the score-card results from Club rounds and the Equitable Stroke Control Methodology (see Page 8) in entering the scores for club members on a weekly basis.
9. Recalculate members' handicaps monthly using the previous 20 rounds as the basis.

Events

1. Manage the annual Club Championship series.
2. Arrange for outside events at other golf courses when the LOP Golf Course is not available for play in a given week.
3. Administer Special Game Days.