

# Gastrau's Winter League Rules

## Teeing Off

You can only use a tee for your tee shots!

- It is the players responsibility to make sure that they have the correct flag (representing the target line) selected before they hit. It isn't on your playing competitors to switch it back beforehand.
- So Before every shot **always**,
  - Aim the target line
  - Make sure the flag representing the target line is correct and what you want

## Misreads

The Toptracer system is accurate with it's readings about 99% of the time, but it can misread shots. If you and your playing competitors are in agreement that the shot wasn't accurate, the player will be able to use the mulligan button on the system to rehit that shot.

- **This should only be used for blatant misreads.** If you think it was off by a few yards, that's not what this rule is intended to be used for.

## Duffed Shots

Due to the limitations of the camera's, they aren't able to pick up ground runners, or shots that are topped. This means that the Toptracer system won't add that shot. On the scorecard, you'll have to add an additional stroke per duff, so that the scores are accurate.

- Sometimes, if a player skulls a shot, or is trying to hit a low punch shot, the toptracer system might not pick it up. If the ball travels over 100 yards (past the white flag on the range), this player doesn't need to add a stroke to their scorecard and can hit again without having a penalty stroke.
  - This doesn't apply to every situation though. For example, let's say someone only has 80 yards and they're trying to hit a punch shot underneath trees. In this case, as long as the shot was struck well, that player can rehit if it isn't picked up.
  - **Use your best judgment and be fair. If someone needs a ruling, Brent/Katie/Ryan can always make a final decision as well.**

## Putting (30 yards and in)

When putting, players will usually have the option to hit at two of the closer flags set out at 50 yards. The Toptracer system can only pick up shots that travel at least 30 yards and get 10 feet or higher. With this in mind, a shot that is 10 or so yards short of the flag

won't get picked up. In this case, a player must add 3 strokes total to their score as if they missed both circles.

- If it appears that they hit it in one of the circles, everyone must be in agreement as to which circle it landed in, otherwise that player has to rehit without taking a penalty stroke.
- As a side note, you can only aim at the flags that visually have the rings around them otherwise they aren't eligible for the shot.

## **Subs**

If a player on your team can't make it, you are able to play with a sub! We have a sub list to play for someone, but you can also find your own too. We just need an email address and a full name. All subs have to play scratch unless they are already in the system.

- **Subs aren't allowed to be used in the playoffs so plan accordingly.**

## **Max Score**

To play faster, players are only allowed to have up to five over par for a particular hole. If a player reaches this shot count, they must hit "concede" on the Toptracer screen and move on to the next hole.

- Only keep playing if all players are having a really high scoring hole and conceding could affect the outcome.

## **Scoring**

The format is best ball match play. The lowest score including handicaps between you and your competitors wins the hole. The team who wins more holes wins the match. If you win, your team receives 10 points and 0 for a loss. If you tie you get 5 points. You also get 1 point for every hole you win as well!

## **Sunset Rulings**

At sunset, some of the Toptracer screens stop working temporarily. If this occurs while you are playing, please stop for 10-15 minutes before resuming as you have to wait for the sun to go down. If this occurs while putting and everyone is in agreement as to where it landed, you can also just put that down on the scorecard.

## **Spot Selection and Team Pairings**

All bays where you play at and team pairings are completely randomized, so please do not ask for special requests to play in specific spots.

## **Hitting Out of Turn**

If you hit out of turn, that's a 1-stroke penalty and you must press "rehit" and have the correct player hit the shot.

## **League Makeups**

Due to timing, there won't be makeups available during the regular season unless the league night/day altogether is cancelled due to inclement weather. You can always get a sub if needed to cover for weeks that you can't attend. During the playoffs, we will be

more lenient in rescheduling rounds if an individual can't make the match as long as teams can agree to a time that is before the following week's round.

### **Handicap Calculations**

Any first year league members will start off without a handicap for the first week. After that, every player will be given a handicap that's updated weekly. For the regular season, it'll be based off the last three rounds. Starting the first week of playoffs, handicaps are based off of the lowest five scores that each golfer shot during the regular season.

### **Lastly, Please Be Respectful!**

Please be respectful of your playing competitors. This is for fun at the end of the day.