

EBAC RETIREES GOLF LEAGUE BY-LAWS

Revised 12/9/2023

- 1. ELIGIBILITY:** The league is open to men and women who have retired from Electric Boat. Players must be a member of the EBAC Retirees Club in good standing (Annual EBAC Retirees Club Dues \$2.00)
- 2. FEES:** Golf League fees will be set at the annual meeting held prior to the start of the season and shall be paid prior to start of play. The fees will be used for the Field Day food and for league prizes. Substitutes can play in the field day, but would have to pay extra if they desire field day prize eligibility (minus the \$5 league fee that they pay).
- 3. OFFICERS:**
 - a.** League officers will consist of a Commissioner, a Treasurer, and a Statistician. In addition, a Rules Committee and a Field Day Committee will be elected. The Rules Committee will consist of three members.
 - b.** An annual pre-season meeting will be scheduled by the Commissioner prior to the beginning of the season to elect Officers and Committee members, discuss any league issues such as fees, schedule, rules, etc., sign up teams, and collect Retirees Club dues and League fees.
- 4. TEAMS:**
 - a.** The league will consist of two-man teams playing 18 hole matches. For each match, the players with the lowest handicap on each team will play against each other. Although both players on a team may appear to have the same handicap, the posted Team Pairings are based on the handicaps in the software, which deals in fractions, and you must play the opponent listed across from your name. The full difference in handicaps shall be used for match and medal calculations.
 - b.** If a player is unable to play, he should arrange to have a sub play for him and notify the Commissioner prior to the day of the match who that person is. If you have tried to contact all available subs without finding a sub, your partner will play against both players on the opposing team (see Para 6b. Scoring for details). If both players on a team are unable to play, they should each get a sub. If the team can only get one sub, that sub will play against both players on the opposing team. If a team cannot play and cannot get at least one sub, it will result in a forfeit unless both teams agree to play on a different day (see para 5.b) (see Para 6c. Scoring for details for a forfeit).

5. SCHEDULE:

- a. League play will be on Wednesday's with start date to be determined at the annual meeting. All matches will be played at Shennecossett on Wednesday morning starting at 8:30 AM. A Field Day will be held at completion of league play with a shotgun scramble starting at 8:00 AM.
- b. By mutual agreement by both teams, the date and/or starting times can be changed to suit both teams, but the match must be played during the week it is scheduled. If you are not going to use your assigned tee time, please notify the Commissioner of the change.
- c. There will be position rounds scheduled during the season if scheduling allows. The number of position nights will be determined at the annual meeting. The tie breaker for teams tied on position day will be their head to head standings.
- d. If there are an odd number of teams the team without opponents will play and match cards against a player who has the same/or similar handicap as they have. Their "ghost opponents" will be determined by the statistician and identified in the weekly Team Pairings list. The "ghost opponents" do not have to be on the same team. If the ghost opponent forfeits or does not play, the statistician will select an alternate ghost.
- e. If the course is closed due to rain, the match for that week will be cancelled. If play is suspended due to rain, and no matches have completed nine holes, the match for that week will be cancelled. Rain checks can be used for the following week.
- f. If play is suspended after nine or more holes, the match is considered complete and the card turned in with the reason for suspending the play. If some matches have not completed 18 holes, the scores from the previous week will be used by the statistician to complete the score card (or the following week for the first match of the year).

6. SCORING:

- a. A team point system will be used and scored as follows (Total points possible if one team wins all points is 41):

Individual points (1/2 point for ties)

- i. One point per hole (best net on hole) (Total $18 \times 2 = 36$ points)
- ii. One point for best net on all holes. (Total $1 \times 2 = 2$ points)

Team points

- iii. Two points for the team winning the most holes for the match. (One point for ties)
 - iv. One point for best team net. (1/2 point for ties)
- b. The league Statistician will calculate all points won by each player and team and any changes to handicaps. If a player is playing against both members of the opposing team (in the event his partner can't get a sub), the points he wins against his partners opponent will be used for team score only. Team Results, Individual Results, and Team Pairings for the following week will be e-mailed to all players and posted on the clubhouse bulletin board prior to the next match.
- c. If a team forfeits, each individual on the opposing team will be awarded 12 points, and the opposing team will win all three team points, for a total of 27 points.

7. SCORE CARDS:

- a. Cards shall indicate the date, team numbers, players' names, and total strokes taken on each hole by each player. The cards shall also indicate time out and time in. They shall be signed by the scorekeeper and attested by an opponent. Completed cards should be left in the EB Retirees Golf League collection box in the clubhouse.
- b. Score cards must be legible and properly made out, to assure the points for the match can be recorded. Cards can be picked up for correction in the collection box. Corrected cards shall be signed by both teams.

8. HANDICAPS and TEES:

At the beginning of the season, players whose handicap from the white tees is 30 or above, or whose age plus their current handicap from the white tees is 95 or higher will play from the green tees. Their handicap will be recalculated based on the course rating from the green tees. All other players will play from the green/white hybrid tees. If you start the season playing the green tees (or the green/white hybrid), you must play those tees for the season.

- a. A player's ten most recent scores will be used to calculate handicaps. Handicaps for new players will initially be based on probable average score.
- b. Handicaps will be revised using the following scores:

Rounds Played	Best Scores
2	1
3-4	2
	3

5-6	3
7-8	4
9-10	5

- c. The maximum handicap for 18 holes is 36.
- d. Handicap holes will be as indicated for the green and white tees on the Shennecossett Score Cards. The maximum handicap on a par 3 hole is 1 stroke. A player getting more than 18 strokes will get 2 strokes on the no. 1 handicap hole, then the no.2 handicap hole, etc.
- e. USGA rules will govern handicaps.

9. GOLF RULES:

All rules pertaining to USGA and Shennecossett Men's Club Local Rules will apply except as follows:

- a. Preferred lies may be taken in the fairway of the hole you are playing with the use of a club. You are not permitted to touch the ball with your hands to improve the lie; however you may pick up the ball, if required, to clean it.
- b. On the 2nd hole - Free lift from ditch, the mud hole to the right, and the RR tracks.
- c. Preferred lies in all sand traps.

10. RULES THAT ARE ENFORCED BY THE LEAGUE TO SPEED UP PLAY:

- a. The golf course has requested that matches be completed in no more than 4 ½ hours (an average of 15 minutes per hole). To assure the Retirees League is in compliance, all matches shall record on their scorecards the time they start and finish. If a match finds it is falling behind, they should play ready golf (hit when ready rather than wait for the player who is away to hit).
- b. When a ranger requests that the pace be improved and is ignored, both teams will be assessed 10 points for the first time and 25 for the second time.
- c. In the case of a lost ball, a time limit of 3 minutes maximum to look for your ball is allowed. After 3 minutes, the player must drop a ball and continue to play. See paragraph e. below on how to score the lost ball. If you exceed the time limit, you will be assessed a two stroke penalty for undue delay or slow play.
- d. Maximum score on any hole will be double par plus one stroke.
 - Par 3 max score is 7
 - Par 4 max score is 9
 - Par 5 max score is 11

- e. If you hit a ball that you think is out of bounds or may be lost there are several options:
 - i. Play a provisional ball from original spot, the penalty is two strokes (stroke and distance)
 - ii. To speed up play you can drop a ball in the vicinity of where ball has been lost or gone out of bounds Two strokes are to be added to the total for the hole (one stroke for the shot out of bounds or lost, one stroke for distance)
 - iii. If you chose option 2 on your tee shot the ball may be placed in the fairway within 2 clubs from rough near where ball went out of bounds

11. FIELD DAY/PRIZES

- a. The Field Day will follow completion of league play. Play will be an eighteen hole 4-man scramble with a shotgun start at 8:00 AM. Players will be assigned to teams such that each team has a low handicapper, a high handicapper and 2 players in the middle. After the match, we will award prizes in the Par 4 restaurant.
- b. Regular Season Prizes will be awarded as follows:
 - Most Team Points, 1st, 2nd, and 3rd place
 - Most Valuable Player, 1st, 2nd, and 3rd place (The MVP is the player with the best won/lost percentage for the season. Must not miss more than two matches during the season.)
 - Individual Low Gross
 - Individual Low Net
 - Individual Average Low Net
 - Team Average Low Net, 1st, 2nd, and 3rd (Team with the lowest average net score for the season. Team matches with subs will be ignored in the calculation).
- c. Field Day Prizes will be awarded as follows:
 - Low Team Gross, 1st, 2nd and 3rd place
 - Closest to Pin on #9
 - Closest to Pin on #12
 - Longest Drive on #14 (2 prizes- Hybrid Tee Players/ Green Tee Players)
- d. In the event of a tie, the regular season and field day prizes will be split evenly amongst the winners, except a matching card tiebreaker will be used for Low Team Gross in the Field Day.