**SATELLITE LEAGUE**

**I. LEAGUE OFFICIALS**

The league officials (a.k.a. the Officers) will consist of the following:

 President and Vice-President

 Treasurer and Secretary

 Team Captains (and Assistant Captains)

It will be the duty of this body to:

 1. Conduct all business relevant to the league.

 2. Rule on written protests and 'Rule of Play' decisions.

 3. Correspond in writing, via email, to the league teams and membership.

 4. Receive, account for and appropriate Golf League funds.

 5. Maintain a League Website for handicaps, scoring, standings and statistics.

 6. Select an outing site for and administer a Fall Outing.

 7. Change or modify the League Rules and Bylaws, as required.

**FUNCTION OF THE LEAGUE OFFICIALS**

**PRESIDENT**

1. Preside over league / Officer meetings and correspond in via emails to all teams.

 2. Assure proper accounting and appropriation of league funds.

 3. Oversee league outings.

**VICE-PRESIDENT**

 1. Perform the functions of the President as requested by the President or in the President’s absence.

**TREASURER**

 1. Collect team dues and deposit into Genisys Credit Union.

 2. Manage and account for all league funds, payments and receipts.

**SECRETARY**

 1. Monitor League Website with all Officers to ensure proper weekly recording and scoring of Matches.

**TEAM CAPTAINS (and Assistant Captains)**

 1. Collect team dues and forward to the Treasurer in a timely fashion.

 2. Maintain Team Roster on Website and Schedule players for matches by Tuesday for the weekly matches.

 3. Work with the opposing team Captain to ensure weekly match RESULTS are posted by Saturday following each match.

All league officials have input to and voting power regarding the resolution of league problems.

**II. TEAMS-SUBSTITUTIONS-FORFEITS**

**TEAMS**

 1. A team shall consist of not less than five (5) or more than fifteen (15) members.

 2. Team members may be any person nominated by a Team Captain.

1. New members may be added during the season except during playoff weeks and the week preceding the playoffs.

 4. Each team shall elect or appoint a representative as Team Captain.

 5. A team match consists of four (4) player matches between two opposing teams, organized by lowest handicap index vs opposing lowest index, etc. The four team-mates are listed in ascending handicap index for their matches.

 6. Line-ups can be adjusted right up until tee-time if necessary due to an illness, a work emergency, or a last-minute sub.

**SUBSTITUTES**

 1. A substitute may be used from another team for regular season matches; however, Substitutes may not be used in playoff matches.

 2. A team fielding three (3) team members may play for team match points.

 3. A team fielding only two (2) team members must forfeit team match points.

 4. A substitute may not play against his own team, unless this rule is waived by the two opposing Captains.

**FORFEITS**

 1. A forfeit is declared when a player or substitute is not ready to tee off by the starting tee-time on the scheduled day of the match, unless a player expects Late Arrival.

 2. LATE ARRIVAL to COURSE: If a player can tee-off within fifteen minutes of starting time, that player needs to catch his group and play from that hole onward. Such player will lose the hole(s) not played and record an appropriate ESC max score for that hole. This allows for the occasional late arrival, and means that opponents to an unscheduled forfeit should start the match in case the opponent shows up at second or third hole.

 3. Scoring of any forfeit is as follows:

 a) The non-forfeiting player will receive all of the 10 individual match points, and the forfeiting player will receive 0 points.

 b) The four team points will be decided by the remaining player matches.

 4.. When a player forfeits, and it’s known before the match, the opposing captain, or his/her designee, has the option of deciding which of their players play.  These players will be matched against/paired with their opponents by ascending handicap index.

 5. If both teams have reduced players for whatever reason, teams must play as many matches as possible, as our intent is to get in 16 head-to-head matches every Thursday.

**III. FUNDING AND COSTS**

 1. The Satellite Golf League is a non-profit organization, and there are no salaries or monies paid by the League to any players or Officers.

 2. All funding through assessment of dues shall be paid prior to the start of the season.

 a) Amount of dues and payment due date to be determined by the Officers prior to the start of each season.

 b) Any dues not paid within the prescribed time frame shall require immediate attention by the Officers.

 3. Monies collected will be used toward outing expenses, prizes and awards, with a modest retained league buffer amount maintained for the following year.

 a) Additional monies required to defray costs of the Annual Outing will be communicated and assessed to the outing attendees.

 4. Any funds remaining will be turned over to next year's fund.

**IV. HANDICAPS AND SCORING**

**HANDICAPS**

 1. Handicap Indexes of returning players shall be carried over from the previous League season. Handicaps will not be carried forward more than two years without activity, at which time a returning player will be considered a new player.

 2. Handicaps of new players will be determined in the following order: (a) existing handicap in another Unisys league (provided such handicap is consistent and compatible with Satellite Golf League); (b) established USGA GHIN handicap index; or (c) 10 strokes for Men; 12 strokes for Women; or 8 strokes for Seniors.

 3. Handicaps will be computed using the new WHS / USGA handicapping formula. The best 7 of a player’s last 14 differentials will be used. And the maximum 9-hole handicap index per the USGA and WHS is 27 strokes for all players.

 5. A player’s gross score shall be Max Score stroke controlled for handicapping purposes per the following, and is the responsibility of the Team Captain to enter the Max Score stroke-controlled score in the weekly results on the website.

 The maximum score for each hole played is limited to a **net double bogey** – which is equal to Par of the hole + 2 strokes (double bogey) + any handicap strokes the player is entitled to receive on that hole based on their Course Handicap.

 For example, a player with a nine-hole Course Handicap of 7 is entitled to one additional stroke on holes allocated with stroke index 1 through 7 on the scorecard. On a par 4 hole, with a Stroke Index of 6, the player’s maximum score would be 4 (par) + 2 (double bogey) + 1 (stroke received) = 7.

 Remember that in our League, which is both Medal and Match play, all strokes need to be played (or putt conceded) and counted. The Max Score Adjustment is applied after the round, and is then submitted into the website scoring system.

1. Opponents are matched by handicap - lowest versus lowest, etc.
2. Players must select their Tee-Box option, i.e. Senior (65 or older) or Men, before the first scheduled Match of the Season.
3. Handicap Assignment with large handicap difference: Handicap differences between opposing players of 10-12 strokes will not be accounted for beyond the stroke per hole for the nine holes. Handicap differences of 13 to 22 will allow an additional stroke per hole for each difference starting with 13. No player will ever be handicapped more than two strokes per hole. Strokes will be assigned to each hole in the order of their handicap rating on the scorecard. Net score is calculated using each player’s full handicap. For example, a 3 handicap playing a 15 handicap yields a difference of 12 strokes (net), but for match play only 9 strokes would be given (1 per hole).

 Players receiving strokes will be assigned strokes on holes in the order of the handicap rating for Club (men) on the scorecard.

**SCORING**

 1. Matches are played for a total of 44 points.

 A. 4 individual matches x 10 = 40 (9 Match plus 1 Medal)

 B. Total Team Net Strokes = 2

 C. Total Team Net Holes = 2

 Total 44

1. Either individual match or medal point(s) may end in a half (.5 point each). Team ties in either Holes or Net Strokes result in a 1-1 split.

**V. GENERAL RULES OF PLAY**

 1. All matches will be played in accordance with the rules of golf established by the USGA with the following exceptions:

 a) Ball hit out of bounds. Drop two (2) club lengths from point ball went out of bounds (no closer to hole.) Penalty: One (1) stroke.

 b) Lost ball. Drop within area where ball was most likely lost under penalty of one (1) stroke.

 c) Maximum of three (3) minutes to look for a lost ball, starting from the time the player reaches the approximate area where the ball was most likely lost.

 d) Fairway lies may be improved/rolled up to 3 inches. Lie may not be improved anywhere other than the players own fairway and ball may not be moved more than three inches unless agreed to by opponent.

 e) **At LEDERACH holes 4, 6, 11 and 17**: If there is no designated drop area, after 2 attempts at crossing the hazard area a player may go to the other side of the hazard and play from a spot approximately on the line of the last shot. The player may hit his second (tee) shot either from the tee area again, or may drop the ball between tee box and hazard if they wish; in either case, that would be the third stroke. If both attempts land in the hazard area, then the player may drop the ball on the far side of hazard toward the hole and play on, in which case he/she would be playing the fifth shot.

 2. No more than one (1) handicap stoke may be given on a par 3 hole; proceed to the next most par 4 or 5 hole for the next additional stroke.

 3. Players may only have one League Match round per day, and may not play a prior round that day on the same nine holes as their match.

 4. New players must have a minimum of five (5) rounds for playoffs; all other players must have played five (5) rounds within the last two seasons to qualify for playoffs.

 5. Playoffs:

 a) Top eight teams may play in the Playoffs, which will be seeded by regular season standings.

 b) 1st place team plays 8th place team; 2nd place team plays 7th place team, etc.

 c) More than four (4) players may constitute a playoff match upon prior agreement of the two Team Captains.

 6. Scores count in quarter & semifinal playoffs for handicapping purposes, but not for final 18 Hole Championship Match (which will be scored manually, not by website.)

 7. Tie-breaker sequence in playoff, if needed with team ties, are as follows:

 a) Most Team Holes won,

 b) Total Team Net Strokes,

 c) Total Net Score on Par 3's, and

 d) Total Net Score on Par 5's.

 8. Should any impediment threaten club damage if swing were to be taken, consult your opponent for relief. You're entitled to it.

 9. Matches shortened by weather or darkness are to be governed by the following rules:

 a) Must be by the mutual consent of both players, the Officers, and or Course, and a completion of six holes constitute a match. Any incomplete rounds will not be recorded on website nor counted for handicaps

 b) For Match Play (e.g. Holes) Players Halve/Split remaining holes not completed.

 c) For Medal Play (e.g. Strokes), compute the average gross for holes played, convert to a 9-hole score, dropping fractions. This will be the 9-hole gross score. [Example: 8 holes played, gross score of 40, so 9-hole score will be a 45 (40/8\*9); or: 7 holes played, gross score of 40, 9-hole score will be 51 (40/7\*9).

 d) CAPTAINS, OR THEIR DESIGNEES, MUST AGREE TO THE PRORATED SCORES AND POINTS!

 10. Any protests must be submitted by a Captain in writing to Officers on the day following a match. A committee (three League Officers plus a disinterested Team Captain) will make a ruling on the protest by the following Wednesday.

 11. Slow play will not be tolerated and is discourteous to other players on the course. If the group in front of you is more than one hole ahead of your foursome, you are playing too slow. Remember, it gets dark early at the beginning and end of the season. NOTE that a comprehensive PACE of PLAY tab on our website should be read by all players.