

# Pine View Area Companies League

## League Rules for 2026

<https://areacompanies.us>

### League Organization

President: Richard Mattox

Secretary: Scott Sebastian

Rules Committee: John Brown, Dave Couwenhoven, Rick Doonan

### Fees

- League entry fee is \$40.00 per person (Due by May 28).
- Greens fees are \$16.00 per person. League cart fee is \$8.00 per person.

### League Dates and Tee-off Times

- League play will begin April 23 and end September 3 with Playoff Night on September 10 (20 weeks of play with July 2 off).
- Fun Day - Sunday, September 13
- Tee-offs will start at 5:15 pm as a shotgun start.
- All tee-off assignments will be on the schedule and controlled by the club starter.
- All golfers must check-in with the starter before golfing.

### Senior Tees

- Players age 60 or older have the option to play from Yellow tees. The decision on whether to play from White tees or Yellow tees needs to be made at the beginning of the first round of the year and the player must play from the chosen tees for the remainder of the season. Course handicap rating for the tee played from is used in the player's handicap calculation.
- League members who play from the White tees with a Handicap Index of 16.0 or higher after playing three or more rounds must play from the Yellow tees for the remainder of the season.

### Absenteeism, Forfeitures, Substitutes

- Contact the league president or secretary if you will arrive late or your team will be a "no show".
- You can be considered a "no show" by your opponents if you miss your tee time without notice.
- If a player is unable to attend league night, a substitute may be used, or you may arrange to play your round at another time.
- New substitutes can be used anytime (see rule for using subs in playoffs).
- A team cannot have two subs on one night.
- To arrange to play your round at another time, you must notify your scheduled opponents and/or a league officer prior to the scheduled match. The round must be played after the previous week's match and by the following Wednesday with score turned in by Wednesday night, on the originally scheduled course. If you play your round by yourself, it must be witnessed by an individual who has a handicap established in the current season in this league (this includes substitutes and your partner). Does not apply for playoff teams.
- If one member of a team is absent (no sub is used or player did not arrange to play his round at another time), both players will play against the one present. Only the players present may earn points. The single player will play against the opposing team's "A" player.

- If both players of a team are absent and did not arrange to play their round at another time, their opponents will play against their own handicap and the absent team will score ZERO points.
- An incomplete round is considered as absent.

## **Handicap System**

- The 2019 USGA Handicap system will be used (see USGA Handicap on web-site for details).
- Handicaps will be computed by the secretary weekly.
- Members will be playing with an adjusted handicap each week based on the USGA score retention system (up to the past 20 scores in league play). Players/subs with no handicaps will establish their handicap the first night.
- All players will establish handicaps their first night and league rounds previous to the current season won't be used in the handicap calculation.

## **Scoring**

- Two scoring systems will be used: Head-to-Head and Comprehensive (against all teams).
- For Head-to-Head: A 42 point scoring system will be used.
- Player "A" is the player with the lower handicap.
- In case both players have equal handicaps, or one player has not yet established a handicap, you must decide who will be the "A" player on the 1st tee.
- Player "A" plays against Player "A" for 20 points.
- Player "B" plays against Player "B" for 20 points.
- Two points are awarded to each player that wins a hole, one point each for a tie.
- Two points are awarded to each player that wins low net, one point each for a tie.
- Two points are awarded to the team with the lowest net score, one point each for a tie. The course par is use for each absent player's score. Both team players must complete their rounds to be awarded points.
- The difference between each player's handicap, by subtraction, will be the strokes assigned the most difficult holes according to the scorecard.
- A maximum of one stroke will be given on any par three hole. If the hole calls for more than one stroke, the stroke will be carried over to the next handicap hole per the stroke assignment sequence.
- For Comprehensive, each team plays against all the teams in the league each week using the same scoring criteria above.

## **Score Cards**

- Score cards will have a label containing each player's name, team number, and handicap.
- The full name of any substitute(s) must be legibly written on the scorecard. The failure to complete this requirement will result in the substitute's score being entered as absent.
- This score card must be picked up at the club starter's table and must be turned in to a league officer or the "Drop Folder" on the Golf League bulletin board in the Pine View Pro Shop at the end of the round. Failure to comply will result in zero points for both teams.
- The score card should be signed by at least one member of each team. Both teams are responsible for the accuracy and submitting of the scorecard.

## Skins

- If you elect to compete in Skins, must be prepaid for the remainder of the league regular season at a \$2 per week fee.
- Your round must be played during league play (makeup rounds are not eligible).
- One skin per hole is awarded for the single lowest raw (gross) hole score, and one skin per hole for the single lowest handicapped (net) hole score. A skin is not awarded if multiple players tie for low gross and/or net hole scores.
- Handicaps will be calculated by the USGA Handicap system with the exception of a maximum of one stroke on any par 3 and a maximum of two strokes on all other holes.
- The per skin payoff will be the sum of the player entrance fees (pot) divided by the total number of skins awarded. Rounding may be necessary, with the remainder added to the following week's pot.
- If there is no skins winner(s) for a given night, the pot will be added (rolled-over) to the following week. If you cannot play the following week, your money will NOT be refunded. Your fee will be refunded for any week you did not play during League play.
- Skin payouts are based on the pot value of the week(s) you competed in, i.e., if the pot was rolled-over and you didn't compete the previous week, your skin value won't include value of the previous pot.

## Rules

USGA Rules apply with the following exceptions:

- Winter rules apply anywhere but hazards (bunkers and water) with a six inch movement limit. This means you may pick, clean and place your ball. The ball must be placed within six inches of its original position, not closer to the hole and not onto a more favorable terrain type (i.e. rough to fairway).
- All OB shots will be dropped at the point of entry, adding one penalty stroke.
- On Spruce #13, when the tee is upon top of the hill, only one tee shot is allowed. If your ball goes in the short woods, drop ball at the beginning of the fairway. If the ball goes in the water or the far woods, drop ball at point of entry. In either case, add one penalty stroke thus hitting three.
- If your ball lands near a STAKED tree, and the tree or stakes obstruct your swing, a FREE drop within two club lengths away from where the ball lies (not nearer to the hole or back in the fairway) may be taken. This rule does not apply to trees without stakes.
- Bunkers not maintained with vegetation growth or have standing water in them - free drop out of bunker not closer to the hole. If ball lies in an atypical mark (footprint, hoofprint, tire track, divot, ball mark from a different ball, etc) in the bunker, pick/place ball to the nearest point of relief **within the bunker** not closer to the hole without penalty.
- Maximum strokes per hole is double par (maximum for Par 3 is 6, Par 4 is 8 and Par 5 is 10). If your next stroke is for the maximum strokes allowed for that hole, pick up your ball for a gimme.
- A "gimme" can only be given by your opponent unless you reached maximum strokes for the hole.

## Theme Mulligan

Players who comply with the evening's theme are allowed to take ONE MULLIGAN during the round. This is a fun league and mulligans are no exception. You are allowed to take your choice of the first or mulligan shot. **Choosing your first shot does not restore your one mulligan.**

## Inclement Weather

- The league president makes the decision whether to play or not between 4:30 and 5:00 at the course.
- If conditions exist that make it obvious that play will be cancelled, you may call the course after 4:00.
- Cancelled games will not be made up.

## Playoff and Prizes

Four (4) teams will be selected to play in a playoff for the championship. The entire season will be divided into two periods. Head-to-head points will be reset to 0 at the start of each period. Playoff teams will be selected as follows:

- Period #1 (10 weeks — 4/23 - 6/25) — Head-to-head winner
- Period #2 (9 weeks — 7/9 - 9/3) — Head-to-head winner
- Full Season Comprehensive winner
- Drawing

Unfilled spots due to repeat winners shall be filled as follows until four teams have been selected:

1. Comprehensive 2nd place
2. Head-to-head 2nd place who was the closest behind first place for either period. If point difference is the same, tiebreaker will be determined by head-to-head match based on last round of the season.

Handicap at the end of the period won will be used in the playoff. For repeat winners, the handicap of the most recent period won will be used. Tiebreakers will be determined by head-to-head match based on the round at the end of the respective period. The playoff will be done as follows:

1. The "A" (lower handicap) players from each team will be placed in one foursome and the "B" players will be placed in the other foursome.
2. Each player plays a 9-hole round and starts with zero points (no gimmes).
3. Each team's scores will be matched against the other three teams' scores. The team that wins the most points (120 possible) against the other three teams wins.
4. Playoff Tiebreaker will be determined by head-to-head match. If still tied, by net score, then hole-by-hole.
5. All the playoff teams must be present when the playoff is played.
6. Subs in Playoffs: Subs who have played a minimum of five (5) rounds in the league in the current season can participate in the playoff.
7. All points earned will be applied to the season total.
8. In case of a "rainout", playoff will take place on Fun Day or agreed upon time between playoff teams.
  - Non-playoff teams will play some other event.
  - Trophies will be awarded to the Champion and runner-up teams.
  - There will be special events each week in which the prize for each event is one golf ball. Subs are not eligible for these prizes.
  - Please check with the starter on what event flags to take out. Bring in the event flags from the holes your group is the last to play on.

## Projected Expenditures

For 24 teams, 48 league members at \$40 = \$1,920 (no point money)

Officers	50
Supplies & Website	50
Weekly Events	400
Trophies	125
Fun Day (Dinner/Events)	<u>1,295</u>
TOTAL	\$1,920