



## *HackPack – Rules*

### A. General Play:

1. League play in all Divisions will ***usually*** begin on or around the Monday following the first Sunday in April, and proceed for 22 weeks, usually excluding Memorial Week and Independence Week. The last week will be a position round where the first place player plays the second, the third plays the fourth, etc. Play will begin each week promptly after 5pm. In order to qualify for the League Championship, a player must have competed in at least 51% of League play events. Each Division Champion will participate in a Tournament of Champions Match the week after normal league play has completed, time and place to be determined.
2. Play will be from the regular tees for men, and, optionally, from the forward tees for women. ***Pace of play will be strictly enforced, especially during the first 3 weeks, when sunlight is at a premium. (1) Keep up with group in front of you, (2) play "Ready Golf", (3) wave the following group up once all players have reached the green on all par 3's, and (4) always position your equipment between the flag and the next tee. These 4 things alone will save 10-15 minutes/round.***
3. Modified Winter Rules are in effect. From anywhere on the course (including all traps, hazards and OBs), ***EXCEPT ON THE GREEN***, your ball may be lifted, cleaned and placed within ONE CLUB LENGTH of its original location – ***No closer to the hole***. If your ball has gone OB, in a trap or hazard, and the "club length" rule has enabled you to return it to normal play, no further improvement in the ball's position may be applied. If you have any doubts, consult your opponent first. If doubt persists, consult the other twosome in your group. If doubt still persists, play the original ball and a provisional and get a ruling from HackPack Leadership at the conclusion of play.
4. All putts "within the leather" are considered "gimmies". ***No "Mulligans" on errant tee-shots***. OBs are treated as lateral hazards – ***DO NOT PLAY PROVISIONALS*** on any uncontested shots. Proceed to where you and your opponent agree that your ball left the course or was lost, and take a drop within 2 club lengths no closer to the hole, under 1 stroke penalty.
5. All players are responsible for obtaining an approved substitute when they are unable to play on a scheduled date. A roster of players and substitutes will be made available. ***Players who sustain 3 CONSECUTIVE No-shows, or 5 OVERALL, will be automatically moved to the sub list and may be disqualified from the league.*** If your opponent fails to show, to avoid "shameless sandbagging" you must shoot your unadjusted average (plus 2) to get all 4 points. If you fail to shoot your unadjusted average (plus 2), 2 match points will be deducted, although the 2 medal points will still be awarded. ***If your sub is "establishing" a handicap or is not currently on the published sub list, make sure s/he identifies for whom s/he is substituting and provides day-time contact info to the HackPack Leadership (full name, telephone # and email address).***

### B. Handicaps:

1. 9-hole handicaps will be computed. Handicaps will be based on 100% of the difference between your adjusted score and par. Handicaps will be based on the best 3 of your last 6 rounds. ***Maximum handicap is 18.***

### C. Scoring:

1. League format will be Individual Stroke Play. Total points determine league standings. 4 points are available per match. 2 points for Match, 2 points for Medal. In the event of a tie, 1 point each will be awarded. Attested score cards will be turned in to the HackPack Leadership immediately after your scores are posted. If you arrive late,

and can play up to your group by the time they complete the 3<sup>rd</sup> hole, the match will continue normally. Otherwise you will forfeit the match play points and compete only for medal.

2. Double Par (“**Vulture**”) is the maximum allowable score per hole. Pick up when Double Par has been reached.
3. Players’ handicaps will be compared prior to beginning each match. The person with the higher handicap will be given strokes equal to the difference of the two handicaps; to be applied one stroke per hole, starting with the most difficult and proceeding until all strokes have been applied. Hole ratings are displayed on the Golf Course score card (for both men and women). Players receiving more than 9 strokes will get 2 strokes on appropriate holes.

Example A:     Player A handicap:     15  
                  Player B handicap     10  
                  Difference             5     Player A gets 5 strokes, applied on the 5 hardest holes.

Example B:     Player A handicap:     2  
                  Player B handicap     15  
                  Difference             13     Player B gets 1 stroke on all 9 holes, and 2 strokes on the 4 hardest.

4. Although scorecards, recap sheets and pairings will *usually* be available at the first tee, *it is each player’s responsibility to ensure a completed/verified scorecard is turned in to HackPack Leadership after posting your scores* – even if that card has not been computed for match and medal points. Failure to do so may result in “No Shows” for each player, with no points being awarded. Remember, even though you may not be keeping score, you need to make sure that the score card is both accurate and turned in. Ensure that your subs follow this rule also. For clarification purposes, make sure you and your subs put your “league name” on the card, as nicknames may cause confusion.
5. Resolve any/all disputes as they occur. Don’t wait until the match is over. When in doubt, play a provisional and/or contact HackPack Leadership for a ruling. This applies to both accounting/scoring issues and rules of play issues. (see Rule A.3 for more information).

#### **D. Green/Tournament Fees:**

1. All players/subs are expected to pay normal Golf Course green/cart fees in the Pro Shop before starting each match. Additionally, there will be a nominal league fee, and a tournament fee. The league fee is paid by all regular players and funds the league awards (trophies, prizes, etc.) and miscellaneous league supplies (website maintenance, score card stock, printer ink cartridges, etc.). The tourney fee will vary year-to-year (based on direct tourney costs charged by the selected course) and will be used to fully fund the end-of-year tournament/banquet -- at a championship-type course to be determined by the tournament director. The tournament fee will be paid by all tourney participants, including subs. *All League & Tournament Fees must be paid in full by the end of the 10<sup>th</sup> week to accommodate tournament advance expenditures.* Checks may be made payable to HackPack.
2. Subs do not pay League fees and are not immediately eligible for the year-end tournament. Subs wishing to participate in the year-end tournament must also pay Tournament fees.