

**SFEA WOMEN'S GOLF ASSOCIATION RULES AND REGULATIONS
HIGHLAND/IRONWOOD/PRAIRIE VISTA/DEN LEAGUE (Multi-Course) & THE LINKS
LEAGUE**

SECTION A - ELIGIBILITY

1. SFEA members including spouses, family members (high school age or older) and retirees are eligible to participate.
2. Non-SFEA members (high school age or older) are eligible to participate on a team. Non-SFEA members may enroll only as a team member in either league. Non-SFEA members will be charged an additional fee. Team rosters are limited to 2 non-SFEA members.

SECTION B - SCHEDULE

3. The schedule should be arranged so that all teams compete against each other at least once if possible. The league season will not begin before the first week of May and will last approximately through the last week in August.
4. All Multi-Course matches are to be played at Highland Park, Ironwood, Den or Prairie Vista. We have reserved starting times on the front nine; however, the back nine may be played if agreeable to both teams and the course. Links League matches are to be played at The Links at Ireland Grove.
5. All scheduled matches should be played on the days and times scheduled. Those scheduled for a specific tee time have first preference for that time. If rescheduling of tee times can be agreed between captains such is permissible. Once an agreement of a switch is made such change is final and no other changes can be made. No changes are to be made unless they are agreed to twenty four (24) hours prior to the time the match is scheduled, except as noted in Rule B5 or closing of the course.
6. Teams should start play at assigned tee time with team members present and ready to play. Tee times will be determined by the starter or the clubhouse clock. Teams may choose to change foursomes to allow a player additional time to arrive. Example: C & D players may play in the 1st foursome and A & B players in the 2nd foursome. If a player arrives after the groups have teed off and chooses to play anyway, her individual point is forfeited and her individual score will not be recorded for handicap or individual prize purposes.
Note: People in the 1st and 2nd foursomes should plan to be ready to play prior to the 1st tee time. This allows for changes due to last minute subs or a team having 3 vs. 4 golfers. It also allows for teams to start earlier if possible.
7. In the event of prolonged bad weather, team captains may agree to reschedule their match in accordance with Rule B3. This decision should be made no later than 2:15 P.M. so that team members can be notified. If not notified, teams members should report to the course at the scheduled tee time. A decision whether to play or reschedule can be made at that time.
Rain, lightning, or extreme temperatures (hot/cold) are examples of when teams may decide to reschedule.

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8. A game can be called when five (5) or more holes are completed by all members of both teams. The decision is made by the 2 foursomes playing.

Rain, lightning, darkness, or extreme temperatures (hot/cold) are examples of when teams may decide to call a game.

Gross Scores will be calculated as follows:

Average score of the holes completed, times holes remaining in the round; then round the total as handicaps are rounded (upward if .5 or higher, downward if .4 or less) = score for holes not completed.

Add this total to the total of the completed holes to = Gross Score.

EXAMPLE: Hole: 1 2 3 4 5 6 7 8 9 Gross

5 6 5 3 5

$5+6+5+3+5 = 24/5 = 4.8 =$ Average for holes completed

$4.8 \times 4 = 19.2$ round to 19 = Total score for holes not completed.

$19 + 24 = 43 =$ Gross Score.

This match will, therefore, not need to be replayed. Indicate on the scorecard what the situation is; i.e. rain or darkness. In order to call the game, the majority of each foursome (or group) must agree.

9. Whenever a match is cancelled as permitted herein, it must be made up as soon as possible, either during a designated makeup week or at a time convenient to both teams. Makeup matches must be played following the regularly scheduled night, not prior to it. An attempt should be made to reschedule the match at the course at which it was originally scheduled. However, if this is not possible, the Multi-Course match can be scheduled at another Multi-Course league course, as long as this is agreeable to both team captains. Links matches must be made up at The Links at Ireland Grove course. Makeup matches will start at the first hole. Handicaps used for makeup matches will be the players' most current published handicaps. If rain or darkness causes a need to call the game after the match has started, but before five (5) holes have been played, the decision to call the game must be made by all members of both teams, or by the majority of both teams. When a majority cannot be attained, acting captains should flip a coin. (The first group should wait at the tee, so that a decision can be made.) If there is a decision to call the game, it must be replayed according to rule B3.

Team Captains are responsible for rescheduling make up matches. Contact the vice president to determine the availability of the league's reserved times as shown on the schedule. Send make up match date to league secretary. The vice president will keep track of which times are being used. For any other times or days, schedule tee times with the golf course.

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SECTION C - PLAYING RULES

1. Tees to be played from. Members of the Multi-Course League will play from the designated 'ladies' tees at each of the respective courses. Members of the Link's League will play from the 'white tees' unless directed otherwise by the League Officers prior to play.
2. Order of play. Members of each team will play by order of handicap; the lowest handicap player will play the lowest handicap player of the opposing team. Second lowest will play second lowest, and so on. When players' handicaps are the same, order of play is determined by alphabetic order of players' name (last name first). Players without handicaps will be placed after those players who do. All matched players must play in the same foursome.
3. A fairway lie or one in the rough may be improved or altered by the player. To improve the lie, the ball may be moved by means of the club head. The ball can be moved no more than six (6) inches in any direction except closer to the hole.
NOTE: This rule does not apply to sand traps or out of bounds situations or hazards.
4. Each player must announce the brand and number of the ball to be used, both at the start of the match, and whenever a ball substitution is made. Balls may be substituted one for another at any time during the match. There is no penalty for an unannounced ball.
5. **Links League Only:** The SF Links league will use the Links course rule for drops from the prairie grass. The Links course rule states, a ball hit into the prairie grass is a free drop, no stroke penalty. The golf course is defining 'prairie grass' to be the un-mowed area (aka No Mow). According to the golf course: If the grass is mowed, then no free drop.

Note: Depending how the grass is cut, there may be an in-between space where it is unclear if it is a free drop or not. With the other team, decide if the ball landed in a free drop area or not.

In the SF Links league, the ball may not be moved closer to the hole.

DROP GUIDELINES: To take the correct drop you drop your new ball at the point where the ball entered into the prairie grass, not where it came to rest. Drop either behind or to the left or right side of the edge of the prairie grass. In determining where to drop your ball it should be no more than 2 club lengths from the point where your ball entered the prairie grass (aka No Mow area). See diagram provided.

Find the ball in the prairie grass (Not Mowed area) – free drop - no additional stroke.

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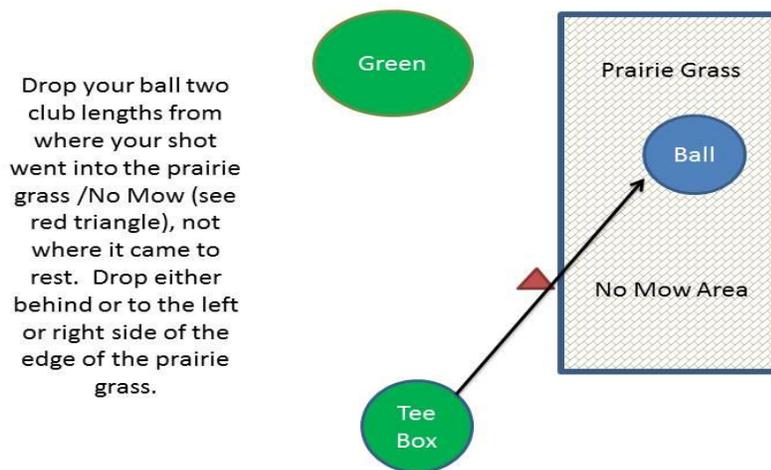
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Lose the ball in the prairie grass (Not Mowed area) – drop with penalty stroke.

There is a difference between being in the rough/prairie grass, being in the hazard area (past the red stake), being out of bounds (past the white stake), or in the water. If your ball is in the water or in the hazard area (past the red stake), or out of bounds (past the white stake) then a penalty stroke is applied. If your ball is in the prairie grass, between the fairway and the red stake, then the free drop applies. For example on hole #8, if your ball goes into the water or goes down the hill past the red stake but not quite into the water, a penalty stroke should be taken and your ball should be played from near the spot the old ball went into the hazard area or water. On hole #8 if your ball is in the prairie grass and not in the hazard area, you can take a free drop and should drop your ball two club lengths from where your shot went into the prairie grass.

If you are unable to find your ball after searching for it for two (2) minutes, then you must follow the "lost ball" rule 5C. A new ball should be played from near the spot the old ball is thought to be lost and a one (1) stroke penalty applies. So on hole #5 and #6 when you hit your ball in the prairie grass in between these two holes it is important for all golfers to help watch others hit so that the ball can be found.

Links League Free Drop Example



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6. If a ball cannot be found after searching for it for two (2) minutes, the ball is considered lost. A lost ball is a one (1) stroke penalty and a new ball (a provisional) should be played from near the spot the old ball is thought to be lost. If the original ball is found before the end of the hole you may play the original ball without penalty.
7. If a ball is moved more than six (6) inches due to an unplayable lie (but not closer to the hole), a one (1) stroke penalty should be taken.
8. Out-of-bounds - count one (1) for the stroke taken to hit the ball out-of-bounds and one (1) additional stroke penalty. The third shot is to be made where the ball went out-of-bounds.
9. **Multi-Course Only:** On all Par 3 holes, upon reaching the green, you must stand aside and let the following players shoot and then your group may putt out as they walk to the green.
10. In the fairway, the rule is to allow the player furthest from the hole to hit first. However, if players can walk to their balls without obstructing each other's shot or without being in danger of being hit, each player should walk to their ball and prepare for their shot. (Use common sense ... this should speed up play.)
11. Balls resting next to screens or fences WITHIN THE GOLF COURSE may be moved two (2) club lengths away, but no closer to the hole, without penalty.
Examples: Highland #4 tee area.
Balls resting next to fences of bordering property, such as those MARKING OUT OF BOUNDS, cause a one (1) stroke penalty if moved.
Examples: Highland - #5, 6, 7, 8 & 9
12. **WIRE RULE** - If your ball hits an overhead wire, you have the option of playing the shot or taking it over with no penalty. If a second ball is hit, it must be played.
13. **TOWER RULE** - If your ball lands under the tower or if your swing is impaired by the tower, your ball may be moved to either side of the tower (but not closer to the hole) without a penalty. If your shot hits the tower, the rule applies as when your shot hits an overhead wire. (See C11-WIRE RULE)
14. **WATER RULE -**

TYPES OF WATER HAZARDS

A "**regular**" **water hazard** is one that crosses the fairway such that a player nearly always has to hit over the water to reach the green. Examples of "regular" water hazards would be #2, #3, #6, and #8 at Highland, #6 at the Den, #7 at Prairie Vista and #3 at The Links. This type of hazard is usually marked with yellow stakes.

A **lateral water hazard** is a water hazard that runs alongside the fairway and would not normally come into play when the ball is kept in the fairway. A lateral

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water hazard is usually marked with red stakes. Examples of lateral water are #4 and #5 at the Den, #5 at Ironwood, #4 at Prairie Vista and #9 at The Links.

DROP GUIDELINES

For "regular" water, drop on the opposite side of the water. Count one (1) stroke for the shot taken to hit the ball into the water plus one (1) additional stroke penalty.

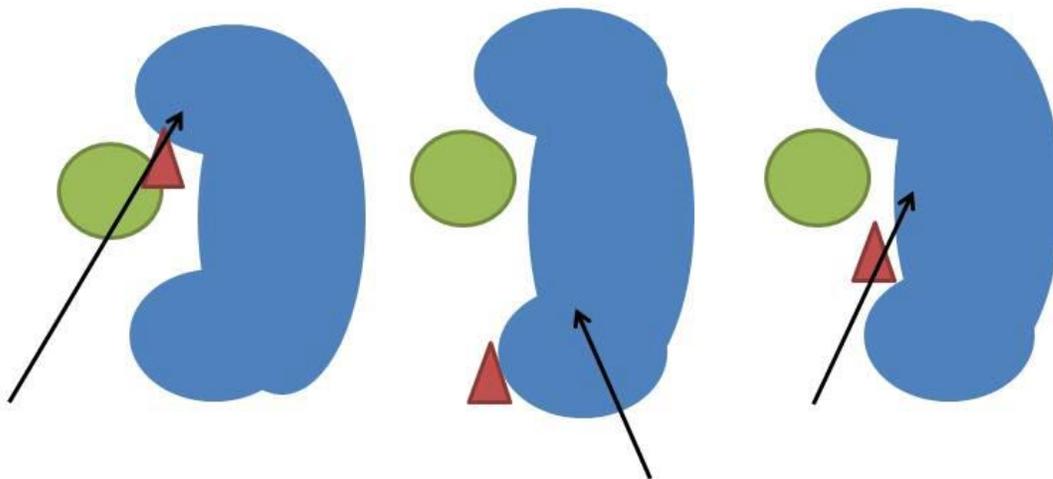
For lateral water, drop either behind or to the left or right side of the water. If possible, try to drop at some point on the approximate line of flight of the ball before it crossed into the hazard. The idea is that you don't have to hit over the water again but also don't get the full distance advantage of being on the opposite side of the water. This is because, with lateral water, the opposite side is often much closer to the hole than it would be with "regular" water. As with "regular" water, a 1-stroke penalty applies. [See examples of lateral water below.](#)

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Lateral Water Examples

The arrow shows the ball's flight with it landing in the water. Play from the area identified by red triangle.

Action: A 1 stroke penalty applies. Lay out 2 club lengths no closer to the hole. The ball should not be placed on the green. This may be a challenge at the Den #5 & Prairie Vista #9 so work with the other team to determine where to place the ball.



15. Practice swings are limited to one (1) per shot unless within chipping distance to the green. (Practice swings are not counted when chipping.) Additional swings will be counted as strokes taken. Swings made with one's back to the ball or while not addressing the ball are not considered practice swings. However, these should only be taken while waiting for another player to take a shot and as long as it does not distract that player.
16. After taking ten (10) strokes at Multi-Course courses and eight (8) strokes at The Links, YOU MUST PICK UP YOUR BALL. Do not play out the hole.
17. Course rules must be complied with at all times; i.e. replacing all divots and repairing all ball marks on the green. Except where superseded by league rules, USGA rules are to be complied with at all times. USGA rules can be browsed on the web at

<http://www.usga.org/>

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18. PUTTING RULES - In the situation where a ball at rest is hit by another ball, please adhere to the following rules:
- a. If both balls are on the green and the putter hits the stationary ball, there is a 2-stroke penalty to the putter and the other person hit must move their ball back to where it was. The putter continues to play the ball from where it ends up.
 - b. If one ball is on the green and one is being chipped onto the green and the chipper hits the stationary ball, no penalty and the person hit must put their ball back where it was.
 - c. If neither ball is on the green and a golfer hits a stationary ball, no penalty and the person hit must put their ball back where it was.
19. WHEN YOUR BALL LANDS IN A SAND TRAP - The player may declare her ball unplayable if it lands in a bunker (sand trap). There are three types of unplayable bunker lies.
- a. If the bunker is completely full of water, meaning that there is no place inside the bunker to drop, you may drop OUTSIDE the bunker, either
 - i. within two club lengths of the spot where the ball lay, but not nearer the hole or
 - ii. behind the point where the ball lay, keeping that point directly between the hole and the spot on which the ball is dropped with no limit to how far behind that point the ball may be dropped.No penalty is assessed in this case. You should not drop outside the bunker for any other reason.
 - b. If your ball lands in a smaller puddle and the bunker is not completely full of water, you may drop INSIDE the bunker, either
 - i. at the closest point of relief to where the ball lay or
 - ii. behind the point where the ball lay, keeping that point directly between the hole and the spot on which the ball is dropped with no limit to how far behind that point the ball may be dropped.No penalty is assessed in this case.
 - c. For any other unplayable lie in the bunker, UNDER PENALTY OF ONE STROKE, the player may:
 - i. Drop a ball within two club-lengths of the spot where the ball lay, but not nearer the hole, and the ball must be dropped in the bunker;
 - ii. Drop a ball behind the point where the ball lay, keeping that point directly between the hole and the spot on which the ball is dropped, with no limit to how far behind that point the ball may be dropped and the ball must be dropped in the bunker.
20. **Gimme** - (aka: "gimmie") a putt of a short enough distance that your opponent on the other team agrees that it would certainly be holed and as such does not require

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the player to putt out. One stroke is added to the score card.

A player should not expect to receive a gimme on every hole.

A player should not ask for a gimme.

Teams are responsible for determining their gimme strategy this may be needed when handicaps are being established or there is an unequal number of players. It also includes whether "player A" can give a putt to "player B's" opponent and vice versa.

SECTION D - HANDICAPS

1. The maximum handicap will be thirty-six (36) strokes for nine (9) holes in Multi-Course league and twenty-nine (29) for nine (9) holes in The Links league.
2. All league members
 - a. For all golfers, the first week's handicap will be figured upon completion of the first match, by multiplying 85% of the number of strokes taken over par. Subtract this handicap from the gross score to determine the net score for the first match. Any handicap resulting in a fraction of a stroke will be rounded upward if .5 or higher, rounded down if .4 or less.
Note: A handicap chart is provided to assist with determining handicaps for the first match.
 - b. The first match is the only time golfers need to manually calculate handicaps. The league secretary will publish handicaps.
 - c. The following information is provided so golfers understand how the tool will calculate handicaps:
 - Second match handicap - 85% of the total strokes taken over par from the first match gross score.
 - Handicap for the third match & all subsequent matches - The handicap is determined as 85% of the total strokes taken over par from all current year's gross scores, divided by the number of rounds played during the current year. The player's handicap can fluctuate up or down.

SECTION E - SCORING

1. Scoring on all matches shall be as follows:
 - a. Each team must have at least two (2) players to participate for points.
 - b. An individual point is awarded to the player in a competing pair whose net medal score (actual strokes taken, less handicap) is lowest.
 - c. Team point(s) are awarded to the team whose total net medal score (actual strokes taken, less handicap) for all players competing for individual points, is lowest.

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d. Team and individual points will be awarded as follows:

# Of Players On Team A	# Of Players On Team B	Points Competed For:		Points Forfeited to Team A	
		Team	Individual	Team	Individual
4	4	2	4	0	0
4	3	1	3	1	1
4	2	0	2	2	2
3	3	2	3	0	0
3	2	1	2	1	1
2	2	1	2	0	0

e. When the number of players on one team is greater than the number of players on the other team, the member(s) receiving an uncontested individual point must play her game and her score will be used in calculating her handicap.

f. In the event a player who begins a match is prevented from completing the match, scoring shall be done as if the player who does not complete the match had never started the match.

2. Final team standings will be based on average points earned not total points. This accounts for the possibility that an unequal number of matches are played for any reason.
3. The league secretary will try to publish a current handicap for each player and the team standings each week. At the time of each match, the captains should use the most current handicaps published by the league secretary. The secretary is not obligated to calculate and publish new handicaps during holiday or makeup weeks, but may do so if she desires.
4. Scorecards

Immediately Following Each Match

- a. All scorecards must clearly specify team numbers and each player's last name.
- b. If less than 9 holes are completed, refer to Section B Rule #6
- c. Complete Three Scorecards
 - i. Two (2) Golf Course scorecards which must contain the following:
 - a. Hole-by-hole scores and gross score for each player
 - b. Signed and attested by a representative from each team
 - c. Birdies, Chip-Ins, Eagles and Hole-in-one are circled for the individual.
 - ii. One (1) State Farm scorecard which must contain the following
 - a. For Each Player:
 - i. Each player is matched up with her opponent, in accordance with Rule C.1.
 - ii. Gross Score

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- iii. Handicap
- iv. Net Score
- v. Points Awarded
- b. For Each Team
 - i. Total Net Scores
 - ii. Team Points Awarded
- c. Write the golfer's name and hole number for each Birdie, Chip-In, Eagle or Hole-in-one

The morning after the match

- a. Transfer the information from the State Farm paper scorecard to the Women's Golf Electronic Scorecard on State Farm Forms.
 - i. Select the Golf Course where the match was played. The league secretary will populate based on golf course selected.
 - ii. Add a carbon copy to each team captain.
 - iii. If desired, add a courtesy carbon copy to the individuals who golfed.
- b. Mail all three (3) paper scorecards to the league secretary. The league secretary will use both the electronic and paper scorecards to update the tool and generate new handicaps and standings.

Best Practices

- a. At least one person from the 1st foursome needs to wait for the 2nd foursome to finish.
- b. Have two (2) people, ideally one person from each team, calculating scores.
- c. Validate that the correct gross scores and handicaps were transferred from the golf score cards to the State Farm scorecard.
- d. Identify one person to be responsible for completing the electronic scorecard and mailing the paper score cards to League Secretaries. This person MUST be an active employee or associate at State Farm.

Definitions

- a. Handicap - A handicap is a numerical measure of a golfer's potential playing ability based on the tees played for a given course.
 - i. If someone is playing their first match, use Section D to calculate handicaps.
 - ii. For all other players use published handicap.
 - iii. Player handicaps are calculated based on the score obtained on each hole as recorded on the signed and attested golf course scorecards.
- b. Gross score - This is the sum of the scores obtained on each hole.

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- i. The signed and attested golf course scorecards are the authoritative source for a player's gross score and the calculation of individual and team points. Gross scores will not be recalculated.
 - ii. Note: If the gross scores on the State Farm score card (paper or electronic) do not match the golf course scorecards, adjustments will be made to reflect the signed golf course scorecard. Captains will be notified if adjustments change any individual or team points.
- e. Net Score – The result of subtracting a player's handicap from their gross score.

SECTION F - FORFEITURE

1. Any match not played at the time specified in the league schedule, or as allowed in Section B, will be forfeited by the team causing the match not to be played.
2. All matches must be played in head to head competition except as scheduled. There will be no matching of scorecards. Violation will result in forfeiture of all points by both teams. Opposing teams must play concurrent foursomes.
3. A match will be forfeited if a team does not have two (2) members ready to play at their scheduled tee time. Tee times will be determined by the starter or the clubhouse clock. Normal points will be awarded to the team that appears for the match; i.e. team points, plus individual points, based on the number of members who appear. The team appearing is not required to play unopposed. However, if they choose to play, their scores will be recorded and handicaps computed as if a normal match was played. Players from the forfeiting team may play, but their scores will not be counted for handicap and individual award purposes. Please note on the scorecard that there was a forfeit.
4. If a team forfeits more than twice during the season, that team shall be declared out of the league. Standings for the remaining teams will be refigured as if the forfeiting team has not played any matches. The forfeiture shall be reported on the weekly standings so captains can keep a record of the number of forfeitures.

SECTION G - PROTESTS

1. Protests must be made in writing to the league vice-president within twenty four (24) hours of a match that has been played. If a match is played under protest, the scorecard must indicate that fact, whenever possible. The captain of the protesting team should notify the opposing captain of the protest as soon as possible. If protest is decided upon after the match and "PROTEST" is not indicated on the scorecards, it must be based upon information coming to the captain's attention after the match.
2. A protest committee will consist of three (3) captains to be drawn at random by the league vice-president, not including teams involved in the protest. A team wishing to

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appeal a committee decision must notify the league president within twenty four (24) hours of a decision. All captains will then be polled and their decision is final.

SECTION H - LEAGUE RULES

1. The rules and regulations of the SFEA Women's Golf Association - Multi-Course League and Links league are effective from the first day of league play through End of Season event of each year. Special event rules will be communicated the day of the event.
2. The rules and regulations can be reviewed for change any time after End of Season event and prior to the first day of league play each year by a Rules Committee appointed by the association president/treasurer-elect.
3. Changes to the rules will be proposed by the Rules Committee to the league membership in writing for a majority approval.
4. All votes for approval or disapproval of the rules will be recorded before the first day of league play. Failure to vote is assumed to be approval of the proposed rules. Each team will have one vote to approve or disapprove the rules. Roving subs (not affiliated with a team) and association members will vote individually then their votes will be counted and a team vote submitted representing their combined wishes. Officers (VP's & secretary) will vote individually then their votes will be counted and a team vote submitted representing their combined wishes. The president will not vote unless there is a tie and then will cast the tie breaking vote.

SECTION I - NEW TEAMS, NEW MEMBERS

1. New members, before the sign-up deadline, who wish to be assigned to an existing team will be placed on a first come, first served basis as there are vacancies.
2. There will be no refunds of membership dues after the first round of league play.
3. All teams must have six or more players. However, teams will not be required to have more than twelve players. Exception: In years where all sign-up requests are satisfied, this rule is waived.

SECTION J - REPLACING TEAM MEMBERS

1. If a team loses members throughout the playing season and wishes to replace them, a written request should be made to the league vice-president requesting a new member. Those SFEA members who requested to be placed on a team during the initial sign-up will be assigned to teams requesting replacements on a first-come, first-served basis. When this list of replacements is exhausted, the team can request any individual meeting the SECTION A – ELIGIBILITY rules they choose to. Their handicap will be established as in Section D.

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Section K - AWARDS

1. Individual awards will be paid out first (there are no caps on the amount of individual awards)
2. Team awards – the amount will be consistent with the amount paid by other SFEA sponsored sports leagues. In 2015, that is \$20 per team member on the 1st place team and \$15 per team member on the 2nd place teams. No limit on team size in 2016.
3. In the event that there is a tie at the end of the season for 1st and/or 2nd place, use the scorecard from regular season play to break the tie. The team winning the most points on the scorecard wins the position. If the teams played 2 matches, use the most recent scorecard first, and if the teams tied on points (3 each) then use the older scorecard. If the tie still exists, split the money equally between the teams.
4. An awards committee folder will be created each year for the documentation of all awards given to league members.
5. Special Events – In 2016, 3 1-day events are scheduled. The budget includes funding for these 3 events to award \$20 each to the 1st place foursome and \$15 each to the 2nd place foursome.

SECTION L - SUBS

1. Roving Subs – This is for individuals not associated with a team.
 - a. An individual meeting the SECTION A – ELIGIBILITY rules who is not a member of an Multi-Course team may sign up as a roving sub in the Multi-Course league.
 - b. An individual meeting the SECTION A – ELIGIBILITY rules who is not a member of a Links team may sign up as a roving sub in the Links league.
 - c. A roving sub will pay for her own round of golf when she subs.
 - d. Roving subs sign up as part of the SFEA enrollment process.
2. Additional Subs- This is an opportunity for team members to golf more.
 - a. A list will be created for the Multi-Course league from Multi-Course team members interested in subbing for other teams.
 - b. A list will be created for the Links league from Links team members interested in subbing for other teams.
 - c. Players wishing to be added to this list must notify their captains and then the captains must turn in the list to appropriate league secretary.
 - d. Captains should contact subs on the roving sub list first before referring to the additional subs list.
 - e. Subs from the additional sub list have the burden placed upon them to make sure they are not agreeing to sub for a team that is playing against the additional subs original team. If this occurs the additional sub will forfeit the individual point and the team that the additional sub is assigned to for league play will forfeit the team points.

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Section M – Officers

1. The league officers are:
 - President,
 - Vice-President - Multi-Course,
 - Secretary – Multi-Course,
 - Vice-President - Links,
 - Secretary – Links.

All officers' terms shall be for a period of one year.

All officer positions must be held by a current State Farm Employee. Refer to the SFEA Volunteer Policy for additional information.

2. Team Captains are not required to be employees. Teams are required to have a point of contact with a State Farm email address. The point of contact will be included in the Outlook distribution lists and will receive emails that need to be forwarded to team members.

SFEA Women's Golf League – Info to have in your bag

1. Handicaps
 - a. Everyone will establish a handicap the 1st night they play. We are NOT using last year's handicap. A 'cheat sheet' is available for determining handicaps on the 1st night (the golf course has a binder for State Farm Women's Golf). OR Section D of the rules explains how to calculate handicaps.
 - b. Golfers are responsible for printing handicaps and bringing with them to the golf course. The golf courses will not have a copy.
 - Captains will receive an email each week listing handicaps which they can forward to their teams.
 - Handicaps are available on www.leaguesync.com again. This site can be accessed from a personal computer or smart phone in addition to your SF laptop/desktop. The golf course can also access it if no one has the handicaps.
 - Links league id has changed to "sfealinks" and there is no password
 - Multicourse league id has changed to "sfeamc" and the password is also "sfeamc"
2. For all matches, when you're done golfing:
 - a. See Section E of the Rules if you need help.
 - b. At least one person from the 1st foursome needs to wait for the 2nd foursome to finish. Someone will need to take the scorecards and complete the electronic scorecard. Please remember that access to State Farm Forms is required to complete the electronic scorecard.

Revised: 03/18/2015 by CC

Revised: 04/26/2016 PMR (L969)

Revised: 04/12/2017 PMR (L969)

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3. Two weeks during the season teams will be scheduled to play with their own team.
 - a. The team listed on the left side of the master schedule will tee off first.

**All other nights teams are expected to have 2 people from each team in each foursome (unless a team is playing with less than 4).
 - b. We will award 6 points – 4 individual plus 2 team points. (same as other matches)
 - c. Birdies, Chip-Ins, Low Net & Low Gross will apply. There will be skill holes at the Links.
 - d. Golfers expected to follow all rules. Please ensure your teams understand the following rules are impacted on the nights when we play with our teams:
 - Rule Section B #4 – “Teams should start play at assigned tee time with team members present and ready to play”. The opportunity to modify the foursomes to accommodate people running late is not an option the designated weeks of play with your own team.
 - Rule Section C #19 – Gimme’s – “a putt of a short enough distance that your opponent on the other team agrees that it would certainly be holed and as such does not require the player to putt out”. The opportunity to receive a gimme does not exist since you are not playing with your opponent the weeks of play with your own team.

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2015 changes can be found in the following sections:

- Section A – added 'high school age or older and removed "at least 17 years old and out of high school" – done at request of SFEA Sports Committee.
- Section B – Rule 7 – Replace rule B6 with rule B3. B6 addresses calculating gross score when 5+ holes have been played. B3 is focused on playing a match.
- Section D – Rule 2 - Did not change the meaning of the rule. Did simplify wording and reorganized the information.
- Section E – Rule 4-6 – Combined into 1 rule. Did not change the meaning of the rules. Did simplify wording and reorganized the information
- Section F – Rule 2 added "except as scheduled"
- Section K –
 - Delete Rule pertaining to Individual awards
 - Modify Rule pertaining to team awards for the league's season
 - Delete Rule pertaining to awards committee folder
 - Add Rule for Special Events
- Section L – Rule 2c – removed 1st sentence (~~These sub-lists will be created before the first day of play and will not be added to after the season has started.~~). The tool we use supports adding subs throughout the season. Prefer to identify majority of subs prior to the 1st match.

2016 changes can be found in the following section:

- Section K –
 - Add Rule pertaining to Individual awards
 - Add Rule pertaining to awards committee folder

2017 changes can be found in the following section:

- Section C –

Add Rule pertaining to tees to be played from