



SPORTS AND ATHLETICS SECTION • DEPARTMENT OF COMMUNITY SERVICES

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NCC SENIOR (50 & UP) 9 HOLE GOLF LEAGUE RULES AND REGULATIONS

Revised: 09/14/11 - (Shaded areas indicate where changes were made from previous season)

I. LEAGUE LEADERSHIP

- A. The NCC Senior Golf League will be under the general direction of the Sports Administrator from the NCC Department of Community Services. The League is designed to provide an enjoyable experience for both the new and experienced golfer in a low-keyed recreational program.
- B. It shall be the duty of the Sports Administrator to call for an annual pre-season meeting of all league golfers to discuss the rules, format, and various procedures for the league.
- C. A league coordinator may be hired to assist with details at the course while the league is in progress. The league coordinator has the authority to interpret rules and make final decisions as needed throughout the season.
- D. The league may also appoint one volunteer to serve as official spokesman (representative) for all players to the NCC Sports Section and to assist with weekly handicapping, statistical work as needed, and helping to rule on extra ordinary circumstances not covered in this document.
- E. The league will be also governed by all rules and regulations set forth by the golf professional at the host course (see specific details on back of scorecard).

II. ELIGIBILITY

- A. The Senior Golf League is open to all male and female amateur golfers who will be at least 50 years of age during the current calendar year. An amateur is anyone who has not competed in a professional golf competition for at least two years.
- B. The first 48 players that register will be accepted into the league.
- C. All participants must sign a waiver/release form before participating in the league.

III. FINANCES

- A. Each player is required to pay a **\$23** fee to New Castle County which includes: league administration, league coordinator fee, plus awards.

Listed below are the tentative categories for the league pending final registration totals. Ties will be

settled by procedures described on page #3 in league rules. A player must play in at least 5 matches to qualify for an award:

- 1st Place Overall - Trophy & \$30
- 2nd Place Overall - \$30
- 3rd Place Overall - \$25
- 4th Place Overall - \$25
- 5th Place Overall - \$20
- 6th Place Overall - \$20
- 65 & Over Consolation - \$20
- 75 & Over Consolation - \$20
- Men's Low Gross Consolation - \$25
- Women' Low Gross Consolation - \$25

- B. Each player is also required to pay weekly green fees at the course: \$27 for 9 holes with a cart and \$17 to walk; or 18 holes would be \$20 to walk and \$36 to ride. Hand carts are also permitted.
- C. There will be no refunds for greens fees under any circumstances (unless course closes), and/or for the NCC league administrative fee if a person drops out of the league.

IV. SCHEDULE AND WEEKLY PLAYING REQUIREMENTS

- A. A league round will consist of playing holes 1-9 at the Delcastle Golf Course each Monday morning throughout the season. Players may play additional holes after completing their league round but must turn in their scorecard before continuing on to the back nine holes. Holes 10 – 18 may be used as a possible change-up, once or twice during season, to add variety and interest to league play.
- B. The season will include 8 matches from September 19 through November 07. (November 08, 15, and 22 should also be kept available as possible make-up dates as well as other possible weekdays if needed).
- C. Tee times begin at 7:28 am. Weekly sign-up lists will be available. You may play with friends or will be grouped together as needed by the league staff. Players must arrive at least 15 minutes early in case there are any voids between starting times. We would like for everyone to play in consecutive foursomes if possible. *Note:* Players are encouraged to sign-up for the different starting times each week if possible; also, please try to play with as many different players as possible during the course of the season.
- D. Participants are encouraged to play each week in order to acquire the highest number of points possible to be eligible for the overall league championship. If unable to play due to an emergency, players must notify the league office, and will be granted an extension to complete their round by Friday, 12 noon. If there is a pre-known conflict such as a vacation, doctor's appointment etc., players are encouraged to play their round prior to the date that they will miss. Score cards must be signed and attested by another responsible golfer and must include his/her home phone #. The completed scorecard may be faxed to the Sports Office at 395-5892 by Friday at 1:00 pm.
- E. Full rain outs, canceled by the league office, may be rescheduled for a make-up date at the end of the schedule. Please call the course pro-shop at **998-9505** to obtain the necessary information if you are

in doubt about any weather cancellations on the day of the event. The NCC Sports Office may also place an announcement on their inclement weather line **395-5891**.

- F. A round will be declared “interrupted” if play was started, but not completed for good cause. All interrupted rounds must be replayed / completed no later than Friday (12 noon) of the same week to qualify for the weekly scoring points.

V. SCORING

- A. Points will be awarded to golfers each week in the following manner:

1st place	-	5 points
2nd place	-	4 points
3rd place	-	3 points
4th place	-	2 points
Remaining participants	-	1 point

Example: Six players shoot a low round of 36 for the event - all six players will receive five points, etc.

- B. Bonus points may also be acquired on certain weeks for special contests, such as: guess your score, low gross, long drive(s), pars and birdies, hitting green on par 3, putting contest, chipping contest, most accurate drive(s), etc. Special contests for bonus points will be available only for those players that play on Mondays, during the main operation of league play.
- C. Weekly scoring points will be issued at 9:00 a.m. on Tuesday morning. Any cards coming in after 9:00 a.m. on Tuesday will not change points previously awarded to players but will still be honored appropriately in the overall point system. An attempt will be made each week to have the “TOP 10” scores posted in the News Journal Sports Section on Sundays throughout the season.
- D. Tie-breaker for most awards at end of season will be based upon: 1) Most event points, 2) Matching cards in final round of play with handicap adjustment, beginning with most difficult hole, 3) Chip-off, 4) TBA. **Note:** Tie –breaker for low gross / low handicap consolation awards will be based upon: 1) Most event points, 2) Most matches played, 3) Matching cards in final round of play...etc.

VI. WEEKLY EVENTS

- September 19 - Fewest Putts (“Pick-Up” Rule is not in effect). Only strokes taken on the putting surface are counted. Initial shot taken from fringe or off of green do not count as a putt. Winner is player having the fewest putts (**Note:** Need gross score also for 9 holes for future handicapping. Any strokes above double par will not be included when calculating handicaps).
- September 26 - Tee to Green. Count all strokes made from off the green. Winner is player having the fewest overall strokes (**Note:** Need gross score also for 9 holes for future handicapping).
- October 03 - Low Net using league handicap system (see handicapping Rule VII)
- October 10 - Low Net using league handicap system (see handicapping Rule VII)

- October 17 - Low Net using league handicap system (see handicapping Rule VII)
- October 24 - Low Net using league handicap system (see handicapping Rule VII)
- October 31 - Low Net using league handicap system (see handicapping Rule VII)
- November 07 - Low Net using league handicap system (see handicapping Rule VII)
- Nov. 14, 21, 28 - Make-up dates if needed

MODIFIED CALLAWAY SYSTEM FOR 9 HOLES

<u>SCORE</u>					<u>HANDICAP DEDUCTION</u>
..	..	34	35	36	Scratch - no adjustment
37	38	39	0.5 worst hole(s) and adjustment
40	41	42	43	44	1.0 worst hole(s) and adjustment
45	46	47	48	49	1.5 worst hole(s) and adjustment
50	51	52	53	54	2.0 worst hole(s) and adjustment
55	56	57	58	59	2.5 worst hole(s) and adjustment
60	61	62	63	64	3.0 worst hole(s) and adjustment

<u>ADJUSTMENT</u>					<u>ADJUSTMENT</u>
-2	-1	0	+1	+2	Add or Deduct from Handicap

<u>EXAMPLE</u>										<u>GROSS</u>	<u>ADJ. HANDICAP</u>	<u>NET</u>
<u>HOLE</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>			
SCORE	6	9	7	6	6	5	10	6	4	59	25	34

CALLAWAY HANDICAP:	Deduct 2.5 worst holes	23
	<u>Adjustment to handicap</u>	<u>+2</u>
	Adjusted Handicap	25

- NOTE(S):**
- 1). No hole may be scored at more than twice its par.
 - 2). Half strokes count as a whole.
 - 3). The 9th hole will never be deducted.
 - 4). In case of ties, lowest handicap takes preference if necessary.

VII. HANDICAPPING

A. **90% of Average For All Scores** - Total all scores achieved while participating in league (plus final average score from previous season or current average score for a new league golfer) and divide by the number of scores reported to obtain an average. Subtract the average score from the recommended score for par. Take 90% of the difference and the result will be the amount of handicap strokes given for league play. Note: The gross score on the day of the event in weeks 3-8 will be included in the handicap calculation for that week's event and scoring.

EX.	<u>STEP 1</u>	<u>STEP 2</u>	<u>STEP 3</u>	<u>STEP 4</u>
	45 (F.A.S.)	228÷5=45.60	46 (avg.)	10
	48 (week 1)	avg. score	- 36 (par)	<u>×.9</u>
	50 (week 2)	per 9 holes	10 (diff.)	9 handicap for
	42 (week 3)			9 holes
	<u>43 (week 4)</u>			
	228 (total)			

B. Maximum strokes permitted for nine (9) holes in league handicap system = 18 strokes.

VIII. SPECIAL PLAYING RULES

A. All USGA Rules will be in effect unless amended by league rules, or as required by the playing rules for the course on back of scorecard. Consult with players in your group or those nearby if you are unsure of various rulings and situations.

B. All scorecards shall be dated, and signed by a designated member of the playing group. No scorecards will be accepted after 12 noon on Friday. (Sports FAX # 395-5892).

C. Tee Boxes will be used accordingly:

White	-	Men 50 - 64
Yellow	-	Men 65 & Over
Red	-	Women

D. Players may **lift, clean, and place** their ball within one club length everywhere on the course, except within a hazard. You do not have to hit off of any bare spots. Move to the nearest grass area for relief.

E. In an effort to speed up play on a public course, the following modification to USGA Rule 27-1 will be in effect: “If a ball is lost outside a water hazard, or is out of bounds the player may play a ball, **under penalty of two strokes**, at a spot as nearly as possible to the point where the ball was deemed to have been lost, or at a point as nearly as possible to where the ball went out of bounds; unless a provisional ball was played from previous location under penalty of one (1) stroke.

F. “**Pick-up**” Rule – (**Exception:** Week 1 – Fewest Putts Event) In an effort to help speed up play, a player must pick up their ball, anytime, they have accumulated twice the amount of strokes needed for par on any individual hole (**Ex.** Par 3 - pick up after 6 shots, par 4 - pick up after 8 shots, and par 5 - maximum 10 shots).

G. **Aerated Green** – When putting on an aerated or temporary green, each golfer will be credited with no more than 2 putts while attempting to complete the hole.

H. **Leaf Rule:** No penalty (play from spot of lost ball) for a ball lost in leaves after October 1st.

I. **Fox Rule:** No penalty (play from spot of stolen ball) for a ball witnessed to be taken from its resting spot by a fox / animal / or bird.

J. **Course Regulations (posted on back of Delcastle Scorecard)**

1. USGA Rules apply unless modified by local rules.
2. Out of Bounds: White Stakes on Holes #1, 6, 7, 14, 17, 18, Road #15 & 16.
3. Fence behind #7 Green - Free Lift, no closer to hole and line of sight relief.
4. Ornamental grasses and stakes on edges of fairways are 200 and 100 yards. Stakes in middle of fairways are 150 yards.
5. All players must have own set of clubs.
6. Proper golf attire required. Golf or tennis shoes only. No tank tops or sleeveless shirts.
7. Ranger may ask you to pick ball up to keep pace.
8. Keep carts off tees & 30 feet from greens.
9. Free lift from flower beds and ornamental grass yardage markers.
10. Environmental areas (high grass) are considered lateral hazards. Do not enter.
11. If drop areas are available, they are optional.

Important Notes:

1. Lightning – IT IS YOUR RESPONSIBILITY to cease play and seek shelter at the approach of and/or during a lightning storm situation.
2. Safety/accident prevention is your responsibility, always be aware of your location as it relates to course conditions: holes, repairs, rakes, obstructions, traffic, wet areas and location of the other players.

K. **Delcastle golf ranger's suggested time allotment per hole:** In order that all golfers may enjoy their experience today, we request all foursomes to try to follow the following schedule: Maximum time from tee-off to next tee box #

2-0:14 3-0:31 4-0:45 5-0:59
6-1:13 7-1:27 8-1:44 9-1:58

Total for 9 Holes:-2:09

10-2:14 11-2:28 12-2:41
13-2:55 14-3:09 15-3:20
16-3:37 17-3:51 18-4:08

Total for 18 Holes:-4:25

18 RULES OF GOLF FOR 18 HOLES OF GOLF

How to play “faster” golf and other helpful hints:

When the ranger comes around and tells you to speed it up, do you say “I’m going as fast as I can”? Well, here are some hints on how to speed up play as well as other helpful hints for your round of golf. These little hints could save us all time and in the end maybe a minute a hole X 18 holes equals 18 minutes less on the golf course.

1. Play “ready” golf, but it would be nice to “honor” the par shooter, definitely the bird shooter, and could there be an eagle shooter! Decide in your group what the protocol will be at the first tee for the entire day.
2. Be ready on the tee with club in hand. Do not disturb a player who is addressing or stroking a ball by movement, talking or standing in line of player’s sight. Help spot balls for players in your group.
3. In the fairway, be at you ball and ready to hit when your turn.
4. To speed up play, carry an extra ball in your pocket in case you need to hit a second shot or a provisional ball. Carry an extra ball marker and extra tees.
5. If in doubt of ball out of bounds or lost, hit a provisional ball and tell the other player of your intention.
6. Keep you eye on your own ball and take note of where shot landed by marking spot with some object. AND keep an eye on one other person’s ball in your group.
7. Unless it’s an unusual lie, limit practice swing to one.
8. Don’t worry about who’s behind you; keep up with those in front of you.
9. Be ready on the green; read your putt while players are moving onto the green and between other partners’ putts.
10. Repair ball marks (yours and one other) and spike marks on the green (only after all have holed out).
11. On the green do not walk on players’ lines, make sure flag is out of player’s line, do not let your shadow interfere with another player’s putt or where you have marked your ball.
12. After holing out, go to the next tee and then fill out your card.
13. To speed up play when riding a cart, put your clubs in your bag at the next shot.
14. To protect course from wear and tear, avoid driving cart in previously made tracks. Cross fairways at 90 degrees only.
15. When reaching green, leave cart beyond level of pin towards next tee.
16. Work out Buddy System with cart partner, one on green first takes cart around to back. Other player takes selection of clubs.
17. Bunker – go in and out the lowest side to avoid breaking edges. Rake all footprints and ball marks in bunkers.
18. SLOWER PLAY MAKES FOR A LONGER DAY.

LIGHTNING POLICY

Safer locations during thunderstorms and locations to avoid

*No place is absolutely safe from the lightning threat, however, some places are safer than others.

*Large enclosed structures (substantially constructed buildings) tend to be much safer than smaller or open structures. The risk for lightning injury depends on whether the structure incorporates lightning protection, construction materials used, and the size of the structure (see NFPA 780, Appendix E & H).

*In general, fully enclosed metal vehicles such as cars, trucks, buses, vans, fully enclosed farm vehicles, etc. with the windows rolled up provide good shelter from lightning. Avoid contact with metal or conducting surfaces outside or inside the vehicle.

*AVOID being in or near high places and open fields, isolated trees, unprotected gazebos, rain or picnic shelters, baseball dugouts, communications towers, flagpoles, light poles, bleachers (metal or wood), metal fences, convertibles, golf carts, water (ocean, lakes, swimming pools, rivers, etc.).

*When inside a building AVOID use of the telephone, taking a shower, washing your hands, doing dishes, or any contact with conductive surfaces with exposure to the outside such as metal door or window frames, electrical wiring, telephone wiring, cable TV wiring, plumbing, etc.

Safety guidelines for individuals

*Generally speaking, if an individual can see lightning and/or hear thunder he/she is already at risk. Louder or more frequent thunder indicates that lightning activity is approaching, increasing the risk for lightning injury or death. ***If the time delay between seeing the flash (lightning) and hearing the bang (thunder) is less than 30 seconds, the individual should be in, or seek a safer location*** (see Safer Locations during Thunderstorms and Locations to Avoid). Be aware that this method of ranging has severe limitations in part due to the difficulty of associating the proper thunder to the corresponding flash.

*High winds, rainfall, and cloud cover often act as precursors to actual cloud-to-ground strikes notifying individuals to take action. Many lightning casualties occur in the beginning, as the storm approaches, because people ignore these precursors. Also, many lightning casualties occur after the perceived threat has passed. ***Generally, the lightning threat diminishes with time after the last sound of thunder, but may persist for more than 30 minutes.*** When thunderstorms are in the area but not overhead, the lightning threat can exist even when it is sunny, not raining, or when clear sky is visible.

*When available, pay attention to weather warning devices such as NOAA weather radio and/or credible lightning detection systems, however, do not let this information override good common sense.

First aid recommendations for lightning victims

Most lightning victims can actually survive their encounter with lightning, especially with timely medical treatment. Individuals struck by lightning do not carry a charge and it is safe to touch them to render medical treatment. Follow these steps to try to save the life of a lightning victim:

1) First:

Call 911 to provide directions and information about the likely number of victims.

2) Response:

The first tenet of emergency care is "make no more casualties". If the area where the victim is located is a high risk area (mountain top, isolated tree, open field, etc.) with a continuing thunderstorm, the rescuers may be placing themselves in significant danger.

3) Evacuation:

It is relatively unusual for victims who survive a lightning strike to have major fractures that would cause paralysis or major bleeding complications unless they have suffered a fall or been thrown a distance. As a result, in an active thunderstorm, the rescuer needs to choose whether evacuation from very high risk areas to an area of lesser risk is warranted and should not be afraid to move the victim rapidly if necessary. Rescuers are cautioned to minimize their exposure to lightning as much as possible.

4) Resuscitation:

If the victim is not breathing, start mouth to mouth resuscitation. If it is decided to move the victim, give a few quick breaths prior to moving them. Determine if the victim has a pulse by checking the pulse at the carotid artery (side of the neck) or femoral artery (groin) for at least 20-30 seconds. If no pulse is detected, start cardiac compressions as well. In situations that are cold and wet, putting a protective layer between the victim and the ground may decrease the hypothermia that the victim suffers which can further complicate the resuscitation. In wilderness areas and those far from medical care, prolonged basic CPR is of little use: the victim is unlikely to recover if they do not respond within the first few minutes. If the pulse returns, the rescuer should continue ventilation with rescue breathing if needed for as long as practical in a wilderness situation. However, if a pulse does not return after twenty to thirty minutes of good effort, the rescuer should not feel guilty about stopping resuscitation.