

FEGL

**The Fighter Enterprise Golf League
2018 Season Rules and Operation**

Fighter Enterprise Golf League Rules

2018 Season

Rev D 11 March 2018 (Unpublished)

Summary of Rules Changes

2018: Complete rewrite of the Rules Document

- 1) Restructure into two parts
 - a. *Fundamental rules*: (Paragraphs 1, 3 through 9) – those rules that are not expected to change from season to season with the portions of those Fundamental rules that may change being allocated to Operational rules fulfilling the Fundamental rules
 - b. *Operational rules*: (Paragraph 2) – those rules that fulfill the Fundamental rules seasonally such as payout amounts, team fees, etc.
- 2) New rules
 - a. Provision for change of FEGL Leadership (Paragraph 1.10)
 - i. Continuing as a dictatorship
 - ii. Continuing as governed by a committee
 - b. **Any player that does not check in with the golf course pro shop prior to play shall forfeit the round**
- 3) Rule Changes from 2017 Season
 - a. Awards distribution for Individuals above \$10 as Squaw Creek Gift Cards. No change to team distribution as cash or check. (Paragraph 1.7)
 - b. Clarification and enhancement of Tie-breaking (Paragraph 1.7)
 - c. Explicitly express the starting Quota for new players and expanding the definition of a new player to include those that did not play in the FEGL in the immediately preceding season (1.5)
- 4) Other items of interest
 - a. Adjustment for fewer teams
 - i. There is no change to the registration fee: \$140 per team as it was in 2017 (Paragraph 2.3)
 - ii. There are two fewer teams in 2018 (Paragraph 2.2)
 1. Division A remains at 12 teams; payouts for Division A remain the same as in 2017
 2. Division B has been reduced to 10 teams; payouts for Division B have been adjusted accordingly
 3. Division B playing schedule has been adjusted to account for fewer teams
 4. **Team NUMBERS** have changed and changes of some teams from one division to another to account for 2017 performance. The previous year and current year team numbers and divisions can be found in the FEGL Master spreadsheet on the Teams tab and presented below. For automation reasons each team has a Team ID (“Tm_##”) that will NOT change while the Team NUMBER may change from season to season.
 - b. Substitute list in the Pro Shop
 - i. A list for players at the course on a given day of league play will be available in the pro shop to
 1. Sign up to play as a substitute on a team
 2. Sign up as a team needing players

Fighter Enterprise Golf League Rules

2018 Season

Rev D 11 March 2018 (Unpublished)

1 GENERAL PROVISIONS

1.1 Competition Schedule and Course of Play

Fighter Enterprise Golf League (FEGFL – *fee-gul*) competition rounds are played on the day of the week, time of day, and at the golf course designated in the SEASON SPECIFIC INFORMATION section below.

Players are expected to be at their assigned tee ready to play by the start time specified.

The playing schedule is based on Team NUMBER (not Team ID). Team IDs (“TmID_##”) for a team normally will not change and is used in automating the management of the FEGFL

The match schedule is presented in SEASON SPECIFIC INFORMATION section; however the match schedule in the FEGFL Master takes precedence.

1.2 Competition Divisions

The FEGFL teams shall be ranked and divided into divisions with the goal to provide fun, fair, and manageable competition. Team Numbers and the Division teams play in may change from season to season to accomplish this goal. Team Number and Division for the previous and current seasons for each team is in the SEASON SPECIFIC INFORMATION section; however the team numbers and divisions in the FEGFL Master take precedence.

1.3 Cost

The cost to participate in the FEGFL is per team and may vary from season to season. The cost is based on the number of teams signing up to compete. The cost to compete is specified in the SEASON SPECIFIC INFORMATION section below.

How the individual players on a team are to contribute to the team entry fee is at the discretion of each team captain.

All players are responsible for their own green and cart fees and shall remit all necessary payment to the golf course prior to play each week. All players including Squaw Creek Golf Club Members shall check in at the Pro Shop prior to beginning play. **Any player that does not check in with the golf course pro shop prior to play shall forfeit the round.**

In the event a team has paid in advance but a full team does not play, the amounts paid will not be refunded; the money will be used to support the disbursement of prizes.

1.4 Commissioner and Commissioner Responsibilities

The FEGFL Commissioner is recorded in the SEASON SPECIFIC INFORMATION section below and has the following responsibilities:

- Coordinating with the Golf Leagues Commissioner for FEGFL business related to the designated golf course for the specific season
- Collection, distribution, and reporting of all FEGFL monies
- Maintaining and publishing FEGFL divisions, results, rosters, monies report, and competition schedule
- Establishing, maintaining and publishing FEGFL Rules (this document)
- Resolution of disputes that cannot be resolved by the FEGFL Captain(s) involved

Swing Hard In Case You Hit It

Fighter Enterprise Golf League Rules

2018 Season

Rev D 11 March 2018 (Unpublished)

- Notification of cancelled rounds to Captains of teams and Substitutes not assigned to a team

1.5 Team Composition, Captains and Captains' Responsibilities

A team consists of a minimum of four players and a maximum of seven players with one member of the team designated as the team captain.

Players new to the FEGL and those who did not play in the FEGL in the immediately preceding season shall have a starting Quota equal to zero (0) to begin play in the current season.

Competition Groups - Makeup and Substitutes

Two playing groups make up each team competition round. A playing group is made up of players from the scheduled opposing teams including any substitutes. A maximum of 2 players from each team (or designated substitute) is permitted in each playing group resulting in a maximum of four players per playing group.

No more than 1 designated substitute is allowed per playing group per team. A team must have at least **two team members** show and play to avoid a forfeit. A substitute is not considered a team member.

Any team member may play as a substitute on any other team when not playing for their assigned team. There is a "substitution list" consisting of players not assigned to a specific team that may also play for any team in any given round.

Each player that does not complete the round forfeits the match and is considered to not have started the round. If a player does not complete a round and this results in fewer than 2 team members representing the team then the team also forfeits the round.

The team captain is responsible for:

- Providing a copy of the FEGL Rules (this document) to team members
- Making their team members knowledgeable of FEGL rules
- Collection and payment of team fees to the FEGL Commissioner
- Resolution of disputes **before scorecards are submitted** (consult FEGL Commissioner for help in resolution if unable to resolve with affected team captain(s))
- Notification of cancelled rounds to their Team Members
- Establishing team member playing schedules
- Filling out playing groups for each round with team players and substitutes as necessary and as permitted in the FEGL Rules

1.6 Tees for Competition

Competition rounds shall be played from the tees as specified in the SEASON SPECIFIC INFORMATION section below.

Once a player begins season play from a tee designation all league play for that player shall be played from that set of tees for the remainder of the season.

All players are assumed to be playing from the Default Tees or, for returning players only, the tees returning players played in the prior season unless a player SPECIFICALLY declares to the FEGL Commissioner that the player wants to play from another set of tees as allowed in the SEASON SPECIFIC INFORMATION

Fighter Enterprise Golf League Rules

2018 Season

Rev D 11 March 2018 (Unpublished)

section below. A request to play from a set of tees different from the Default Tees or tees different from the tees played in the prior season must be approved by the FEGL Commissioner.

Quotas for players moving from one set of tees to another set of tees shall be adjusted based on the slope and rating of the tees involved according to USGA standards.

1.7 Awards Competitions, Awards Distribution, Resolution of Ties

Award amounts are provided in SEASON SPECIFIC INFORMATION section.

AWARDS COMPETITIONS

Each week awards for individual and team performance are available in each Division.

1) Individual Awards

- a. Most Over Quota – players must better their Quota, not simply meet it to contend
- b. Closest To The Hole on par threes – players must have their first shot on the hole to come to rest on the green and be closer to the hole than any other player in the division to contend.

2) Team Awards

- a. Most Over Quota – the sum of the player +/- to their individual quotas must better the sum of the individual Quotas of each player playing the round (Team Quota)

At the conclusion of the season awards are available for Overall Team Rank for First, Second, and Third places in each Division.

AWARDS DISTRIBUTION

All Distributions will be available within 14 days of the conclusion of FEGL play. Every effort will be made to pay out all moneys collected as awards to league members; however the FEGL Commissioner reserves the right to retain un-awarded amounts.

Distribution of Awards:

All total Individual awards (Most Over Quota plus Closest-to-Hole) of \$10 or more to a single individual will be in the form of Squaw Creek Golf Course Gift Cards.

All Individual total awards less than \$10 will be by cash or check.

All Team total awards will be by cash or check. Redistribution of Team Awards (including Cancellations Reimbursement) within a team is at the discretion of the team captain.

Weekly Prizes Not Awarded:

In the event that no team in a Team Most Over Quota Competition betters their team quota no award will be made.

In the event that no player in a Player Most Over Quota Competition betters their individual quota no award will be made.

In the event no player in a Closest To The Hole Competition is identified as being closest to the hole no award will be made.

Fighter Enterprise Golf League Rules

2018 Season

Rev D 11 March 2018 (Unpublished)

RESOLUTION OF TIES

Ties in a Team Most Over Competition:

First Place Ties – each team will be awarded the total Team Most Over Quota allocation divided by the number of teams tied.

Second Place Ties (no ties for First Place) – each team will be awarded the Team Second Most Over Quota allocation divided by the number of teams tied.

All weekly awards that are not whole dollar amounts will be rounded up to the nearest whole dollar.

Ties in an Individual Most Over Quota Competition:

First Place Ties – for two players tied each player will be awarded the sum of first and second place allocation divided by 2, and third place will be awarded at full third place value. For more than two players tied the amount awarded will be the total Individual Most Over Quota allocation divided by the number of players tied, and second and third place will not be awarded.

Second Place Ties (no ties for First Place) – each player will be awarded the sum of the second and third allocation divided by the number of players tied, and third place will not be awarded.

Third Place Ties (when awarded) – each player will be awarded the third allocation divided by the number of players tied.

All weekly awards that are not whole dollar amounts will be rounded up to the nearest whole dollar.

Ties in Team Season Overall Team Rank Competition:

First Place Ties – for two teams tied each team will be awarded the sum of first and second place allocation divided by 2, and third place will be awarded at full third place value. For more than two teams tied the amount awarded will be the total allocation divided by the number of team tied, and second and third place will not be awarded.

Second Place Ties (no ties for First Place) – each team will be awarded the sum of the second and third allocation divided by the number of teams tied, and third place will not be awarded.

Third Place Ties (when awarded) – each team will be awarded the third allocation divided by the number of teams tied.

1.8 Cancelled Rounds

Any scheduled round that is cancelled is simply skipped; the schedule in the FEGL is not shifted for cancelled rounds. Team competitors and starting hole assignments are per the published playing schedule.

Teams will be reimbursed for the skipped round based on the team fee for the Division the team plays in. The amount reimbursed is specified in the SEASON SPECIFIC INFORMATION section.

Fighter Enterprise Golf League Rules

2018 Season

Rev D 11 March 2018 (Unpublished)

1.9 Dispute Resolution

Affected captains and the players involved shall attempt to resolve any playing disputes that arise during a round.

The FEGL Commissioner shall settle playing disputes that cannot be settled by affected team captains. The decision by the FEGL Commissioner is final and not subject to debate.

1.10 Change of FEGL Leadership

As of 2018 the FEGL is a dictatorship (benevolent?).

In the event the FEGL dictatorship is assumed by someone other than the current dictator the new dictator has full authority to change any and all parts of the FEGL Rules without restriction.

In the event the FEGL becomes managed by a committee (the “Committee”) rather than as a dictatorship the following rules shall be followed at that transition.

- 1) The Committee shall establish their own operating rules and organization to be included as part of the FEGL Rules (this document)
- 2) Modifications to the FEGL Rules (this document) are restricted as outlined below. It is the intent of these restrictions to formally and definitively set out the fundamental aspects of the FEGL (all sections except Section 2) while allowing annual modifications to enhance play and provide flexibility for the Committee (Section 2).
 - a. No part of any section EXCEPT section 2 (SEASON SPECIFIC INFORMATION) shall be made without a 2/3 majority vote by the entire committee. This includes the addition of a section or sections necessary to implement the Committee.
 - b. Section 2 (SEASON SPECIFIC INFORMATION) may be altered by those vested with that authority by the Committee without limitation EXCEPT that any alteration shall not be in conflict with any of the other sections of the FEGL Rules. A unanimous vote of the Committee is required to confirm that the alterations in Section 2 are in conformance with the other sections of the FEGL Rules.

Fighter Enterprise Golf League Rules 2018 Season

Rev D 11 March 2018 (Unpublished)

2 SEASON SPECIFIC INFORMATION

2.1 Competition Schedule and Course of Play

F EGL competition rounds shall be played at Squaw Creek Golf Course on Tuesdays beginning on 20 March 2018 and continue through 22 May 2018 (10 scheduled rounds). Normal starting time is 5:15 p.m.

Team members (and substitutes) shall be present at their scheduled tee box no later than 5:00 p.m. The first team to play on holes where two playing groups are scheduled to start shall begin play by 5:15 p.m. and no earlier than 5:10 p.m. Maximum wait for late team members or substitutes is five minutes; play by the first playing group shall commence no later than 5:20 p.m. A player arriving after 5:20 p.m. shall score an X for the first hole and shall score an X for any holes not started with the assigned playing group thereafter.

The playing schedule is based on Team NUMBER (not Team ID). The Schedule for the 2018 Season is available in the FEGL Master spreadsheet on the Schedule tab. The Schedule in the FEGL Master takes precedence over the schedule presented here.

Starting Holes:

Opposing teams that are assigned a single starting hole shall start both playing groups on the assigned hole. Opposing teams that are assigned to start on a pair of holes instead of a single hole for both playing groups shall split up and start a playing group from each separate hole.

2018 Schedule															
Week	Date	Starting Holes													
		1	2-3	4	5-6	7	8-9	10-11	12	13-14	15	16-17	18		
		Team Matches													
1	Mar 20	13 14	15 16	17 18	19 20	21 22			1 2	3 4	5 6	7 8	9 10	11 12	
2	Mar 27	1 3	2 4	5 7	6 8	9 11	10 12	13 15	14 16	17 19	18 21	20 22			
3	Apr 3	13 16	14 15	17 20	18 22	19 21			1 4	2 3	5 8	6 7	9 12	10 11	
4	Apr 10	1 5	2 6	3 9	4 10	7 11	8 12	13 17	14 18	15 19	16 22	20 21			
5	Apr 17	13 18	14 17	15 20	16 21	19 22			1 6	2 5	3 10	4 9	7 12	8 11	
6	Apr 24	1 7	2 8	3 11	4 12	5 9	6 10	13 19	14 20	15 21	16 18	17 22			
7	May 1	13 20	14 21	15 22	16 17	18 19			1 8	2 7	3 12	4 11	5 10	6 9	
8	May 8	1 9	2 10	3 7	4 8	5 11	6 12	13 21	14 22	15 17	16 19	18 20			
9	May 15	13 22	14 19	15 18	16 20	17 21			1 10	2 9	3 8	4 7	5 12	6 11	
10	May 22	1 11	2 12	3 5	4 6	7 9	8 10	13 14	15 16	17 18	19 20	21 22			

Fighter Enterprise Golf League Rules 2018 Season

Rev D 11 March 2018 (Unpublished)

2.2 Competition Divisions

There are two FEGL Divisions consisting of 22 teams in the league – “A Division” and “B Division”. There are 12 teams in the A Division (Team numbers 1 thru 12) and 10 teams in the B Division (Team numbers 13 thru 22). The A Division is generally comprised of teams with players having higher Quotas (lower handicaps); the B Division is generally comprised of teams with players having lower Quotas (higher handicaps).

The Team Numbers and Divisions for the 2017 and 2018 seasons are in the FEGL Master spreadsheet on the Teams tab. The Team Numbers and Divisions in the FEGL Master take precedence over what is presented here.

TeamID	Previous Season Team Number	Previous Division	Current Season Team Number	Current Division	Captain
Tm_02	2	A	1	A	Vrla, Danny
Tm_01	1	A	2	A	Blackwell, Bill
Tm_04	4	A	3	A	Rudin, Scott
Tm_03	3	A	4	A	Norris, Jim
Tm_06	6	A	5	A	Sell, Chris
Tm_07	7	A	6	A	Tarpley, Chris
Tm_10	10	A	7	A	Ayrault, David
Tm_08	8	A	8	A	Jettun, Carl
Tm_09	9	A	9	A	Mayes, Roy
Tm_11	11	A	10	A	Revay, Joe
Tm_23	23	B	11	A	Shinn, Steve
Tm_14	14	B	12	A	Bienski, Bob
Tm_13	13	B	13	B	Miley, David
Tm_21	21	B	14	B	Rodriguez, Danny
Tm_16	16	B	15	B	Watson, Danny
Tm_12	12	A	16	B	Wood, Ken
Tm_18	18	B	17	B	Holmlund, Jeff
Tm_15	15	B	18	B	Kubenka, Frankie
Tm_19	19	B	19	B	Fairchild, Ken
Tm_17	17	B	20	B	Utech, Dave
Tm_22	22	B	21	B	Holt, Jim
Tm_20	20	B	22	B	Weber, Dennis
Tm_05	5	A	23	B	
Tm_24	24	B	24	B	

2.3 Cost

The cost for each team to participate in the FEGL is \$140 and is due before play begins on the first round.

2.4 Commissioner Details

The FEGL Commissioner is David G. Miley. Contact information for all players is in the FEGL Master spreadsheet (Player Personal Info worksheet). The FEGL Master is available from this web site:

<http://www.themileys.net/fe-gl-files/>

Fighter Enterprise Golf League Rules

2018 Season

Rev D 11 March 2018 (Unpublished)

2.5 Teams and Team Details

The teams and rosters of players including a list of substitutes is in the FEGL Master spreadsheet. The spreadsheet may be available from this web site: <http://www.themileys.net/fegl-files/>

A list for players at the course on a given day of league play will be available in the pro shop to

- 1) Sign up to play as a substitute on a team
- 2) Sign up as a team needing players

2.6 Tees for Competition

Tees for Competition:

There are three standard sets of tees for FEGL play:

- **“Default Tees”**
- **“Women / Senior Men (65)”**
- **“Senior Women (65)/Super Senior Men (70)”**.

Specification of FEGL Playing Tees at Squaw Creek Golf Course as specified on the current (2018) course scorecard (Figure 1)

- **Default Tees:** “Member” tees
- **Women / Senior Men (65) Tees:** “Senior Member” tees
- **Senior Women (65)/Super Senior Men (70) Tees:** “Gold” tees

All players shall play from the Default Tees except as provided as follows:

- Women and Senior Men (65 and older at the start of league play) may **choose** to play from the Women / Senior Men (65)
- Senior Women (65 and older at the start of league play) and Senior Men 70 years and older at the start of league play may **choose** to play from Senior Women (65)/Super Senior Men (70)

Fighter Enterprise Golf League Rules 2018 Season

Rev D 11 March 2018 (Unpublished)

Figure 1 - Current (2018) Squaw Creek Golf Course scorecard for reference:

SQUAW CREEK GOLF COURSE

Hole	1	2	3	4	5	6	7	8	9	Out
Black	562	429	400	394	379	167	408	213	396	3348
Blue	511	404	357	363	339	150	401	194	368	3087
Member	511	322	357	363	379	150	401	177	332	2992
White	474	322	317	335	301	132	307	177	332	2697
Gold	425	271	248	293	260	98	278	143	283	2299
Handicap	17	1	5	13	7	15	3	11	9	---
Par	5	4	4	4	4	3	4	3	4	35

Fairway Markers
Gold—250 White—150
Blue—200 Red—100
All Distances to Middles of Greens

Course Information	Black	Blue	Member	White	Gold
Total Yardage	6958	6412	6173	5721	4898
Rating (Men/Ladies)	74.6/NA	71.3/NA	70.3/NA	68.6/73.9	65.8/70.1
Slope (Men/Ladies)	137/NA	134/NA	131/NA	127/133	119/122

Welcome to
SQUAW CREEK GOLF COURSE

Please observe the following:
Follow all posted course instructions.
Keep carts on paths when possible and at least **50 feet** from greens and tees.
Repair ball marks and divots. Rake traps after sand play.
Course boundary fences define Out of Bounds.
USGA Rules govern all play.
A round of golf is most enjoyable when played in four hours. Please do your part.
Have a Great Round!
- Lynn

Architects
Ralph Plummer
Opened 1971

John Colligan
Reopened 2016



SQUAW CREEK GOLF COURSE

10	11	12	13	14	15	16	17	18	In	Score	Tees
432	341	449	234	398	436	589	231	500	3610	Total	Black
407	322	421	197	370	415	544	168	481	3325		Blue
378	341	389	144	370	383	544	151	481	3181	Handicap	Member
378	296	389	144	335	383	490	151	458	3024		White
268	254	332	113	302	349	429	132	420	2599	Net Score	Gold
12	18	4	10	16	8	2	6	14	---		Senior
4	4	4	3	4	4	5	3	5	36	71	Member

Scorer: _____
Attested: _____ Date: _____

Course Information	Member	Senior Member
Total Yardage	6173	5204
Rating (Men/Ladies)	70.3/NA	66.3/71.2
Slope (Men/Ladies)	131/NA	121/126



FRONT



SQUAW CREEK GOLF COURSE

1605 RANCH HOUSE ROAD
WILLOW PARK, TEXAS 76086
817 * 441 * 8185

LYNN VAUGHAN
PGA PROFESSIONAL

CHAD SHIPMAN
SUPERINTENDANT

PGA GCSAA



BACK

Fighter Enterprise Golf League Rules

2018 Season

Rev D 11 March 2018 (Unpublished)

2.7 Award Amounts

Weekly Award Amounts

“A” Division will be awarded in dollar amounts as follows:

Team Most Over Quota	\$48.00
Team Second Most Over Quota	\$32.00
Individual Most Over Quota	\$12.00
Individual Second Most Over Quota	\$ 8.00
Individual Third Most Over Quota	\$ 4.00
Closest-to-Hole on 2 par 3's	\$10.00

“B” Division will be awarded in dollar amounts as follows:

Team Most Over Quota	\$40.00
Team Second Most Over Quota	\$27.00
Individual Most Over Quota	\$10.00
Individual Second Most Over Quota	\$ 7.00
Individual Third Most Over Quota	\$ 3.00
Closest-to-Hole on 2 par 3's	\$ 8.00

Season Award Amounts

“A” Division will be awarded in dollar amounts as follows:

First Place	\$240.00
Second Place	\$120.00
Third Place	\$60.00

“B” Division will be awarded in dollar amounts as follows:

First Place	\$200.00
Second Place	\$100.00
Third Place	\$ 50.00

2.8 Cancelled Rounds Reimbursement

Reimbursement for all cancelled rounds per team in Division A \$14

Reimbursement for all cancelled rounds per team in Division B \$12

Fighter Enterprise Golf League Rules

2018 Season

Rev D 11 March 2018 (Unpublished)

3 SCORING AND HANDICAPPING SYSTEM

A "Par Point" system is used for scoring.

Hole-In-One	=	6
Double Eagle	=	6
Eagle	=	5
Birdie	=	4
Par	=	3
Bogey	=	2
Double Bogey	=	1
Triple Bogey or Higher	=	0

Each player competes against that player's "Par Point Quota" ("PPQ" or "Quota") for each stipulated round. All player Quota values are whole numbers (no fractions).

- * For returning FEGL players the player's starting Quota is the final quota of the previous season.
- * A former FEGL player that did not play in the previous season is considered to be a new FEGL player.
- * A new FEGL player with an acceptable established handicap shall have a Par Point Quota assigned by the FEGL Commissioner computed from the player's established handicap as using the following formula using the RoundDown and MOD functions as implemented in Excel 2010:
 - * $I = \text{Player's 18 Hole Index}$
 - * $Q = \text{Player's computed starting Quota}$
 - * $Q = 27 - ((\text{RoundDown}(I,0)/2) + (\text{MOD}(\text{RoundDown}(I,0),2)/2))$
- * A FEGL player without an established handicap establishes a Quota the first time the player competes in FEGL play. A Starting Quota of Zero (0) indicates a new player establishing a Quota

Each player's Round Score is the total of each Par Point value for the holes in the round. After each round of play, each player's Quota for the next round is calculated according to the following:

After 1st Current Season Round For all except Starting Quota = 0

$$\text{Quota} = \text{Average}(4 * \text{Starting Quota} + \text{Round 1 Score})$$

After 1st Current Season Round For Starting Quota = 0

$$\text{New Starting Quota} = \text{Round 1 Score}$$

$$\text{Quota} = \text{Round 1 Score}$$

After 2nd Current Season Round

$$\text{Quota} = \text{Average}(3 * \text{Starting Quota} + \text{Round 1 Score} + \text{Round 2 Score})$$

After 3rd Current Season Round

$$\text{Quota} = \text{Average}(2 * \text{Starting Quota} + \text{Round 1 Score} + \text{Round 2 Score} + \text{Round 3 Score})$$

After 4th Current Season Round

$$\text{Quota} = \text{Average}(\text{Starting Quota} + \text{Round 1 Score} + \text{Round 2 Score} + \text{Round 3 Score} + \text{Round 4 Score})$$

After 5th Current Season Round

$$\text{Quota} = \text{Average}(\text{Current Season Rounds})$$

Notes:

- 1) Fractions less than 1/2 shall be rounded down and fractions of 1/2 or more shall be rounded up
- 2) Minimum Par Point Quota shall be 9

Swing Hard In Case You Hit It

Fighter Enterprise Golf League Rules 2018 Season

Rev D 11 March 2018 (Unpublished)

- 3) There shall be no Maximum Par Point Quota
 - a. This is a change made in 2017 season in the interest of fair play
 - b. Previously, the Maximum Par Point Quota was 25 which provided an unfair advantage to players with handicaps below 2.
- 4) For the 2017 season all starting Quota values will be adjusted for the slope and course rating from last season's Quotas at Oeste Ranch Golf Course for the tees declared by each player to play the 2017 season.

3.1 Competition Matches

In addition to a team opposing another team each week, individual team members play against individual team members of the opposing team in each playing group. Individual results contribute to the team competition results.

Team members shall be assigned a position by their team captain prior to the start of play. Team captains are free to assign any player to a position with the following provisions:

- * Player in position 2 may not have a higher quota than the player in position 1
- * Player in position 4 may not have a higher quota than the player in position 3.

For Example:

	Team 1	Team 2
Player 1	20	12
Player 2	10	10
Player 3	18	14
Player 4	15	14

Points are awarded based on the success of each player in a match attaining or bettering their quota as compared to the player's opponent.

Player Meets or Exceeds Quota and Exceeds Opponent.....	2 Points
Player Meets or Exceeds Quota and Ties Opponent.....	1 Point
Player Does Not Meet Quota or Does Not Exceed Opponent.....	0 Points

Individual scores, from above, will be totaled for each team. Highest total is winner of team match and receives 4 points, losing team receives 0 points. Ties are scored 2 points for each team.

Quota Bonus – Teams who equal or exceed their team quotas receive 3 points, regardless of which team won the match.

Player Bonus – One point for each player present (Maximum 4 points). A player that is used from another team or a substitute counts toward this Bonus.

Maximum score possible is 19 points.

Individual Match Points Max	8
Team Match Win	4
Meet/Exceed Team Quota	3
<u>All Players Present</u>	<u>4</u>
Total	19

Minimum score possible (exclusive of an outright forfeit) is 2 points.

Fighter Enterprise Golf League Rules

2018 Season

Rev D 11 March 2018 (Unpublished)

Individual Match Points Min	0
Team Match Loss	0
Meet/ Exceed Team Quota	0
<u>Minimum Players Present</u>	<u>2</u>
Total	2

3.2 Scoring for absent players

An absent player loses his individual match if his opponent shows and plays.

For team par point purposes, absent player's score is minus three.

Absent player's quota will remain the same insofar as his next scheduled play.

4 FEGL OPERATING RULES

4.1 No steel spikes are allowed in league play.

4.2 USGA rules shall apply as amended by the following FEGL Rules:

- * The 14 Club limit is waived.
- * Same type and brand of ball is waived.
- * A player may substitute a different ball from the one used through the green when on the green.
- * Golfers play "ready golf"; observe "Honor" only if it does not delay play.
- * A player should pick-up when it is determined that their score will exceed a double bogey.
Failure to pick-up that delays play shall result in a one- point penalty for the team.
- * In all FEGL play a player may obtain distance information by use of a distance-measuring device.
If, during a stipulated round, a player uses a distance-measuring device to gauge or measure other conditions that might affect his play (e.g., elevation changes, wind speed, etc.), the player is in breach of Rule 14-3. If the player breaches Rule 14-3 on a single occurrence the offending player scores an "X" for the hole. If the player breaches the Rule 14-3 after the initial occurrence the player is disqualified and forfeits the round.
- * Playing a provisional ball for a ball possibly in a water hazard or lost outside of a water hazard:
If there is doubt whether a ball is in or is lost in the water hazard or is lost outside of a water hazard, the player may play another ball provisionally under any of the applicable options in Rule 26-1.

If the original ball is found outside the water hazard, the player must continue play with it.

If the original ball is found in the water hazard, the player may either play the original ball as it lies or continue with the ball played provisionally under Rule 26-1.

If the original ball is not found or identified within the five-minute search period, the player must continue with the ball played provisionally.

- * Preferred Lies ("rolling the ball in the fairway"):
A player may "roll the ball" whenever they determine it necessary due to course conditions (NOT allowed in a hazard) according to the following:
A ball lying on a **closely-mown area** through the green may be moved without penalty to a spot within one standard grip length (approximately 12") of and not nearer the hole than where it originally lay, that is not in a hazard and not on a putting green.

Swing Hard In Case You Hit It

Fighter Enterprise Golf League Rules

2018 Season

Rev D 11 March 2018 (Unpublished)

A player may move his ball only once, and it is in play when it has been moved. If the ball fails to come to rest on the spot on which it was placed, Rule 20-3d applies. If the ball when moved comes to rest on the spot on which it is moved to and it subsequently moves, there is no penalty and the ball must be played as it lies, unless the provisions of any other Rule apply.

The player is not restricted in the manner in which the ball is moved.

Note: "Closely-mown area" means any area of the course, including paths through the rough, cut to fairway height or less.

- * All flower beds and new trees/shrubs and new tree/shrub wells are ground under repair from which **play is prohibited**.

If a player's ball lies in the area, or if it interferes with the player's stance or the area of his intended swing, the player must take relief under Rule 25-1.

A player in breach of this rule shall score an "X" for the hole.

- * All landscape timbers and railroad ties are immovable obstructions from which relief may be taken without penalty.

4.3 Slow play will not be tolerated and will be penalized per the following guidelines:

First report against an individual will result in the team captain and the individual receiving a warning.

Second report on an individual will result in the offending team losing 5 points in the standings.

Third report on an individual will result in the expulsion of the individual from the league.

4.4 Commonly misunderstood rules; please insure compliance.

- **BALL LOST or OUT OF BOUNDS (white stakes and perimeter of golf course) OUTSIDE A HAZARD - STROKE AND DISTANCE** . This means you must play the next ball from where the ball was hit, NOT where it was lost or went out of bounds. For speed of play if there is any possibility the ball will be determined to be lost or out of bounds **a provisional ball shall be put into play in accordance with Rule 27-2.**

If the player does not put a provisional ball into play and his ball is determined to be lost or out of bounds and more than 100 yards from the place where the ball was hit from **the player scores an "X" for the hole**. The player may not return to the location of the previous shot and hit from there if beyond 100 yards from the previous shot.

- **BALL HIT INTO A HAZARD (yellow stakes) - 3 OPTIONS**
Play next ball from where original ball was hit (1 penalty stroke)
Play next ball on a line from where the ball last entered the hazard to the pin (NOT line of flight of the ball entering the hazard)- **AS FAR BACK AS DESIRED**. (1 penalty stroke)
Play the ball as it lies - in the hazard. (NO penalty stroke)

Fighter Enterprise Golf League Rules

2018 Season

Rev D 11 March 2018 (Unpublished)

- **BALL HIT INTO A LATERAL HAZARD (red stakes) - 5 OPTIONS**
Play next ball from where original ball was hit (1 penalty stroke)
Play next ball on a line from where the ball last entered the hazard to the pin (NOT line of flight of the ball entering the hazard)- AS FAR BACK AS DESIRED. (1 penalty stroke)
Play the ball as it lies - in the hazard. (NO penalty stroke)
Two club lengths from where the ball entered the hazard no nearer the hole. (1 penalty stroke)
Two club lengths from a point on the opposite margin of the water hazard equidistant from the hole and no nearer the hole (1 penalty stroke).
- **STROKE** - A stroke is the motion of the club toward the ball with the intent to strike the ball. In other words **WHIFFS COUNT**.

5 SUBSTITUTION LIST

A substitution list consisting of players not assigned to a specific team and having an established quota will be maintained.

Any team in need of a player may find an alternate from another team or may obtain a player from the substitution list. If a player cannot be found on the sub list any player can be recruited and played. A recruited player plays as a new FEGL player as provided in the FEGL Rules.

6 SAMPLE SCORE SHEET

Each team is expected to complete a sheet and turn it in at the end of play each week. Failure to do so will adversely affect your point standing.

Fighter Enterprise Golf League Rules 2018 Season

Rev D 11 March 2018 (Unpublished)

Team No. 9				
Pos.	Name	Quota	+/-	Points
1	Top Dog	25	+4	2
2	Second Banana	21	+1	0
3	Cement	16	+2	1
4	Anchor	12	---	2
Totals			+7	5

Team No. 10				
Pos.	Name	Quota	+/-	Points
1	Best Player	24	+2	0
2	Next best	20	+5	2
3	Also ran	14	+2	1
4	Newcomer	9	-4	0
Totals			+5	3

Fill out Scorecard =>

Team Totals	Team No. 9	Team No. 10
Individual Match Points (2 points each)	5	3
Winner of Team Match - 4 Points - 2 Points Each for Tie	4	0
Team Quota Equaled Or Exceeded - 3 Points	3	3
Bonus - 1 Point for Each Golfer Who Played	4	4
Total Team Scores	16	10

Maximum Score - 19 Points

Starting Hole	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
Hole	1	2	3	4	5	6	7	8	9			
Name (Pos)	5	4	4	4	4	3	4	3	4	Total	Quota	+/-
Top Dog 1	4	3	3	3	3	4	3	4	2	29	25	+4
Best Player 1	3	3	3	3	3	3	3	2	3	26	24	+2
Second 2	3	2	3	3	2	3	2	3	3	22	21	+1
Next best 2	2	2	3	3	3	4	2	3	3	25	20	+5

Starting Hole	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
Hole	1	2	3	4	5	6	7	8	9			
Name (Pos)	5	4	4	4	4	3	4	3	4	Total	Quota	+/-
Cement 3	2	X	2	3	2	3	2	2	2	18	16	+2
Also ran 3	3	1	2	2	3	4	1	2	2	16	14	+2
Anchor 4	1	X	1	2	1	2	2	1	2	12	12	----
Newcomer 4	X	X	1	1	1	1	X	1	X	5	9	-4

Scorer: _____ El Capytan _____

Attested: _____ Other captains representative _____

Date: 4/22/00

Pick up closest-to-hole cards on hole numbers 6, 8, 13 & 17 if you start on 7, 9, 14, or 18

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