



## HUNTERTOWN INDUSTRIAL GOLF LEAGUE 2026 BY-LAWS

1. The league shall consist of 14 teams – consisting of two (2) players each.
2. Each team has one franchise in the league. Previous season teams will maintain that franchise for the next season, providing they declare their intent to play prior to or during the preseason organizational meeting. Any team that holds a franchise and wishes to split up must determine, between themselves, who is to maintain the franchise and both players must notify the league secretaries of the decision.
3. An open franchise may be offered to the previous year's substitutes first. The league secretary will finalize the roster by the spring meeting and any additional changes may be completed at the spring meeting.
4. The golf course management and Huntertown league committee shall determine league-starting night at the pre-seasonal organizational meeting – *May 5<sup>th</sup>, 2026*.
5. This league is a handicap league. Handicaps will be 100% of each player's average. League members and subs with an established average from last year will use that average for their first match this year. New members of the league may use their GHIN handicap OR 75% of their first night score will be used to calculate HDCP for match play. **The 75% average calculated will be entered as the starting average. To find this, the following formula will be used: SCORE – 36 = HDCP x 75% = ADJ. HDCP + 36 = STARTING AVERAGE.** No points will be awarded on first night of play for average unless a score of par or better is shot. The maximum number of strokes a player may give in a match is sixteen (16). DOUBLE PAR is the maximum score taken per hole.
6. Handicaps will be established by straight averaging. After the third (3<sup>rd</sup>) round of play, the highest score will be dropped and the three remaining scores will be averaged to determine their score. After the fourth (4<sup>th</sup>) round of play and the remainder of the season, the highest and lowest of the last five (5) rounds will be dropped. Averages will be based on the three (3) remaining rounds. Fractional averages 0.5 and above will be rounded up to the next whole number. Fractional averages 0.4 and below will be rounded down to the next whole number.
7. If both players on the same team have identical averages, they must declare who is the "A" player prior to tee off.
8. League scoring shall be done on a match play format. Each player (A&B) may get two points per hole, which means 18 possible points between the "A" players and 18 possible points between the "B" players for nine (9) holes. For example, if the "A" player's tie on a hole, each player will get one (1) point. Each player getting his average or better will be awarded four (4) points for nine (9) holes. A total of 52 points is possible for one match. (18+18+4+4+4+4=52). The maximum points any team can win per match is 44 (18+18+4+4).

## 9. Application of Handicaps

- a. The handicap is the difference between your opponent's average and your average and is applied to the player's score with the higher average, starting with the toughest holes first. If the difference between you and your opponent's average is 10 strokes or more, then the player with the higher average will receive additional strokes handicap on some or possibly all of the holes, starting with the toughest holes first.
- b. A maximum of 2 shots per hole may be given, 18 HDCP difference between players would be the most possible.

10. If a team does not show up to play, a blind draw is to be made by the team without an opponent to determine who they will play against. The blind draw is to be made after playing by drawing a numbered card representing the number of the team they are to play against that night. If only one member is present, their score will be the team net score.

11. The Rain Out Committee shall consist of the course management. Rainouts will be determined by safety, course conditions, darkness, etc. The course management will make all decisions. No rainouts will be on schedule. The last night of league play (before party night) will be position night. Point values will be doubled on the last night. – **both team & average points.**

12. Players are responsible for finding their own substitute for weeks they will miss. Substitutes may be used from the regular list of subs and can be used by any team. Substitutes without an already established average may establish one by playing on a league night with one of the scheduled groups. Any sub or new player with an average in league play at GCC will be allowed to use that average in Huntertown Industrial league play. If an absent player does not have a substitute, he cannot receive any points. Two substitutes may be allowed to play for a given team, except for the last week of league play (position night). During the last week of league play, one player from the team must be present.

13. Matches will be played on league nights only with tee times between 4:15 and 5:15 pm. Forfeit time is considered to be 5:00 pm. If you are not present by that time, you are considered as not going to play.

14. The team responsible for next year's books will be established by a drawing on party night. The outgoing secretaries will be exempted for the next 10 years. **(IAN & ?? FOR 2026 & 2027)**

15. League dues will be established each year. All dues will be \$30 per person. Money is payable to the league secretary by the third night of league play, or no points will be awarded.

16. Due to the early start of league, there are times when ground conditions are soft enough to allow the ball to bury or become lost in the fairway. Should this happen, it is recommended the player be provided a free drop no closer to the hole without penalty. The player must agree with his opponent as to where to drop the ball before dropping.

17. USGA Rules shall govern play except where by-laws take precedence. Course boundaries and local rules are as defined by course management. The course management and the league secretaries will make any interpretation. All OB will be played as a lateral boundary. (EX – Drive on #4 goes OB: Two club lengths from point where ball crossed margin of OB, add one penalty stroke, continue from there hitting 3 from

that location.)

18. *Regular league players who are non-members of Garrett Country Club will owe green fees if they are absent and do not get a substitute.*
19. *Substitutes who are non-members of Garrett Country Club must pay green fees when they sub. All substitutes must notify the pro-shop of whom they are subbing for before teeing off.*
20. To allow for adequate time for bookkeeping, the league secretaries and their opponents will be allowed to tee off immediately when both teams are present.
21. Course management will determine if play can or cannot be finished. If a team or player does not complete play, points will only be awarded for holes completed and points are not awarded for that player(s) average. Rule 10 will be used to complete scorecard for any player(s) not having opponents. Generally speaking if 50% of the teams are finished and course management has determined the league will be unable to finish the round on the course due to the weather, the following shall apply:
  - a. If average is 44 or lower, you are considered to have played remaining holes in par.
  - b. If average is 45 or higher, you are considered to have played remaining holes in bogey.
22. League members may choose to play from the following tees: 60+ (WHITE TEES), 80+ (RED TEES), and everyone else from blue tees. A medical exemption may be given but must be approved by secretaries and course management. Once you choose a set of tees, you must play there for the entire season.
23. In the chance of rainout dates throughout the season, the final week of play prior to position night will be reserved for makeup play or as the schedule allows.
24. Team numbers for the current year will be by the finishing order last year. First place will be Team #1, second place will be Team #2, third place will be Team #3, etc.