# League Rules

2026 X-Dogs Golf League Rules

## I. Membership

The league is open to anyone with interest in playing in a friendly competition as invited by any of the current members of the league. The league has 3 officers, elected at our season-end business meeting.

The officers for 2024 are as follows:

- President: ~~Francisco Meza~~
- Vice President: Alex Swinton
- Secretary/Treasurer: Thom Sandwick

## II. Dues

Dues for the season are due when registering for the league. No dues will refunded by the league; golfers dropping out may transfer their remaining membership to another person. Dues cover 16 weeks of greens and cart fees, league prizes, and banquet food.

## III. Administration

All rounds will take place at Beekman Golf Club in Hopewell Junction. In the event of rain, the round will be called by one of the league officers at the course, or in advance by the course in the case of severe all-day rain. If called in advance, the web page will be updated with an announcement of the rainout. It is not necessary to play the round with your opponent; simply record your scores and turn in your card to an officer or designee. Normally we can be found in the restaurant after the round.

## IV. Teams

The league will consist of 9 3-person teams, created based on initial handicap. There will be a 3 person ghost team to fill out the schedule. The schedule of play assures each team will play every other team at least twice. A golfer's position within a team is determined by handicap and is adjusted weekly.

## V. Substitutes

If you cannot play on a given Wednesday, arrange for a substitute, preferably one with a handicap near yours. A list of substitutes is provided on the web page, but a new sub can be used at any time. Their scores will not count towards your individual statistics but will count towards team totals.

## IV. Handicaps

The handicap will be calculated using an estimated methodology closely reflecting the USGA GHIN system. If you have a GHIN handicap provide that to the secretary/treasurer and it will be Used as the initial for the league.

## VII. Scoring

Each match will be for 12 points:

1 point for winning hole, 1/2 point for tie (match play)

3 points for winning the overall match; 1.5 points for tie (medal play)

The maximum score a person can win in one night is 12. The maximum score a team can win is 36. If your opponent does not show, you compete against a ghost sub which means you are playing against your handicap. The ghost sub points get credited to the team, not the individual.

## VIII. Statistics

League statistics will be published weekly as soon as all regular golfers have played at least one round. Statistics will be calculated only from weeks when you actually played, and include average gross, average net, and total points won. Rank will be an average composite of your relative position in these 3 areas.

## IX. Events

League special events will include a yearend outing to be determined by week 16, and a single-elimination match-play. Details of these will be published nearer to the event. An end-of-season banquet will be held sometime after the season with an optional afternoon of golf. Our annual business meeting will be held immediately after the banquet. Other business meetings may be held as required.

## X. Prizes

League prizes will consist of a dozen quality golf balls or an equivalent prize for the winners of the tournaments, the match play event, first place team, low net, low gross, and top all around golfer. (player is only eligible for one of the individual statistic titles)

## XI. Play:

USGA rules govern play, along with league rules as follows:

- Matches may be started on other than the #1 tee providing all players in group agree.
- Winter rules will prevail. On the fairway, you may improve your lie by moving the ball 6 inches in any direction, but not nearer the hole.
- Each player on the green has the option to putt continuously until holed out, provided they do not stand in the line of anyone's ball.
- There is a 1 stroke penalty for striking another ball with your ball while putting on the green. Mark your ball.
- All players must putt out, and there are no "GIMME" putts allowed. This is because you are often not playing your opponent and we all miss.
- A free lift will be allowed only in areas where the ground is under repair or an unnatural hazard exists, such as maintenance equipment.
- If the bunkers are in “bad” shape (hard pan, etc), you are allowed to lift, rake and place ball to give some semblance of a bunker play.
- The following are exceptions to USGA rules to speed up play. Essentially, we play lost balls and out of bounds like a lateral hazard.
    - A lost ball, e.g. hit into the woods, DOES NOT have to played again from the spot where the ball was struck. A ball may be dropped within two club lengths not nearer the hole where the ball entered the woods under penalty of 1 stroke.
    - The ball DOES NOT have to be found. In the event you can't drop the ball without having the ball come to rest closer to the pin you may drop the ball to the spot of nearest relief

under penalty of one stroke. This would occur if you over-shoot a green and enter the woods.

- A ball hit out of bounds DOES NOT have to played again from the spot where the ball was struck. A ball may be dropped within two club lengths not nearer the hole where the ball went out of bounds under penalty of one stroke. The ball DOES NOT have to be found.

## XII. Pace of Play

The goal of your group should be to play your 9-hole round in 2 hours or less. Some suggestions for keeping up the pace of play.

- Play ready golf - let your group know that you plan to play if you are ready.
- Only spend the allowed 3 minutes looking for a lost ball. If you cannot find your ball, drop where you think it was, take a stroke and keep playing.
- Drop your cart mate with necessary clubs and go to your ball to be set up to play.
- Park on the leaving side of the green so people following can play to the green sooner.
- Watch your group's shots to help find the balls for others as well.
- Keep up with the group in front of you.

## XIII. Rainouts

If the course closes

- A note will be sent to the members and subs declaring the course to be closed.
- The XDOGS web page will be updated to reflect the course closing.
- If the course remains open; Rainouts will be declared at the course by a league officer.
- All rainouts will be rescheduled for the following week and the league end date will be extended by 1 week.