

# **CONSTITUTION OF THE REACTOR GOLF LEAGUE**

**(As Amended April 1, 2015)**

**(As Amended November 18, 2002)**

**(As Amended March 5, 1999)**

**(As Amended October 15, 1995)**

**(As Amended March 1, 1991)**

## **1. NAME AND PURPOSE**

**The name of the golf league shall be the Reactor Golf League. This league was formed in 1958 with the hope that the enjoyment of league golfing would be increased by the use of rules, regulations, and a basis of play which hold more appeal to those participating. It is desired that the League's size will remain at a level at which the League is flexible to the requirements of its members and that the existence of the League will continue to foster a spirit of friendly competition.**

## **2. MEMBERSHIP**

**The League shall be open to all past and present employees of Argonne National Laboratory and the DOE Chicago Operations Office. The Board of Directors of the League will consider all exceptions to this membership standard. However, to maintain the informal atmosphere now existing, the League shall be restricted to a maximum of ten teams, the maximum number of players per team to be solely determined by the individual team captains.**

## **3. GOVERNMENT**

**The officers of the League shall consist of a President, Vice President, Secretary and Treasurer. These officers will serve one-year terms. A**

**Board of Directors, consisting of the above officers and the team captains, shall be the governing body deciding the rules of play, schedules, and other league operations. At any meeting of the Board of Directors, a majority shall constitute a quorum.**

#### **4. MEMBERSHIP FEES AND DISTRIBUTION OF FINANCES**

**Membership fees for League play shall be determined by the Incumbent Board of Directors at least one month before the beginning of season play. Of this amount, \$1.00 shall be paid as membership dues to the Argonne Club for each League member who is an Argonne or DOE employee. The Argonne Club will later reimburse the League \$3.00 for each such League member. The fees shall provide for League prizes and any costs incurred in League business. Expenditures of excess funds or expenditures other than those stated above shall require the approval of the Board of Directors. The responsibility for collecting fees from the team members shall rest with the individual team captains. The League Treasurer shall collect these fees from the team captains, make a record of them, and record and pay all League expenses.**

#### **5. LEAGUE PRIZES**

##### **5.1 Competition**

**Competition shall be stimulated on a team basis by awarding trophies (or other awards) for season play. The general nature of such awards (i.e., should they be trophies or other type of award) and the basis on which they are awarded shall be determined by the incumbent Board of Directors before the start of the season.**

##### **5.2 Prize Eligibility**

**A league member must participate in at least three season matches in order to be eligible for any team prizes or trophies (i.e., most valuable player award); however, there is no exclusion from prizes or trophies for tournament play. A new league member must participate in at least three season matches in order to be eligible for any team prizes or trophies, including prizes or trophies for tournament play.**

### **5.3 Tournaments**

**Tournaments, rules for tournaments, fees for tournaments, and tournament prizes shall be determined by the Board of Directors. The League Vice President will co-chair any Board meetings for discussion of tournament business and, in accordance with the decisions reached at such a meeting, will be directly responsible for purchasing tournament prizes, organizing the tournament and conducting the tournament.**

### **5.4 Playoffs**

- 5.4.1 The League playoffs will be held at the end of regular season play. The end of the season standings will determine which teams will participate.**
- 5.4.2 The first, second, third and fourth place teams will participate in the playoffs.**
- 5.4.3 All players on those teams are eligible to participate as long as they have played a minimum of 3 matches during the regular season of play.**
- 5.4.4 In the first week of playoffs the first place team will play the fourth place team. And, the second place team will play the third place team. The winning teams of those matches will play in the League Championship the following week.**
- 5.4.5 In both the first week of the playoffs and the League Championship the Opposing Team Captains will determine how many matches there will be based on player eligibility and availability. (Like regular season play, there needs to be at least 4 matches between the 2 teams. The number of**

**additional matches between the teams will be determined by the Opposing Team Captains.)**

- 5.4.6 Matches can be Forfeit in both the first round of the playoffs and the League Championship if a player in an agreed to match does not show up to the golf course to play.**
- 5.4.7 Scoring of the matches will be the same as the regular season. Each match will be 20 points. Strokes will be given based on handicap differences. 2 points possible for each of the 9 holes based on net scores. And, 2 points possible for low net score for the nine holes.**
- 5.4.8 Tie breakers for playoff berths: if two teams have the same total points for the season, the team with more total wins gets higher berth. If same total points and total wins, the higher berth shall go to the one with the higher total points from season matches played by the two teams vs each other. If still tied, flip a coin.**
- 5.4.9 Tie breaker in playoffs: If two teams play to a tie in the playoffs, the winner shall be the one with the lower total of net scores of all players who played matches that day. If still tied, flip a coin.**

## **6. POINT SYSTEM AND MANNER OF PLAY**

### **6.1 Point Scoring**

**League competition shall be conducted on a handicapped match and stroke play basis. All team members will play from the same teeing area. Individual and hole handicaps will be based upon men's par. Each team is expected to field four different players for a scheduled team match. Thus, each team match will consist of four individual matches. (See Sections 7.2 and 7.3 for procedures for matching opposing players.) For each individual match, two points are awarded for low net score on each hole, and an additional two points are awarded for low total net score for the round of nine holes. A total of 20 points are at stake in an individual match, and 80 points in a team match. Each opponent is awarded one point for a tie in net score for a hole and one point for a tie in net score for**

**the round. Scoring will be based only on points won; no record of points lost will be kept.**

## **6.2 Competitive Play**

**The outcome of an individual match is dependent solely upon the actual match gross score and the current handicap of each player. For members who participated in the League's previous season, the previous years ending handicap will be the starting handicap for the current season. All new League members will establish their first handicap based on the basis of their gross score in their first match of the season, and that handicap will be used to calculate the points they win in that match. (See Section 6.5 for Handicap Determination).**

### **6.2.1 Ladies Rule**

**Ladies may declare at the beginning of the season which tee (front, middle or back) they will use for that season. They must use that particular tee the rest of the season for all their matches. Their handicap will be determined as stated in Section 6.5.**

**For the calculation of points and scoring, Ladies will use the handicap and par appropriate for the tees they are playing. If the par is different from the Ladies and Men's tees, the scoring of the hole shall be on the basis relative to par. For example, if both score a par then the hole is tied even if one is a par 4 and the other is a par 5; or if one scores a birdie, that beats a par even if both are 4's.**

## **6.3 Forfeited Matches**

**In the event of a forfeited match (see Section 7.8), the forfeiting team gets no points for the match. The opposing player will start the round as if the**

match is a tie, thus beginning with eleven points for the team, nine for each hole tied and two for the match. In addition the player may earn one more point per hole for each hole that they score under their par (for example, if on a par 3 the player is given two strokes, whereby giving an effective par 5, the player would get an extra point for a score of 4 or better on the hole). It is recommended that the player play their round with at least one other League member who can attest to their score.

#### **6.4 Handicaps and Team Standings**

The League Secretary will calculate and regularly post current individual handicaps and team standings. The handicaps last posted are to be used in scoring a scheduled match.

#### **6.5 Handicap Determination**

A modified United States Golf Association (USGA) handicapping scheme will be used for league members who have played a minimum of ten rounds wherein the best 5 of the last 10 nine hole scores will be included in the calculation of handicap. Scores from the previous year will be used to establish the 10 round basis. Where appropriate, the course "slope" (degree of difficulty number) and the USGA form of "Equitable Stroke Control" (ESC) will be incorporated into the handicap calculation.

ESC is the USGA simplified equivalent of "Strokes Not Counted" (SNCs) which was the system formerly used by the RGL. ESC is determined by the following chart:

<b>Course Handicap (for 9 holes)</b>	<b>Maximum Score Allowed (On Any Hole)</b>
<b>4 or less</b>	<b>6</b>
<b>5-9</b>	<b>7</b>
<b>10-14</b>	<b>8</b>
<b>15-19</b>	<b>9</b>

<b>20-24</b>	<b>10</b>
<b>25 or more</b>	<b>11</b>

**Note: Player handicaps above 27 are not normally assigned by the League Secretary.**

**ESC is applied to the player's gross score before the handicap is determined. Any round that has a hole score that meets the criteria of the table will have an adjustment made to that score before the player's next handicap is determined.**

**For new league members (or present league members who have not played a minimum of ten rounds) the handicap scheme uses: 1) the gross score from match one with a handicap multiplier of 0.8 (80%) of the first round calculated handicap and for subsequent matches, 2) the best gross score of the first 2 and 3 rounds; 3) the best 2 gross scores of the first 4 and 5 rounds; 4) the best 3 gross scores of the first 6 and 7 rounds; and 5) the best four gross scores of the first 8 and 9 rounds.**

**The handicap multiplier will remain at .9 (90%) of calculated handicap.**

## **7. COURSE OF PLAY AND PROCEDURES**

### **7.1 Course Selection**

**By the middle of the regular season of play, the incumbent Board of Directors shall select the course of play for the next season and shall make reservations for the evenings of scheduled team play and the tournaments for that season.**

### **7.2 Scheduling Matches**

**Team captains or their delegates are responsible for lining up their players for a scheduled match, preferably by no later than 5pm on the day before the match. If fewer than four players are available from a given team, the team will be forced to forfeit the match(s) and the opposing team player will play according to the rules for forfeit matches listed in Section 6.3. If both teams cannot field four players, both teams will forfeit the matches not played. No card matching to substitute for missed matches will be permitted. Make-up matches for rain delays will be played on days designated for that purpose only. Any unusual circumstances that prevent a player from playing a match will have to be reviewed by the League President on a case by case basis to determine if a make-up match is warranted.**

### **7.2.1 Starting Times**

**Twosomes will be encouraged to pair up with other twosomes and tee off AS SOON AS POSSIBLE to ensure that starts are not needlessly delayed.**

### **7.2.2 To Help Speed Up Play**

**The nine-hole round should take no longer than 2 hours to play. Players are encouraged to do whatever is necessary to speed up play. Some suggestions are:**

- **Reduce your number of practice swings.**
- **Players are encouraged to concede putts whenever possible.**
- **Place your clubs near the next tee side of the green when approaching that green.**
- **Mark your ball on the green only when absolutely necessary (in direct line of a putt or to clean a ball). It is not necessary or proper to mark a ball simply because your opponent can “see” your ball.**
- **When putting, continue putting without marking the ball until the ball is in the cup.**
- **Play when ready! The courtesy of “who is away” is less a consideration than who is ready to play.**
- **Line up your putt while others are putting.**

- **No more than five minutes is allowed while looking for your golf ball.**
- **Be considerate of the people behind you and keep up with the foursome in front of you.**
- **Proceed to your ball as quickly as possible. Sometimes it is advantageous to walk a tree line ahead of and to the side of the shortest hitter(s) to be better positioned to reach your ball as quickly as possible.**
- **Players having heart attacks should be left at the next tee. Rounds where you “hit the ball and drag the ill player along” are discouraged.**

### **7.3 Player Pairings**

**For maximum enjoyment and challenge for each player, it is recommended, but not mandatory, that the individual opponents in a team match be paired by handicap, i.e., the opponents with the lowest handicaps playing each other, the opponents with the next lowest handicap playing each other, etc. A player who has not established his or her handicap usually, but not necessarily, will be considered to have the highest handicap among the members of their team scheduled to play the match. Opponent pairs must play all holes together on the scheduled day of the match.**

### **7.4 Scheduled Match, Grace Period**

**Unless the League President or Vice President has canceled all matches on a scheduled day of play (see Section 7.5), all players mutually agreed upon as contestants by the opposing captains the preceding day are expected to be ready to tee-off at the time agreed upon earlier by the respective opponents. Any scheduled player who has not arrived to play by the time the league players are all off on the course will forfeit their match. (See Section 6.3 for scoring of a forfeited match.)**

### **7.5 Cancellation Due to Weather**

**In the event of adverse weather on a day of scheduled match play, the League President (or, in their absence the Vice President) shall decide whether the matches will or will not be played that day. If the President or Vice President has not notified the team captains by 3pm that the matches have been canceled, the players scheduled will be expected to be at the course by the agreed-upon tee off time. If adverse weather persists, the President or the President's representative may cancel play at the course. All members will abide by the decision of the President or the President's representative. The Board of Directors will set the date by which the canceled matches must be played.**

#### **7.6 Makeup Matches for Weather Cancellations**

**Makeup matches for weather cancellations must be played on the dates designated by the League Board of Directors for that purpose. The originally scheduled players do not have to play the makeup matches.**

#### **7.7 Multiple Matches**

**Multiple matches are not permitted. A player may only play against one opponent per match.**

#### **7.8 Scheduling and Courtesy**

**In keeping with the spirit under which the League was founded, every effort should be made to avoid forfeits. However, a player who shows up as scheduled to play a regular match or makeup match should not be "penalized" by not being able to play because their opponent does not show up. Therefore, the player may play the match as a forfeit (see Section 6.3). Disputes involving rules of forfeiture shall be decided by the Rules Committee (see Section 8.1).**

#### **7.9 Schedule Completion**

**All teams should complete all their matches for the season. Any matches that could be decisive in determining the League season team championship or individual trophies/prizes must be played.**

## **8. RULES OF PLAY PLUS REMINDERS OF TENDER POINTS**

### **8.1 Rules of Play**

**The basic rules governing League play are listed below. The current rules as approved by the USGA shall apply to any situations not addressed here, but any penalties associated with such situations shall be those given for stroke play (loss of strokes), not for match play (loss of hole). In the event of a dispute or question over any rules or procedures, a Rules Committee will be called upon for a decision on the matter. The Rules Committee shall be composed of the team captains and the League Vice President. The League Vice President shall preside over this committee and shall vote on a point only in the event of a tie. The decision of the majority of the Rules Committee shall be binding on all such issues. In the absence of the Vice President, the presiding officer for the Rules Committee will be the available League officer next in line according of the following order: President, Treasurer, Secretary.**

#### **8.1.1 Ball Unplayable Because of Unnatural Hazard or Obstruction**

**A ball in, on, or so close to an unnatural hazard or obstruction as to make it unplayable, or at a place where the hazard or obstruction interferes with stance or intended swing, may be lifted and dropped at the nearest point of relief, but not closer to the hole, without penalty. These hazards and obstructions include such things as casual (not deliberately placed) water, ground under repair, cart paths, ground-keeper's equipment, animal nests or burrows, rubbish or burning, divot holes, heel prints in bunker, drinking fountains, benches, and shelters. Movable obstructions may be moved instead of dropping the ball to obtain relief. A ball in casual water in a**

**bunker must be dropped in the bunker. However, if the dropped ball returns to the water, it may be placed elsewhere in the bunker, but no closer to the hole, without penalty. If such placement is impossible because of conditions in the bunker, the ball may be dropped out of the trap without penalty, but no closer to the hole and with the spot where the ball originally lay between the point of drop and the hole.**

#### **8.1.2 Ball Lost or Out of Bounds.**

**When a ball is lost or out of bounds, a ball should be dropped on the playable surface nearest to the point at which the original ball was lost or crossed the boundary, but not closer to the hole. Penalty is 1 stroke, except that there is no penalty if the ball was lost in an unnatural hazard (see Section 8.1.3). A ball becomes lost if not found in five minutes after a search begins. After a second ball has been played to replace a lost ball, play must continue with that second ball even though the lost ball is found unless the player has declared that the second ball is a provisional ball. The 1-stroke penalty (if applicable) stands.**

#### **8.1.3 Unplayable Lie.**

**If a ball is unplayable for reasons other than those given in Sections 8.1.3 and 8.1.4, its player has the option of (1) dropping the ball at the point of nearest immediate relief, but no closer to the hole or (2) dropping the ball any distance behind the point where the ball lay, along a line extending from the hole through that point. If the ball lay in a bunker, it must be dropped in a bunker. Penalty is 1 stroke.**

#### **8.1.4 Touching Sand.**

**A club must not touch sand in a bunker or water in a water hazard until downstroke. Penalty for infraction is 1 stroke.**

### **8.1.5 Playing Wrong Ball.**

**If a player plays a wrong ball, except in a hazard, he gets a penalty of 2 strokes. He then must play the correct ball. The ball played wrongly is either replaced where it originally lay or is substituted with another ball at that place (the latter to save time in play).**

### **8.1.6 Ball on Wrong Green**

**A ball coming to rest on a green different than that being played should be dropped on the nearest playable surface off that green, but not closer to the hole being played. No penalty.**

### **8.1.7 Lifting Ball on Green**

**A player may pick up his ball on the green (marking its location) to clean or replace it. He must pick up his ball (marking its location) at the request of another player.**

### **8.1.8 Collision of Balls**

**If one ball collides with another off the green, both are played as they lie. If a ball on the green is hit by another played on or off the green, the ball struck may be played from its new position or its original position, at the option of its owner. The ball that struck the stationary ball must be played as it lies. (Note that either player has the option of having the stationary ball lifted.) There is no penalty in this case.**

### **8.1.11 Striking Flagstick**

**A player whose ball putted from the green strikes the flagstick in or out of the hole incurs a penalty of 1 stroke. The ball then must be played as it lies.**

### **8.1.12 Putting Out**

**All holes should be putted out; however “gimmies” are encouraged to help speed up the play of the game.**

### **8.1.13 Substituting Ball**

**A player may substitute a ball unfit for play (cut, out of shape, cracked, etc.) at any time, as long as the new ball is placed in the exact location of the old ball and the lie is in no way improved. A player may substitute a ball for a different one on the tee or green of any hole, even though the ball being substituted is still fit for play.**

### **8.1.14 Unresolved Problems on the Course**

**If, during play, a rules situation arises that cannot be resolved between opponents at the time, each player should continue play as he believes is appropriate. Either opponent may then appeal the matter to the Rules Committee (see Section 8.1).**

### **8.1.15 Local Rules**

**All local course rules that do not disagree with the rules given above will apply.**