



Nestlé Purina Golf Rules – 2014

Table of Contents

| | | |
|-------|-------------------------|----|
| I. | League Format | 3 |
| II. | Membership | 4 |
| III. | Administration | 5 |
| IV. | Teams | 5 |
| V. | Scoring | 5 |
| VI. | Blinds | 6 |
| VII. | Incomplete Rounds | 6 |
| VIII. | Handicapping | 7 |
| IX. | Lineups..... | 8 |
| X. | Scorecards | 8 |
| XI. | Rules of Play | 9 |
| XII. | Courtesy | 10 |
| XIII. | Alternates | 10 |
| XIV. | Tee-Off..... | 11 |
| XV. | Rain Outs | 11 |
| XVI. | Disputes..... | 12 |
| XVII. | Prizes..... | 12 |

I. League Format

- A. NPGA league play takes place at The Prairies in Cahokia, IL on Mondays, and Columbia Golf Course in Columbia, IL on Tuesdays.
- B. Season length is 18 weeks, starting in April and ending in August.
- C. There will be no makeup for rainouts except for Course and League championships.
- D. The season is split into two halves. The team with the highest point total in weeks one through nine will be the 1st half winner, and the team with the highest point total in weeks ten through eighteen will be the 2nd half winner.
- E. Tiebreakers for the nine-week championships will be:
 1. Best record in head to head matches that occurred in that nine-week session.
 2. Highest team point total in head to head matches that occurred in that nine-week session.
 3. Least number of blinds taken for that nine-week session.
 4. Coin Flip.

All Players must have an established handicap (min. four rounds) to play in the Course and League Championships.

- F. Course Playoff Format:
 1. During the 19th week of the season, on the normal night of play for that course, the 1st half champion will play against the 2nd half champion to determine a Course Champion.
 2. Format of the match will include four players from each team.
 3. Each team may use a maximum of one alternate provided no regular team members are available to fill the fourth spot.
 - a. Alternates may not be used for any other reason in the Course Championship match.
 - b. All alternates must have an established handicap for the NPGA league.
 4. Course Champion will be the team with the highest point total for the match. The four bonus team points will NOT be awarded in the Course Playoff.
 5. Tiebreakers for the Course Championship Matches will be:
 - a. Lowest total net score for all participating team members for the match.
 - b. Lowest total net score for all participating team members on the Number 1 Handicap Hole for that course.
 - c. Same as number 2 for the Number 2, 3, 4, 5, etc. Handicap Hole until a winner is determined.

(NOTE: If the same team wins the first half and the second half, that team will automatically be declared the Course Champion.)

- G. League Championship Format:
 1. During the final NPGA league tournament of the season, the following four teams will play an 18-hole match for the NPGA League Championship:
 - a. Team 1 - The Columbia Course Champion.
 - b. Team 2 - The Columbia Wild Card Team.
 - c. Team 3 - The Prairies Course Champion.
 - d. Team 4 – The Prairies Wild Card Team.(NOTE: Wild Card – Highest non-champion team score average for the entire 18 week season)
 2. If there is a Wild Card Tie, the wild card team will be determined as follows:
 - a. Least number of blinds taken.
 - b. Coin Flip.
 3. Format of the match will include four players from each team.

4. Each team may use a maximum of one alternate provided no regular team member is available to fill the fourth spot.
 - a. Alternates may not be used for any other reason in the League Championship match.
 - b. Alternates must have an established handicap for the NPGA league.
5. League Champion will be the team with the highest point total for the match. The four bonus team points will NOT be awarded in this match. Each player will be matched up and awarded points as if he/she were playing each of the other three players in his position. For example, Team 1, Player 1 will be playing against Team 2, Player 1 and Team 3, Player 1 and Team 4, Player 1. Since each player has 3 opponents, and each individual match can score that player up to 36 points (2 points per hole), a player can score as many as 108 points for his/her team in the championship.
6. Tiebreakers for the League Championship Match will be:
 - a. Lowest total net score for all participating team members for the match.
 - b. Lowest total net score for all participating team members on the Number 1 Handicap Hole for that course.
 - c. Same as number 2 for the Number 2, 3, 4, 5, etc. Handicap Hole until a winner is determined.
7. All putts must be holed out. We will not use the “inside the leather” agreement that is usually played during normal league matches throughout the year.
8. For the league championship match, the league will pay the greens fees.

II. Membership

- A. All members of the NPGA must be current or retired employees of Nestle Purina Pet Care Company, current or retired employees of Purina Credit Union, or a currently employed contractor. The following exceptions will be in place:
 1. Employees that participated in the league in the previous year, but are no longer employees due to mergers/divestitures etc. are eligible to continue participation in the league for an unlimited amount of time. After leaving the league however, this grandfather rule no longer applies.
 2. Employees that terminate employment at Nestle Purina or Purina Credit Union after the start of the season may continue to play for the remainder of that season, but will not be allowed to participate in following years, they can apply, see next rule (II A 3).
 3. Any former employee or league player may be given a special exemption to play by majority vote of the Board of Directors. Exemptions will be granted in one-year increments and must be renewed annually by vote of the Board. The Board will always consider league capacity and enrollment before voting on exemptions.
- B. League Fees:
 1. The following league fees will apply:
 - a. League Officers and Team Captains will not be charged a fee to play in the League.
 - b. Retirees - \$10 per year.
 - c. Alternates - \$10 per year.
 - d. All other members - \$25 per year.
- C. A player may be a member of one team at each course for a single membership fee. However, if more than one team ends up in the League Championship Match, the player must declare which team he/she will play on for that match.

III. Administration

- A. The NPGA shall annually elect officers.
 1. The officers shall be President, Vice President, Secretary, and Treasurer.
 2. The Board of Directors shall consist of the league officers and Presidential appointees, such as Course Directors, Tournament Director, and Statisticians.
 3. Voting Board Members will consist of the League Officers. Any motion must have a simple majority vote to pass. (NOTE: More than half of the voting members must be present for any vote.)
 4. The outgoing President will automatically become the new Vice President unless he/she is unwilling to assume the position.
 5. The nominating committee shall consist of the previous year's officers.
 6. Any vacancy occurring during the playing season shall be filled by a vote of the remaining officers.
- B. The officers shall have jurisdiction over all matters pertaining to NPGA policy.
- C. The President shall coordinate all league activity, be responsible for all that is done in the name of the league, chair meetings, and represent the league.
- D. The Vice President shall assist and advise the President and act for the President in the President's absence.
- E. The Secretary shall be responsible for rosters, mailings, registrations, banquet, etc.
- F. The Treasurer shall be responsible for all financial accounts and transactions involving the league. This includes the collection of any fees assessed by the league, or events it sponsors.
- G. The Statisticians shall be responsible for compiling all weekly statistics including Individual Statistics and Averages, Team Standings, and end of season awards.
- H. The Course Directors will be responsible for course schedules, working with the team captains, acting as liaison between the NPGA and golf course management, and acting as league spokesperson at the course.

IV. Teams

- A. A minimum of eight members per team will be maintained.
- B. Any team with eight members or less may recruit another player subject to approval by the Board of Directors.
- C. If your team has less than twelve players, the course director can assign any individual player sign-ups to your team.

V. Scoring

- A. Scoring shall be as follows:
 1. Two points for each hole won in the match.
 2. One point for each hole halved in the match.
 3. Zero points for each hole lost in the match.
 4. Four points for team low net score:
 - a. Based on the *best three* team players low net scores.

- b. At least three team players must play in order for a team to be eligible for the four team-low net points.
 - c. If a team has two or more blinds, the four team points will go to the team with the three players, or be lost if neither team has at least three players.
 - d. The four bonus points will be awarded in all regular season matches, including position nights.
 - i. They will not be awarded in Course and League Championship Matches.
5. Thus, there are 18 points possible per individual and 4 team points for a total of 76 points possible per match.

VI. Blinds

- A. A player playing against a blind will play against his/her own handicap distributed over the scorecard.
- 1. If a player doesn't have a handicap going against a blind, he/she will establish their handicap that night.
 - 2. Scoring proceeds as in Rule V. A.
 - 3. Blinds will be placed in the lowest position on the line up card, the first blind in Position 4, the next in Position 3, etc.
 - 4. The blind will NOT receive any points.
 - 5. Example:
 - a. Players handicap = 10
 - b. Par is 36
 - c. $36 + 10 = 46$, this becomes the player's score to beat. The 10 handicap strokes are spread over the nine holes on the card as usual to determine the player's score to beat for each hole.

| | | | | | | | | | | |
|-------------------------|---|---|---|---|---|---|---|---|---|----|
| Hole # | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |
| Par | 4 | 4 | 5 | 3 | 4 | 4 | 4 | 4 | 4 | 36 |
| Handicap per Score card | 4 | 5 | 1 | 7 | 2 | 6 | 3 | 8 | 9 | |
| Blind Score to Beat | 5 | 5 | 7 | 4 | 5 | 5 | 5 | 5 | 5 | 46 |

(NOTE: The blind's score would be two strokes over par for the #1 handicap hole (#3 in this case) plus one stroke over par for the other eight holes.)

VII. Incomplete Rounds

- A. When both players fail to complete their round due to darkness, weather, etc., the following procedure will be used to determine points:
- 1. All completed holes scored as usual.
 - 2. All incomplete holes will be filled out by statistician in a manner such that:
 - a. The players tie on each remaining hole.
 - b. The players shoot their handicap on each remaining hole.
- B. When only one player fails to complete the round for any reason, the following procedure will be used to determine points:
- 1. All completed holes scored as usual.
 - 2. All remaining holes scored as a blind.

VIII. Handicapping

- A. USGA rules are followed as closely as possible when computing league handicaps. This is outlined in Rule D below to avoid wide fluctuations from week to week.
- B. All actual raw scores for every round will be kept on file as permanent record for each player. The best 6 “adjusted” scores of the most recent 9 “adjusted” scores will be used to compute the next week's handicap. Scores will roll over from season to season, and calculations will not “start over” at the beginning of every year.
- C. At the beginning of a new season, the starting handicap will be assigned as follows:
 1. Golfers that played in the NPGA league last year:
 - a. Starting handicaps will carry over from week 18 of the previous year.
 2. New golfers (first time at a league course, or new to the NPGA):
 - a. Handicaps will be calculated based upon the individual's scores for the first four rounds played. No averages will be used during these first four rounds, and the handicap will change weekly. After four rounds, the golfer's handicap will be calculated according to Rule D below.
- D. Calculating a Player's Handicap:
 1. Course handicaps are calculated using the USGA handicap rules and equitable stroke control, with the following exceptions:
 - a. Players in the NPGA league will have a separate and distinct handicap for each course played, based only on league games played on that course.
 - b. A course handicap is based on the best 6 of the most recent 9 rounds played on the course.
(NOTE: Previous year's rounds are included to help determine a player's last 9 rounds played, if needed.)
 - c. The NPGA maintains distinct ratings and slopes for each 9 holes played and for each tee box used in league play (for example, front and back nine, red and white tees).
 2. A player's handicap will be computed each week as follows. The handicap is considered independent for all league courses:
 - a. Calculate a Differential for each of the last 9 rounds:
 - i. $\text{Differential} = (\text{Adjusted Score} - \text{Rating}) * (113 / \text{Slope})$.
 - b. Sum the lowest 6 differentials and divide by the number of rounds used, up to 6.
 - c. Player's handicap = 95% of the result of step (b); to two decimal places (digits after the second decimal are dropped).
 3. A player's course handicap is based on his or her general handicap, and the course that is being played:
 - a. $\text{Course handicap} = \text{handicap (from step [2c] above)} * (\text{slope} / 113)$, rounded to the nearest whole number.
 4. Adjusted score is arrived at by adjusting the actual (gross) score using the USGA Equitable Stroke Control. A score for any hole is reduced to a specified number of strokes over par, for handicap purposes only, as follows:

| <i>9-Hole League Handicap</i> | <i>Handicap Limitation on any hole</i> |
|-------------------------------|--|
| 4 or less | Double Bogey |
| 5 through 9 | 7 |
| 10 through 14 | 8 |
| 15 through 19 | 9 |
| 20 or more | 10 |

(NOTE: If a player ends up in the playoffs, he/she will use the best handicap of the course that he/she played three matches or more during the season.)

IX. Lineups

- A. The team captains must share their lineup with the opposing team's captain at least three business days prior to each match. It is also strongly recommended that the captain communicate his lineup to all team members prior to the match, so they know who their opponent is prior to arriving at the golf course. This eliminates confusion and delays in starting the matches.
 1. Captains should notify the opposing team's captain as soon as possible if lineup changes are required within the three-day minimum notification time.
 2. Each team will rank its players lowest to highest according to their handicap, and, if necessary, their gross average. (For example, if two players on the same team have the same handicap, the player with the lowest scoring average would be ranked higher in the lineup.)
 3. It is mandatory that the #1 player be the lowest handicap-average and plays against the #1 player on the opposing team, #2 versus #2, etc.

X. Scorecards

- A. The following describes the procedure for filing weekly scorecards with league Statisticians.
 1. The objective is to publish the previous week's results in time for team captains to prepare for next week's play.
 2. These procedures must be followed or scores will be disqualified and player positions treated as blinds.
- B. The League Statistician must receive scorecards no later than 4:00 PM two business days following the match.
 1. Monday night league – scorecards to statistician no later than 4 PM on Wednesday
 2. Tuesday night league - scorecards to statistician no later than 4 PM on Thursday
(NOTE: If scorecards are not received in time, scores will be disqualified and player positions treated as blinds.)
- C. All players in a match should verify that the scores are correct before the cards are turned in.
 1. All four players for the round should have their scores recorded on one scorecard.
- D. Scorecards must be filled out completely with the following information:
 1. Date
 2. Scorekeeper
 3. Attest
 4. Last Name & First Initial of Each player *
 5. Team Numbers *
 6. Player Positions *
 7. Hole by hole score *
 8. Totals
 9. If the player is a sub, please indicate by writing sub behind name

*Statistician cannot enter your scores without this data. If the statistician does not have enough information to enter scores, they will contact the Course Director to determine how scoring should be handled for that week.

E. SPECIAL SCORING MARKS

1. Mark an "X" on any hole that was not completed due to weather, darkness, player late for tee time, etc.
2. Mark a "P" for "Pickup" on any hole that the ball was picked up after not being holed in 10 strokes (a "would-be" score of 11 or more)

- F. **REMEMBER!!!** Scorecards are all players' responsibility. Rely on team members and opponents at your own risk.
- G. Two methods are used when sending cards to the statisticians.
 * #1 should be used first in all cases due to smartphone technologies and ease of getting cards to statisticians.
1. Email a digital copy of the score cards for Columbia to Mike Jauernig (mike.jauernig@purina.nestle.com) and Prairies to Louis Frick (louis.frick@purina.nestle.com) – **this is preferred method and make sure they are legible before sending**
 2. Send hard copy of Columbia scorecards to Mike Jauernig and Prairies scorecards to Louis Frick .

XI. Rules of Play

- A. Shall be in accordance with the USGA Golf Rules and Local Rules of the Golf Course with the following amendments:
1. **WINTER RULES:** The ball may be moved with the club head up to one club length to improve the lie of the ball without improving the player's advantage.
 2. **OUT-OF-BOUNDS:** The penalty is one stroke. Play your next shot on line of flight where previous shot went out. The count is one stroke for hitting the ball; one stroke for bringing the ball back in play; shooting three at the drop point.
 3. **HAZARDS** (water or ravine): There are two options to consider
 - a. The ball played from the point where the previous shot went in.
 - i. **Penalty:** total of One stroke (ex. one stroke for hitting the ball; one stroke for dropping a ball in play; shooting three at the drop point)
 - b. The ball may be dropped immediately beyond the hazard.
 - i. **Penalty:** total of two strokes (ex. one stroke for hitting the ball; two strokes for dropping ball on the other side of the hazard; shooting four at the drop point)

(NOTE: If drop areas are designated by the course, scoring will be the same as rule 3a above.)
 4. **COURSE RULES:** Each player is responsible for checking the rules of the respective course they are playing, and abide strictly by those rules.
 5. **TEE'S PLAYED:**
 - a. Men under the age of 70 will play from the **White Tee's at Columbia** and the **Black Tee's at The Prairies.**
 - b. Women will play from the Red Tee's.
 - c. Players over 70 years of age, or will be turning 70 prior to the end of the current golf season: (**Play one tee forward**)
 - i. To eliminate complications with the scoring software, the following stipulations will be in place related to this rule:
 - Those qualifying for this rule must notify the statistician(s) prior to the start of the season, or they will need to wait until the following year to play the red tees.
 - The Red Tee's slope, course rating, and hole handicaps will be used in all scoring calculations for golfers playing these tee boxes.
 6. **PROVISIONAL BALL:**
 - a. Only used in a dispute (see rule XVI – E).
- B. **SPEED UP RULES**

1. Darkness has been an issue that has kept players from having the opportunity to finish their rounds from time to time. As a result, the league has adopted the following speed up rules in an effort to give everyone equal opportunity to finish their match:
 - a. **READY GOLF**: Play when ready. No special order of hitting or putting the golf ball is required. Also, it is OK for two players to hit at the same time, so long as they are not so close in proximity that the swing of one distracts the other.
 - b. **KEEP PACE**: Keep pace with the group in front of you, and be aware of backups behind you. If you see space increasing between you and the group in front, or backups being created behind you, it is a good sign that your group needs to speed its pace of play.
 - c. **OUT OF BOUNDS**: Never go back to the tee to re-hit. Drop the ball as described in rules 2 and 3 above, and play on.
 - d. **MAXIMUM SCORE PER HOLE**: To speed up play, it is mandatory for players to pick up their ball after 10 strokes. If the ball is not holed in 10, pick up your ball and mark a "P" on the scorecard for that hole. The statistician will assume a score of 11 or more, and make sure the person who picked up loses the hole. If both players score "P's" on the same hole, the statistician will make sure the players tie the hole.
 - e. **BE PATIENT!!** We have encouraged the golf courses to use Marshall's on the course to keep our groups moving on pace. Please do not get mad at them. They are only doing their job, and at our league's request. We are all trying to make our league the most pleasurable experience possible for golfers of all levels.

XII. Courtesy

- A. Arrive on time and be ready to tee off when it is your turn.
- B. Keep the game moving along; be ready to play your next shot.
- C. Tee-off only from areas noted by markers.
- D. Replace divots everywhere.
- E. Smooth out sand in traps.
- F. Keep greens clean.
- G. Do not run golf carts over tee boxes or greens, and obey posted cart path rules for the day.
- H. Play ready golf, it is not necessary to hit in any particular order.
- I. Keep pace with the group in front of you.

XIII. Alternates

- A. See Rule VIII, sections C and D for how handicaps are calculated.
- B. See Rule I, F and G for use of alternate's in Course and League Championship Matches.
- C. Teams may use a maximum of two alternates on Position Nights.

XIV. Tee-Off

- A. Foursomes tee off on a first come, first serve basis.
- B. All members of the foursome must be present at the tee-box area before getting in line to tee-off.
- C. Opponents must play together in the same foursome.
(NOTE: there is no requirement as to what player position group plays with another. For example, it is acceptable for the Position 1 players to play in the same foursome with the Position 3 players, and the Position 2 players to play with the position 4 players, etc.)
- D. If after all foursomes have teed off, a player's opponent is still missing, the missing opponent becomes a blind provided his opponent completes the round.
- E. If a foursome tees off while still missing a member, an opponent plays against a blind. If opponent arrives, he/she must forfeit holes played by the group and begin play on the next groups tee box.

XV. Rain Outs

- A. League play may only be called off by the course director, NPGA officers, or by golf course Management.
(NOTE: Final determination will be made by golf course management regardless of the decision of NPGA course directors or NPGA officers.)
- B. In case of cancellation due to weather, the team captains will be notified no later than 3:30 PM on the day of play.
- C. A recorded message will be put on the NPGA rain out message system by 3:30 PM on the day of play. How to access the system:
 - 1. Dial: 314-982-5876
 - 2. After the system prompt dial: 1107888
 - 3. Recorded greeting will provide NPGA league playing status.
- D. If there is no message about cancellation, show up to play. Not showing up will result in blinds for your team.
- E. If, at a course, all foursomes have completed at least five holes and for any reason (rain, lightning, etc.) the match must be halted, the results of all holes played will be official and counted in the standings.
- F. Scorecards should be marked with an "X" for all holes not completed, and all incomplete holes will be filled out by the statistician in a manner so that:
 - 1. The players tie on each remaining hole.
 - 2. The players shoot their handicap on each remaining hole.
- G. If any single foursome has not completed five holes, the entire week of matches is canceled, and all scores are wiped out.

XVI. Disputes

- A. All play is to be governed by the provisions set forth in the NPGA Rules and Regulations of Play.
- B. The appropriate Course Director and League President shall arbitrate any disputes.
- C. Protests on play must be made at the time of the alleged infraction of rules, and the opponent must be notified of the protest at that point.
(NOTE: It is strongly recommended and encouraged that scoring discrepancies and any other disagreements be resolved with your opponent on the golf course. Protests should always be a last resort.)
- D. Recourse on decisions made on the course must be requested in writing to the Course Director for review and/or a directed vote by the appropriate Course Director and the League President.
- E. If there is a course rule dispute, players should play a provisional ball and present circumstances to the Course Director.

XVII. Prizes

- A. *Prizes are as follows:*
 - 1. **Team Awards** - Individual trophies will be awarded to each team member that played four matches or more for the team during the regular season. Trophies will be awarded for League Champions and Course Champions.
(NOTE: If the League Champion was also a Course Champion, they will be awarded only one set of trophies for being League Champions)
 - 2. **Individual Team Member Awards** (per course) - Low Net and Highest Average Points (MVP)
 - a. Individual team members must have played six rounds to be eligible.
 - b. If there is a tie for the Low Net or MVP award, the prize will be given to the golfer with the lowest handicap.
 - 3. **Roland Baber Award** (League) – At discretion of NPGA Board
 - a. Individual team members must have played six rounds to be eligible.
 - b. Low Handicap will be calculated using the raw handicap score.
 - c. Most Improved Golfer must have an established handicap from the previous year.
 - 4. **Hole-in-one** - An award will be issued to any player that shoots a hole-in-one during league play.