

2025 TEE-to-GREEN SENIOR MEN' S GOLF CLUB

BY-LAWS

1. The "**TEE-to-GREEN SENIOR MEN'S GOLF CLUB**" is a non-profit organization, open to men aged 55 and older, who are retired from their principal occupation.
2. Members of the club will play Thursday mornings, starting in April and ending in October.
3. The playing season will consist of a combination of individual play and tournament days. The Committee will provide the playing times for the season to the members before the first play date.
4. Membership is determined by demand and available playing times to eligible men (see 1 above).
5. Elected officers of the club will consist of: the chairman, vice-chairman, scheduler, secretary/handicapper and treasurer. All officers will be elected for a one (1) year term at the annual fall luncheon.
6. The chairman will appoint committee chairmen as he deems necessary.
7. The Executive Committee will consist of the elected officers, the chairman from the previous year, and all committee chairmen.
8. Yearly dues will be determined by the Executive Committee. The dues will include all club administrative costs and other fees required by the golf course. Dues are payable by March 1 of each year.
9. To be a member in good standing, dues must be paid; all rules must be adhered to; and the member must participate in at least 2/3 of the scheduled rounds. Exceptions will be made for extended illness.
10. Any former member of the club, who left as a member in good standing and who reapplies for membership, will be placed at the top of the waiting list.
11. The Executive Committee shall meet in January of each year on a date to be determined by the Chairman. Notice of date, time and place of such meeting shall be posted on the website at least 14 days prior. Any member may attend the Meeting and submit any matter for the good of the Club for consideration by the Executive Committee. The Executive Committee shall consider and decide upon all matters, including playing rules and annual dues, as may be necessary to promote the objects and purpose of the Club.
12. The season schedule shall be proposed by the Scheduler at the January meeting of the Executive Committee and the Committee shall approve and adopt the schedule after such due consideration and revision as may be necessary. The yearly schedule shall be published for all members prior to start of play.
13. The Annual Meeting of the Club may be held prior to the first playing date in each year. All members may attend the Meeting. The agenda of the Meeting shall include a report from each member of the Executive Committee. Any matter approved by the Executive Committee at the January Meeting shall be submitted for approval by the members at the Annual Meeting. The Yearly schedule shall be provided to all members at the Meeting.
14. The By-laws may be amended by the Executive Committee at any time. Any amendment to the By Laws must be approved by a majority of the members at the next following meeting of the Club.

TEE-to-GREEN SENIOR MEN'S GOLF CLUB

RULES FOR PLAY

Play is governed by “The Rules of Golf” of the United States Golf Association. Exceptions are listed below:

I. Local or golf course rules as listed on the scorecard and/or posted in the clubhouse;

II. Club rules as listed below:

A. Lie and Position.

Lie is what we call how the ball is sitting on the ground, grass, rocks, etc. You may lift and place or roll the ball to improve your lie anywhere on the course except the green (fairway, rough, trap). **Position** is where the ball sits relative to other objects (trees, rocks, posts, etc). An imaginary line between the ball and the hole may or may not pass through such objects. You may not move the ball while improving your lie so that you change its position. All objects that were in the way before the ball is moved must remain in the way after the lie improvement.

B. Unplayable in sandtrap.

If a sandtrap is **unplayable** (not raked or partially filled with water) or the **ball rests in a footprint**, you may lift, rake, and replace the ball or the ball may be dropped in a playable area within the trap, keeping the same line to the hole. If the entire trap is unplayable, the ball is to be played from behind the trap. **No penalty is added.**

C. Pickup.

When a player's stroke count reaches four (4) over the rated par of a hole, he must pickup.

D. Lost Ball.

The rules of Golf permit up to 5 minutes to look for a ball that is lost. Because the rule writers did not consider the skill level of this club, multiple 5 minute periods add up to slow play. ***This club allows 2 minutes to look for a lost ball and as compensation only penalizes one stroke for a ball not found in that period*** (versus stroke and distance for a 5 minute wait as the rules of Golf state). With a penalty of one stroke, the ball may be dropped within two club lengths of the suspected position of the lost ball and no nearer the hole

E. Out of Bounds.

A ball **leaving the course property** is considered out-of-bounds. A ball **in or crossing a road** within the course is considered out-of-bounds (this is a course rule). If you hit a ball that may be out-of-bounds, hit a provisional ball from the same spot (**you must tell your opponent** that you are going to hit a provisional ball). Then:

- *If you find your original ball in the course, you must play it.* Pick up and pocket the provisional ball. There is **no penalty** stroke. OR...
- *If you find your original ball out-of-bounds or don't find it,* you must play the provisional ball. You count the **stroke for the provisional ball and a stroke** for the out-of-bounds ball. (The provisional ball is lying 2 strokes more than you had before hitting the ball out-of-bounds.) OR...
- *If you neglected to hit a provisional ball and find your ball is out-of-bounds,* you must drop a ball within the course at a point no nearer the hole than the point where it crossed the boundary and within two club lengths of that point. There is a **penalty of one stroke** for placing the ball back in play. (Your dropped ball is now considered to be lying 2 strokes more than you had before hitting the ball out-of-bounds.)

F. Unplayable Ball.

A ball can be **designated as unplayable at any time** by a golfer, *except in a water hazard*. With a **penalty of one stroke**, the ball may be dropped: 1) within two club lengths of the unplayable position and no nearer the hole or 2) behind the point where the ball lay, keeping that point directly between the hole and the spot on which the ball is dropped, with no limit to how far behind that point the ball may be dropped.

Unplayable ball considerations due to obstructions:

- A ball considered unplayable due to a **man-made obstruction** (fence, post, etc) **inside the course** boundary is dropped without penalty. The obstruction must affect the lie of the ball, the player's stance, or the area of his intended swing. (Example: the fence protecting the 16th tee. If your club would hit the fence during your swing, then a free drop is given.) Relief: Ball must be **dropped** within **1 club length** from the nearest point of **full relief** (where the lie, stance and swing area are unobstructed) and be no nearer the hole-USGA Rule 24-2. (There is **NO** relief for an obstruction blocking the ball's intended flight.) Use remedy 1) or 2).
- For our club a **course boundary obstruction** (fence, post, boulder, etc on the course property line) is **considered to be INSIDE the course**.

G. Hole Rankings.

The senior tees are the red tees. Hole rankings (relative difficulty) are determined principally by hole length, among other factors. The scorecard for Forest Park has two distinct sets of hole rankings (one for the blue/white/yellow, and one for the red). We will use the **hole rankings at the bottom of the scorecard** for the **red** tees.

H. NO carts on fairways.

Recognizing that some members may find it difficult or impossible to walk back and forth across fairways, the following special rules **will prevail only when carts must stay on car paths**.

- Player hitting to far side of a fairway may option to have another player toss the ball back to the side near the cart path
- If the ball was in the fairway on the far side, it will be dropped in the fairway near the cart path. If the ball was in the rough on the far side, it will be dropped in the rough near the cart path
- No penalty is added unless the moving of the ball gives the player a distinct advantage on the hole. If, at the discretion of the foursome it does, a penalty stroke should be added
- If the player invokes this privilege within 100 yards of the green, a penalty stroke **MUST** be added.

I. Putting.

The following rule is an effort to speed up play. The player whose ball is farthest from the hole is the first to putt. Once that player begins putting, continuous putting rules apply. In this club, that means the player must putt again, and again until the ball is holed. The player may only stop putting if: 1) an opponent asks him to stop due to putting line issues; 2) the opponents have awarded a gimme; or 3) the ball is holed. Once the player's turn is ended, the next player farthest from the hole must begin putting.

J. Gimmes.

In weekly play, a player (*the remaining players of the group agreeing*) may formally concede a stroke (the gimme) to another player and this offer *may not* be refused or withdrawn. The gimme is **NOT** subject to any distance measure, other than the ball must be on the green. The person receiving the gimme adds one to his score for the hole.

K. Tee Boxes.

On EVERY hole we will play from the RED teeing area, and must tee up in the area behind the RED tees within two club lengths of those tees. If no RED teeing area exists on a hole, we may tee up ANYWHERE on the nearest teeing area to the hole.

III. Refreshers from the Rule Book. For your information, included below, are a few rules from the Rule Book that occur frequently during our league play:

Playing the wrong ball. (Rule 6-3c)

The player must correct the mistake under the Rules by playing the right ball from its original spot or by taking relief under the Rules.

The Flagstick. (Rule 13-2)

- a. **Leaving Flagstick in Hole.** If you make a *stroke* with the *flagstick* left in the hole and the ball in motion then hits the flagstick, there is no penalty and the ball must be played as it lies. The decision to have the flagstick in the must be made before your stroke, by either leaving the flagstick in the hole or having a removed flagstick put back.
- b. **Removing Flagstick from Hole.** You may make a stroke with the flagstick removed from the hole, so that your ball in motion will not hit the flagstick in the hole. You must decide this before making the stroke, by either having the flagstick removed from the hole before playing your ball, or authorizing someone to attend the flagstick.
- c. **Ball Resting Against Flagstick in Hole.** If your ball comes to rest against the flagstick left in the hole and any part of your ball is in the hole below the surface of the putting green, your ball is treated as holed. If no part of your ball is in the hole below the surface of the putting green:
 - Your ball is not holed.
 - If the flagstick is removed and your ball moves (whether it falls into the hole or moves away from the hole), there is no penalty and it must be replaced on the lip of the hole.

Ball Played as It Lies; Ball at Rest Lifted or Moved (Rule 9)

Purpose of Rule: Rule 9 covers a central principle of the game: “play the ball as it lies.” (There are many options within this rule - see USGA – but we will try to keep it simple, like below.)

- If your ball comes to rest and is then moved by natural forces such as wind or water, you normally must play it from its new spot.
- If your ball at rest is lifted or moved by anyone or any outside influence before the stroke is made, your ball must be replaced on its original spot.
- You should take care when near any ball at rest, and if you cause your own ball or your opponent’s ball to move you will normally get a penalty (except on the putting green).

Playing Ball in Bunker (Rule 12-2)

!!! Our club rules allow for the raking and replacement of a ball at any time in a bunker – to account for improper maintenance – without penalty!!!

- a. **Removing Loose Impediments and Movable Obstructions.** Before playing a ball in a bunker, a player may remove loose impediments under Rule 15.1 and movable obstructions under Rule 15.2. This includes any reasonable touching or movement of the sand in the bunker that happens while doing so.
- b. **Restrictions on Touching Sand in Bunker.**
 - (1) *When Touching Sand Results in Penalty.* Before making a stroke at a ball in a bunker, a player must not:
 - Deliberately touch sand in the bunker with a hand, club, rake or other object **to test the condition of the sand** to learn information for the next stroke, or
 - Touch sand in the bunker with a club:
 - a. In the area right in front of or right behind the ball (except as allowed under Rule 7.1a in fairly searching for a ball or under Rule 12.2a in removing a loose impediment or movable obstruction),
 - b. In making a practice swing, or
 - c. In making the backswing for a stroke.
 - (2) *When Touching Sand Does Not Result in Penalty.* Except as covered by (1), this Rule does not prohibit the player from touching sand in the bunker in any other way, including:

- Digging in with the feet to take a stance for a practice swing or the stroke,
- Smoothing the bunker to care for the course,
- Placing clubs, equipment or other objects in the bunker (whether by throwing or setting them down),
- Measuring, marking, lifting, replacing or taking other actions under a Rule,
- Leaning on a club to rest, stay balanced or prevent a fall, or
- Striking the sand in frustration or anger.

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TOURNAMENT SCORING RULES

If any event is cancelled, every effort will be made to reschedule that event at the end of the regular playing season.

CAPTAIN & CREW TOURNAMENT

Each team is entitled to four (4) tries on every shot. Each crew member must have three of his tee shots (X) used by the team. The captain will also prepare the scorecard for the team. **For a missing player:** a rotation is established by the team at the start of the tournament. For each shot played by the team, the next team member in the rotation will take a swing for the missing player.

HOLE	1	2	3	4	5	6	7	8	9	OUT	10	11	12	13	14	15	16	17	18	IN	OUT	HCP	NET
BLUE TEE	336	172	278	352	522	204	330	323	556	3073	441	336	202	224	420	349	331	281	500	3054	6127		
WHITE TEE	317	146	273	346	453	197	325	316	541	2914	384	309	193	204	401	337	323	270	480	2901	5815		
YELLOW TEE	295	146	273	273	424	197	307	316	428	2665	328	309	141	204	345	337	323	270	408	2665	5330		
PAR	4	3	4	4	5	3	4	4	5	36	4	4	3	3	4	4	4	4	5	35	71		
HANDICAP	11	7	17	5	3	9	15	13	1		10	16	4	6	2	14	12	18	8				
CAPTAIN	X			X		X					X		X	X		X							
CREW 'A'			X					X				X			X								
+0-	4	3	3	3	4	2	4	3	4	30	3	3	3	3	4	4	3	4	4	31	61		
CREW 'B'		X					X								X				X				
CREW 'C'					X				X								X						
RED TEE	295	86	211	279	424	184	307	244	428	2458	328	219	141	160	345	276	269	270	408	2416	4874		
PAR	4	3	4	4	5	3	4	4	5	36	4	4	3	3	4	4	4	4	5	35	71		
HANDICAP	7	13	17	5	3	15	11	9	1		6	18	10	8	2	14	12	16	4				

DATE:

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PITCH & PUTT TOURNAMENT

All tees moved to shorten holes to an approximate range of between 75 – 120 yards. Low score will determine winners.

BEST BALL TOURNAMENT

Regular scoring will be kept for each member of the team. The captain will verify and sign the scorecard.

FOURSOME SINGLE BEST BALL – The single lowest net score per hole will be posted for the team score. The teams with the lowest 18-hole net scores will determine the winners.

FOURSOME TWO BEST BALL – The lowest two net scores per hole will be added and posted for the team score. The teams with the lowest 18-hole net scores will determine the winners.

HOLE	1	2	3	4	5	6	7	8	9	OUT	10	11	12	13	14	15	16	17	18	IN	OUT	HCP	NET
BLUE TEE	336	172	278	352	522	204	330	323	556	3073	441	336	202	224	420	349	331	281	500	3054	6127		
WHITE TEE	317	146	273	346	453	197	325	316	541	2914	384	309	193	204	401	337	323	270	480	2901	5815		
YELLOW TEE	295	146	273	273	424	197	307	316	428	2665	328	309	141	204	345	337	323	270	408	2665	5330		
PAR	4	3	4	4	5	3	4	4	5	36	4	4	3	3	4	4	4	4	5	35	71		
HANDICAP	11	7	17	5	3	9	15	13	1		10	16	4	6	2	14	12	18	8				
PLAYER 'A'	6'	7'	6'	5'	4''	5'	6'	5'	7''	51	4'	5'	3''	5'	6''	5'	4'	5'	5'	42	93	22	71
PLAYER 'B'	6'	6'	7'	4'	4'	5'	5'	4'	6'	47	5'	6'	4'	6'	7''	5'	6'	4'	5'	48	95	20	75
+0-	4	4	4	3	2	2	4	3	4	30	3	4	1	4	4	4	3	3	3	29	59		59
PLAYER 'C'	6'	7''	5'	5'	4'	4'	5'	5'	8''	49	5'	7'	7''	6'	8''	6'	5''	5'	5'	54	103	30	73
PLAYER 'D'	6'	6'	7''	5'	5''	5''	7''	6''	8''	55	5'	8''	8''	7''	9''	7''	6''	5'	5'	60	115	36	79
RED TEE	295	86	211	279	424	184	307	244	428	2458	328	219	141	160	345	276	269	270	408	2416	4874		
PAR	4	3	4	4	5	3	4	4	5	36	4	4	3	3	4	4	4	4	5	35	71		
HANDICAP	7	13	17	5	3	15	11	9	1		6	18	10	8	2	14	12	16	4				

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YELLOW BALL TOURNAMENT

Teams of 4 players will play. Each team will be given 3 marked yellow balls before play. Team players will be designated A, B, C, and D. Just one of the 3 yellow balls will be used on a hole. Player A uses it on the 1st hole, player B on the 2nd hole, ... If the yellow ball player loses the yellow ball, he drops a regular ball to complete the hole - with the normal stroke penalty. One of the remaining marked yellow balls is used to start the next hole. Each hole is scored as follows: the player using the yellow ball cards his net (handicap adjusted) hole score, while the remaining 3 players card one score - their best net score. So, while each player plays (and cards) a full round (his score used for future handicapping), the two tournament scores described above are also carded. A team's tournament score is the total of the yellow ball scores and the best ball scores of the other three players. Now as an incentive, if a team completes their round and can return one or more of the marked yellow balls, their team score will be reduced by one stroke for every ball returned. A team returning without any of the yellow balls will be ineligible for any prizes.

For the scorecard...

Mark lower right corner of cell with 'triangle' or other mark to indicate yellow ball player.

Mark lowest net of the OTHER 3 players with a circle.

In center rows, write YELLOW BALL player's NET on one line AND the lowest net of the other 3 players on the other line! Total all scores as indicated.

Applying credited strokes for returned yellow balls...

You may adjust one or more hole scores reducing them (in total) by no more than the number of strokes credited.

HOLE	1	2	3	4	5	6	7	8	9	OUT	10	11	12	13	14	15	16	17	18	IN	OUT	HCP	NET
BLUE TEE	336	172	278	352	522	204	330	323	556	3073	441	336	202	224	420	349	331	281	500	3054	6127		
WHITE TEE	317	146	273	346	453	197	325	316	541	2914	384	309	193	204	401	337	323	270	480	2901	5815		
YELLOW TEE	295	146	273	273	424	197	307	316	428	2665	328	309	141	204	345	337	323	270	408	2665	5330		
PAR	4	3	4	4	5	3	4	4	5	36	4	4	3	3	4	4	4	4	5	35	71		
HANDICAP	11	7	17	5	3	9	15	13	1		10	16	4	6	2	14	12	18	8				
PLAYER 'A'	6'	7'	6'	5'	4''	5'	6'	5'	7''	51	4'	5'	3''	5'	6''	5'	4'	5'	5'	42	93	22	71
PLAYER 'B'	6'	6'	7'	4'	4'	5'	5'	4'	6''	47	5'	6'	4'	6'	7''	5'	6'	4'	5'	48	95	20	75
YELLOW BALL	5	5	4	3	2	4	4	4	5	36	4	6	6	4	5	5	4	4	4	42	78	→	139
BEST of THREE	4	4	5	3	2	2	4	3	4	31	3	4	2	4	4	4	3	3	3	30	61	↗	
PLAYER 'C'	6''	7''	5'	5''	4''	4'	5'	5'	8''	49	5''	7'	7''	6''	8''	6'	5''	5'	5''	54	103	30	73
PLAYER 'D'	6''	6''	7''	5''	5''	5''	7''	6''	8''	55	5''	8''	8''	7''	9''	7''	6''	5''	5''	60	115	36	79
RED TEE	295	86	211	279	424	184	307	244	428	2458	328	219	141	160	345	276	269	270	408	2416	4874		
PAR	4	3	4	4	5	3	4	4	5	36	4	4	3	3	4	4	4	4	5	35	71		
HANDICAP	7	13	17	5	3	15	11	9	1		6	18	10	8	2	14	12	16	4				

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RAIN RULES

Definition: 'Start of Play'. Start of play has occurred when the first group has completed the first hole for sequential tee times. For shotgun starts, start of play has occurred when the group is released to play by the golf course.

Cancellation of play.

The decision to play or not on any play date will take place AT THE COURSE and will be made by a majority vote of the members and be made within 15 minutes of the first tee time.

Cancellation after start of play and awarding of points.

Once 'start of play' occurs, the scheduled play for that day will not be cancelled. If a member cannot complete the round, it will not qualify for any award of prize that day.

Cancellation prior to start of play.

Any time prior to 'start of play' should play be cancelled, no rounds can be posted nor prize awards be given.