

MEMORANDUM FOR ALL PARTICIPANTS

May 2010

FROM: 30 FSS/FSVS

SUBJECT: INTRAMURAL GOLF BYLAWS

1. **GENERAL:** The purpose of the Intramural Golf League competition is to promote “esprit de corps” and develop sense of sportsmanship for all military personnel assigned to Vandenberg AFB.
2. **ORGANIZATION:** League competition will be based on the round robin system with number of rounds played determined by the number of teams entered. The number of teams entered will also determine if there is one or two leagues. An organization may have more than one team in the league; however, they must be designated as teams 1,2, etc...or by section name.
3. **RULES OF PLAY:** Current USGA rules and regulations will govern all play except where the by-laws supersede them.
4. **ELIGIBILITY:** Participation in the intramural leagues is open to all-active military personnel and civilians assigned to VAFB. No more than 30 percent of the squadron intramural team may be comprised of non-military members. Dependents participating in the intramural golf program must be 16 years or older.
 - A. TDY personnel must be on orders for thirty days or longer.
 - B. Individuals must be assigned or attached to the unit represented. If an individual changes squadrons during the season, he/she may choose which squadron they wish to play for. He/she will establish their eligibility by playing one game with either the losing or gaining unit. All players regardless of category of personnel must go into a player’s pool prior to being placed onto any team.
 - C. With the approval of the Intramural Sports Coordinator, squadrons, detachments or units with insufficient personnel assigned or present for duty may combine with other units in the same situation. This authority to combine will only be for the current season. The team cannot compete for commander’s trophy points.
 - D. If an organization does not enter a team in the program, members of that organization may be assigned to participate with another organization entered in the program by requesting in writing their intent to the Intramural Sports Coordinator. The Intramural Sports Coordinator will place these individuals in the players’ pool. Once the season has started, the team with the least amount of players on their roster will have first choice of any additional players from the players’ pool. The second option will be the team with the worst win/loss record, and so on.

- E. A player whose team drops from the league or forfeits out of the league must submit their name to the Intramural Sports Coordinator to be placed in the players' pool. This includes squadrons with two or more teams.

5. **FORFEITURE:** Game time (tee time) is forfeit time. Teams failing to have at least one member at a scheduled match time will forfeit that match. A team that forfeits two matches in succession or three during the season will be dropped from the league automatically. If the opposing team has forfeited the match, the other team does not have to play. Players whose teams drop from the league due to forfeiture after the midway point of the season will not be allowed to participate with any other team.

6. **SPORTSMANSHIP:** Unsportsmanlike conduct will not be tolerated. Unsportsmanlike conduct can be defined as fighting, using profanity, trash talking, taunting, and basically anything that could be considered to instigate a verbal or physical altercation. Coaches are reminded that they are responsible for their conduct as well as the conduct of their players. All unsportsmanlike conduct and fights will be reported to the Fitness Center Director by the head official.

7. **ROSTER:** Rosters must be typed and turned into the Intramural Sports Coordinator before the 1st match of the season. If the Intramural Sports Coordinator does not have a roster on file for a team, that team will forfeit every match until the roster is received and accepted by the Intramural Sports Coordinator. Players may be added to the roster during the regular season; however, no players may be added once the playoffs begin. Organizations may have unlimited rosters. All players can only play for one team.

8. **UNIFORM REQUIREMENTS:** No part of the military uniform should be worn at any time. Casual sportswear and the use of golf shoes is highly recommended.

9. **SAFETY:** Make sure field of play is clear of any people before hitting ball. Thoroughly check equipment prior to play. Stretch and warm up accordingly.

10. **POSTPONEMENTS:** A postponement will only be granted for inclement weather, power failures, and squadron/base exercises that are MISSION ESSENTIAL. Unit picnics are not considered mission essential.

11. **MINIMUM NOTIFICATION OF CANCELLATION TIMES:** Any organization that fails to notify the Intramural Sports Coordinator in writing prior to 1600 hrs on the day of the scheduled contest of their inability to play due to military commitment shall forfeit the match.

12. **MAKE UP DAYS:** All make up games will be played after the completion of all originally scheduled games for the season. The Intramural Sports Coordinator will notify the coaches and unit sports representatives of the dates and times of all make up games. If the outcome of the make up game(s) will not allow either of the participating teams to qualify for the playoffs, the games will not be played.

13. **PROTEST:** Protests will be limited to rule interpretation and player eligibility only. Protests must be registered at the time of the incident. The individual protesting the match must provide a full account of the events on the scorecard. A full account of the protest and its conditions must be typed and presented to the Intramural Sports Coordinator before 1200 hrs on the following workday.

14. **COMPOSITION OF PROTEST COMMITTEE:** The protest committee will consist of the Fitness Center Director, Intramural Sports Coordinator and Head Official. Decisions by the committee cannot be appealed.

15. **EJECTIONS and DISQUALIFICATIONS:** If a coach or player is ejected or disqualified from a game, he/she will leave the immediate area which is considered within sight and sound. A player or coach who refuses to leave the area will forfeit the match for the team he/she is playing for. A player ejected during a match is not eligible to play the next scheduled match. A player ejected twice during the regular season will not be eligible to play the rest of the season or the playoffs (decision to be made at the MSG/CC level). The only way a player who has been ejected twice may come back into the league will be by a letter from his/her commander with justification why the player should be reinstated. The reinstatement request will be submitted to the Fitness Center Director and will be voted on by a judiciary board. A Disqualification can occur when a player participates on 2 different teams or doesn't have base affiliation.

16. **OFFICIALS:** The individual team members will ensure that all USGA rules are followed during the match.

17. **EQUIPMENT:** The golf pro shop staff will provide the score cards. If a golfer does not have their own set of golf clubs, they can rent a set of clubs from the pro shop for the match.

18. **LEAGUE CHAMPIONSHIP.** The team(s) acquiring the best win/loss record at the end of league play will be declared league champions. All three way ties will be decided by a head to head competition, unless one team has beaten the other two teams during the regular season.

19. **PLAYOFFS:** If two leagues are formed, the top four teams from each league will be eligible for post season play. If only one league is formed, the top eight teams in that league will compete for the base championship. The playoffs will be a double elimination tournament. All players must have played at least two matches during the regular season to be eligible for the playoffs.

20. **PLAYING RULES SUPPLEMENT:** The following rule supplement is inserted for conduct of the league and tournament play.

A. The winning team's captain will be responsible for turning in the score cards and score sheets to the score card box located at the golf course. Teams failing to submit a score card may be penalized with a forfeit.

B. Team standings will be determined by win/loss record.

C. **TEE TIMES:** Tee times will begin at 1300 hrs. Team captains are responsible for identifying players by 15 minutes before tee off time. Once names are submitted to starter they must play, no substitutions will be allowed after deadline.

D. **FORMAT:** Each match will follow a scramble format. Each squadron will send out 2 two man teams per match. Teams will be playing 18 holes with a 3 point system (1 point is earned for every 9 holes won and the winner of the match gets another point). A maximum of six points can be earned. In the event a match is played by a single player, that player will be entitled to two tee shots. There will be no extra shots beyond that, i.e., no extra second shot, no extra putt. If a team starts with a single player, a second player can be added, but it must be before 4 holes are completed. Once both teams have teed off on the 5th hole, the single player must complete the match by himself/herself. If two players start the match, they must finish the match without any substitutions.

E. **TIES:** During league play, if a match ends in a tie, each team gets ½ point. During playoffs, ties will be decided by the entire team (team composition for that match) playing a sudden death playoff.

F. **SLOW PLAY:** Slow play will not be tolerated. The golf course staff will remove any group that is causing an extreme delay to golfers behind them (a group that falls two holes behind the group in front of them is considered to be causing an extreme delay). If a group is removed from the course for Slow Play, all points up to that point of match will be null and void and will not be counted in determining the match results.

21. **AWARDS:** A trophy and T-shirts indicating the team's accomplishment will be awarded to the first place team. A maximum of 15 t-shirts will be awarded to the team. The second place team will be presented with a trophy.

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