
Intramural Golf Bylaws

2007
Hurlburt Field Sports and Fitness
& Ft. Walton Beach Golf Course



TABLE OF CONTENTS

ELIGIBILITY	3
TEAM MEMBERSHIP	3
COMBINING SQUADRONS	3
PLAYER POOL	3
RULES	4
SPORTSMANSHIP	6
COACHES AND PLAYERS	6
EJECTION'S.....	6
SCHEDULES.....	6
NOTIFICATION	6
POSTPONEMENTS	7
FORFEITS	7
PROTEST.....	7
GROUNDS.....	7
FILING A PROTEST	7
REVIEW OF PROTEST	7
PLAYOFFS	7
TYPE OF COMPETITION	7
BASE CHAMPIONSHIP GAMES	7
AWARDS	8
THE CEREMONY	8
Sports Director.....	8
1 Special Operations Services Squadron	8
1 Special Operations Services Squadron	8

Purpose Statement

To provide secondary laws, so that athletes have the opportunity to participate in a fair league subordinate to the sections of:

- | | |
|-----------------------------|-----------|
| • Eligibility | Rules |
| • Sportsmanship | Schedules |
| • Protest | Playoffs |
| • Base Championship Matches | Awards |

Formatted: Bullets and Numbering

Eligibility

Team Membership

1. Active duty military, DOD Civilians, NAF Employees, and TDY personnel must play for the squadron they are assigned to. Dependents must play for the unit their sponsor is assigned to, be at least 18 years of age, completed high school, and possess a valid dependent ID card.
2. Retirees may play for the current squadron they are affiliated in (either through employment or as a dependent). This is permitted for golf only.
3. Individuals from other bases may not participate in Hurlburt programs if their base offers the same program.
4. Married spouses both eligible to participate but are in different squadrons may either play for their assigned units separately, or for their spouses' unit jointly. This decision must be made prior to the start of the season, and is not reversible during that season.
5. Anyone going PCA, changing units on Hurlburt, during a sport season may either continue the season with their original unit, or they may join their newly assigned unit. This must be done by the next game the PCA occurred.

Combining Squadrons

1. If a squadron fails to meet the minimal team players required, they have an option to combine with another squadron's team of choice, or be appointed to one with the approval of the Sports Director.
2. The deadline for combining is the same date the letters of intent (LOI) are due.

Player Pool

1. If a squadron drops out, does not combine, and has not entered a team into the league, members of that squadron may enter the Players Pool.

2. The squadron's sports council representative must submit a letter of request to the sports director in order to be placed on the Player's Pool Sign-up Sheet and have an eligible member assigned to the team from the Player's Pool.
3. Squadron teams and members will be assigned in the order of the Sign up Sheets. Players will be assigned in the order they are received, first to small squadrons, then to teams lowest in the standings.

Rules

1. USGA, Ft. Walton Beach Golf Course rules, and Hurlburt Field Bylaws will govern league and tournament play.
2. League play will be a team competition. Each unit fields 4 players per match, divided into two groups of two players playing a team match against opponents under 2-person scramble match-play format.
- 2-3. Format: 2-person scramble (also known as "select shot"), match play. Both players per team play a tee shot, then evaluate the result and choose which is the better spot to play their team second shot. Both players play from that spot, then choose which result is better, both play the third shot, and so on, until the ball is holed or until their opponents hole in fewer strokes than they have taken. Match play is conducted under USGA rules. The team completing the hole in fewer strokes wins the hole. At the completion of holes 1 through 9 on the scorecard, the team winning the most holes earns 2 points. Ties are awarded 1 point each. Teams compete for 2 points on holes 1 - 9, 2 points on holes 10 – 18, and 2 points for total holes one 1 – 18. Total possible points per team group is 6, with two groups per match, for a total of 12 points.
- 3-4. League play will be a 2 person scramble. Four (4) total players make a team. Team Group One will be the best two players available to play that day, based on handicaps. Team Group Two will be the next two best available players. Teams will be playing for 6 points per A-B teams and 6 points per C-D teams (2 points for the front, 2 points for the back 9, and 2 points for the total 18 hole match. Ties get 1 point each.
5. Squadrons must submit a letter of intent (LOI) signed by their unit commander to enter a team(s). Players can only play on 1 team, and must follow participation guidelines for Hurlburt Field. Units entering more than one team must submit a roster for each team to the Sports Director before their first regular season match to prevent their players from becoming ineligible.
- 4-6. Teams that forfeit a match will receive a loss and 0 points. The opposing team will receive the win, and 3 points for each of their players (A minimum of two) that shows for a possible maximum total of 12 points. Teams are required to notify the fitness center before forfeiting a game.
- 5-7. **TEE TIME IS FORFEIT TIME!** You must be ready to play at tee time or a loss will be recorded for your team. Each Team (A-B and C-D) should have 4 players to begin the match (2 groups of 2). However, a team can participate with 3 players to begin the

match. The 3rd player will play a straight up round of golf against the other 2 players playing 2 person scramble. If the 4th player arrives at any time during the match, the 4th player may join the 3rd player and the match game can continue from that point under normal 2 person scramble rules. Teams will be required to designate their A-B / C-D players prior to the match. A team with only 2 players can still compete but will have to forfeit half of the match. These 2 players cannot split up and can only go for 6 points. Matches are limited to 4½ hours due to number of participation on the course per day. Golf Course management will monitor speed of play. Note: Intramural focus is on friendly competition emphasizing fun and exposure to the game of golf. Experienced players should help inexperienced participants learn golf etiquette, rules, and appropriate behavior on the course.

6-8. If a match is in progress and is stopped due to weather, it is the team's responsibility to mark the score cards, with the information needed to complete the match from the stopping point at another time. If teams finished the 14th hole during a match and a weather delay takes place, the match will be declared completed at that point (front 9 and ½ of the back 9). The Golf Course staff are the only ones who determine that play will be suspended due to weather. Teams must wait up to 30 minutes before match is officially postponed.

7-9. Placing the ball for play: After choosing the spot to play second and subsequent shots, players will have 1 club length to place the ball for scramble play. If the selected ball is in the hazard, then it must be played **as it is**, and the next shot must be placed no more than 1-club length away. The 1-club length rule may not relieve the second ball from being in the hazard, it must still be played from in the hazard.

Exceptions:

If the selected ball is in the sand trap or other hazard, the ball must be played as it is. Then, the 1-club rule can be applied for the second ball as long as it doesn't relieve the ball from being in the sand. In other words, the second ball must also be played from the sand.

If the selected ball is next to the green (but not in the hazard) and the 1-club rule is applied, then the ball must be played **no closer to the hole, no better lie**. For example... if the ball is in the fringe and moved 1-club length laterally, it cannot end up on the green.

Ball on the green must be marked and played from within 6 inches of the location of the selected ball.

8-10. Scorecards must be filled out completely and signed by each team captain (Or a player) before being dropped off at the Aderholt Fitness Center the following duty after each match is completed. Unsigned cards or incomplete cards are cause for disqualification, the final results must be verified by the two captains after each match

9-11. Teams must adhere to Golf Course rules. Failure to do so may result in removal from the course, and your match forfeited.

10-12. The top 50% of the teams from each league will make the playoffs. This will be a single elimination playoff tournament. If there is a tie at any time during the playoffs, a sudden death playoff at the 18th hole (2-person scramble, match play format) will be played as many times as needed until winner is determined.

Sportsmanship

Coaches and Players

1. Coaches are responsible for controlling a team. Coaches are expected to arrive at least fifteen minutes early to the match.
2. Coaches will assist with officials in the event of warning's and ejection's of a player/ member of a team. They will maintain a policy of zero tolerance regarding profanity towards officials, Golf Course staff officials, scorekeepers, other players, or any incident relating to the match. Any one under the influence of alcohol will not play in the match. Failure to do so may result in forfeiture of the match by the head official and a possible disqualification for league play (No Exceptions).

Ejection's

If a coach, player or any member of a team is ejected the scorekeeper will record the infraction in the score card. The Sports Director will record the infraction, and carry out the following:

1st Ejection - The Sports Director will give the coach a 2-match_suspension letter for the player(S) ejected. The suspension is the next two matches that team actually plays.

2nd Ejection - The Sports Director will give the coach a 2-match_suspension letter for the player(S) ejected. An official memorandum from the First Sergeant or commander indicating acknowledgement of the players actions and counsel must be received before returning to league play.

3rd Ejection - The Fitness Director will give the coach a league disqualification letter for the player(S) ejected, with a courtesy copy sent to First Sergeants and Squadron Commanders.

Schedules

Notification

1. The Sports Director will let coaches know when schedules are available at coaches meetings or telephonically. The Sports Director will use attendance sheets at meetings as a notification list, and a phone contact list indicating, the date, time, coach's name, and contact status (Contacted, No Contact, Message With)
2. The coach and assistant coach are responsible for picking up and signing for the Pre Season Schedule (if applicable), Regular Season Schedule, Post Season Schedule and Revised Schedules
3. The coach and assistant coach are responsible for issuing copies to members of their team.

Postponements

1. A team cannot postpone a regular season match.
- 3.2. If a team must postpone more than 2 consecutive matches, the team will be evaluated for released from the league.
- 4.3. Matches will not be postponed or rescheduled for unit functions or any unregulated scheduled conflicts. (i.e. commander's call or internal squadron functions, e.t.c.).

Formatted: Bullets and Numbering

Forfeits

1. If a team must forfeit two total matches without valid reason will be released from league play. All matches that team played will be removed from the standings unless they have only one game left, then they will be given a loss for that last game.

Formatted: Bullets and Numbering

Protest

Grounds

1. Rules and bylaws infractions are the only grounds for protest not judgement calls.

Filing a Protest

1. A protest must be filed at the time of the infraction with the opposing team. If it is necessary, play a provisional ball until an official ruling is made.
2. A written protest including the date, time, and circumstances involved in the protest must be submitted the next duty day after the game by no later than 12:00 pm to the Sports Director.

Review of Protest

1. The following procedures will take place.
 - The Sports Director will investigate the issue
 - Sports Director will inform the Athletic Director of Protest and Findings
 - Sports Director will recommend a decision to the Athletic Director
 - Athletic Director will make a ruling or call upon an emergency Sports Council meeting for a ruling.

Playoffs

Type of Competition

Single elimination playoffs between the Top 50% teams will take place to determine the base champion.

Base Championship Games

1. The coaches are responsible for notifying Squadron Commanders, and First Sergeants of the time and date of the championship match. Squadron Commanders and First Sergeants presence is required for the Awards Ceremony. If one/both of them are not available a replacement is required.

Awards

The Ceremony

1. The Squadron Commander or their designated representative, will present the Base Trophy to the coaches and members of the Base Champions team, and Base Runner Ups. Top 2 teams will receive 1 team trophy. The Sports Director or Fitness Director will present the awards.

ROSA L. NAZARIO, TSGT, USAF
Sports Director
1 Special Operations Services Squadron

JOHN PROCTOR, GS-11, DAFC
Director, Fitness and Sports Complex
1 Special Operations Services Squadron