



## **BYLAWS FOR THE WORKING WOMEN'S GOLF LEAGUE**

1. The Working Women's Golf League shall consist of a maximum of forty-eight 2-member teams. Twenty-four teams will play on Tuesday evenings; and twenty-four teams will play on Wednesday evenings. Teams will rotate between all three golf courses (Pinecrest, Sage Lakes, and Sand Creek) playing five weeks at each course according to the schedule previously distributed. (amended 8/2020)
2. A Working Women's Golf League member must be 18 years of age or older to be eligible to play on the league. (amended 4/97)
3. League membership dues of \$40.00 must be paid at time of registration sign-up into the league. In the event a member joins during the year, league membership dues are to be paid at the time she enters the league. (amended 8/24)
4. League membership dues shall be waived for all league officers; those being (President, Vice President, Secretary, and Treasurer)
5. Substitutes (Subs) will be required to pay membership dues, and will be eligible for all medal play, tournament, and special event prizes once a WWGL handicap is established at the course at which they are subbing. (Amended 8/2022) Mailings will be sent to all subs. A list, in addition to the "sub list" will be kept for those wanting to be on the "Wait List", these names will not be on the sub list. If openings on the league become available, subs will be called first to see if they want to become a regular member. If membership openings are still available after this process, waiting list names will be called to fill the spots; at which time, payment of the league membership dues will be required. (amended 05/18)
6. League Score Keeper(s) will be paid a total of \$150.00 for their work throughout the season. (amended 05/18). Starting in season 2023 we will have a Tuesday night score keeper and a Wednesday night score keeper and the \$150.00 will be split between them. (amended 8/2022)
7. Any League Member, who must take a "leave of absence" but wishes to remain in the league membership standing shall pay league dues plus green fees at the beginning of the year ensuring her place for the following year. Her partner may choose another partner from the sub/waiting list. Or she may choose a temporary partner of her own.
8. (a) It is the league member's responsibility to get a substitute if she is going to be absent from the league.

(b) A team is defined as two players; one of which must be a member of the league.

**(c) If Your team is unable to play, You must notify the PRO SHOP and Your Opponent. If you do not call, it will be noted as a No-SHOW. "Two" NO SHOWS and your team will be dropped from the league. If one team cancels, the opponent must play nine holes and mark a forfeit for the team that canceled.**

9. If a substitute has agreed to play but finds she cannot make the tee time, she must call her partner and cancel. If she does not, she will be disqualified, and her name will be removed from the sub/waiting list.
10. Rules of the Working Women's Golf League is provided in writing in Appendix A of these Bylaws. (amended 05/18)
11. League Score keepers will prepare, in writing, an appendix to these Bylaws explaining the method of scoring and/or points, and handicap to be used throughout the season. (see "Appendix B" of these Bylaws)
12. Score cards will be provided by the league score keepers and available in the pro shop at the beginning of each night's league play.
13. The League President shall notify the pro shop to officially cancel league play due to inclement weather.
14. Working Women's Golf League is now (and has always been) a voting member of the Golf Advisory Board. The President of the League will be notified of meeting dates and invited to attend.
15. The rules committee is made up of past presidents. The rules committee must approve any changes to the appendices. (amended 04/04)
16. Any changes to the Bylaws, except for the appendices, must be voted on by the league. (amended 04/04)
17. Every effort must be made to play on the scheduled night of play and be on time. If a player misses the first few holes in the case of an emergency, both players, the president or her designee can approve play on an alternate night. (amended 04/04)

## APPENDIX A

### RULES OF THE “WORKING WOMEN’S GOLF LEAGUE”

**NOTE:** All USGA Rules apply unless otherwise listed below (in which case it is a **special rule of the “Working Women’s Golf League”**)

1. Each player must have the following equipment.....
  - a. Set of clubs (maximum of 14)
  - b. Plenty of golf balls and tees
  - c. A marker (for marking the ball of the green)
2. Play starts from the **Forward** tee boxes.
3. Limit your practice to one per shot.
4. Once you have hit the ball from the tee, you cannot touch it until you reach the green; at which time you may mark it and pick it up. (add tree root rule here if adopted 8/2022)
5. You cannot “ground your club” in a sand trap or hazard before hitting the ball.
6. Replace all divots and repair all ball marks.
7. In order to speed up play; please pick your ball up after you have scored 10 strokes in any one hole; that hole will be scored as a (maximum) “10.” If you have a maximum “10” on any one hole, you will not be eligible for the “low putts” for that week.

**NOTE:** If you “hole-out” on the tenth stroke, you should record your putts; and you will be eligible for “low putts” for that week.

8. As a courtesy to the players starting on the later tee-times, it is necessary to keep moving as rapidly as possible so that we can finish before it gets too dark to play. **Nine holes of Golf should be played in approximately two hours.** **In order to speed up league play we recommend Ready Golf.**

**NOTE:** Go to your own ball after teeing off. If you are on the opposite side of the fairway, it is permissible to hit your ball at the same time someone on the other side of the fairway is hitting. The ball furthest out from the pin should hit first, and the ball furthest from the hole on the green should be putting first.

9. Slower players should let faster players play through if there is room ahead.
10. Spend the least amount of time possible looking for lost balls; in trees, approximately three minutes, in water, just hit another ball as the ball is no doubt lost. If you are not sure where your ball is after hitting it, hit a “provisional ball” in the event the ball cannot be found, this

will save time of going back to the spot where the lost ball was hit. If you have to use your “provisional ball,” you must include a two-stroke penalty when you add your score.

11. Absolutely no “Mulligans” are allowed. No second shots or Overs! Each team member will count all strokes (including Whiffs).
12. If you are the marker (score keeper for your foursome) and you know someone is willfully reporting a score lower than she actually shot, you should follow the guidelines set forth below.
  - a. Ask the league member at the time she reports her score if she is certain of her score and help her review the hole she played. If after the review, you feel she is still recording an incorrect score, inform her you must contest her score for the hole in question and make a note on the card at the time.
  - b. At the end of the match after the score has been tallied, you (as marker) must sign the card stating you “contest” the score of the member in question.
  - c. The league score keeper(s) will turn the card with the contested score over to the **Rules Committee**. The **Rules Committee** will contact each person who played in the foursome to help verify, as best they can, the contested score. If the Committee rules in favor of the marker, the league member whose score is in question will be disqualified from the match. The Committee will turn the score card back to the league score keeper(s) noting their decision.
  - d. The league score keeper(s) will log the complaints and if there are more than two “contested” scores per league member, that member will be asked to leave the league. If another member of the foursome feels the marker may not be keeping her score correctly, the same procedure noted above should be followed.
13. If a league night has been cancelled by the League President due to inclement weather, notice will be given to the league members as to how a cancelled league night can be made up. Normally, you should play your make-up game with the scheduled opposing team within two weeks or before leaving that course and moving on to the next course, whichever comes first. If in doubt call a league officer for clarification. (Be sure to note on the scorecard the date that is being made-up.)

**APPENDIX B**  
**SCHEDULE FOR LEAGUE PLAY**

**NOTE:** The flight system will be used beginning with the 1999 season. The system, as voted in, will be based on points earned during “**Medal play**” nights to determine prizes at year- end.

League schedules will be divided into three thirds with the format as follows:

Four weeks of “flighted” **Medal play**, with the fifth week of each third being a tournament “**Fun night**.” Each third will be played on a different golf course as indicated by the schedule (the same pattern will be repeated each third.

**MEDAL PLAY:**

Each team player will play with their team member; however, each may be flighted in different flights depending on handicap. The marker for each foursome should record total score for each member on each hole. In the upper right-hand corner, above each total score per hole the members’ putts for the hole should be recorded.

**NOTE:** During tournament “**Fun Nights**” putts will be used to break ties.

The marker for your foursome should add up all scores and each person playing should double check their scores and then sign or initial the card when finished to show they have verified their score. The card should be dated and turned in each week after completing the round.

**NOTE:** If you do not turn in your score card you will forfeit for that week.

Your gross score less handicap will equal your “net score.” You will be competing individually against other league members within your “flight.” Points will be given as follows:

- 3 points for the first low “gross score” per flight
- 3 points for first low “net score” per flight
- 2 points for second low “gross score” per flight
- 2 points for second low “net score” per flight
- 1 point for third low “gross score” per flight”
- 1 point for third low “net score” per flight
- 2 points per member with the overall low putts per week
- 1 point for each member playing each week

Points will be tracked for each member each week. Total points earned will be used in figuring prize winners at year-end.

**HANDICAP:**

**A MAXIMUM HANDICAP OF -36- PER NINE HOLES OF GOLF WILL BE ALLOWED!**

Last year’s ending handicaps will be used to begin the new season for those of you who had them. Handicaps will be established for new players. Handicaps will be figured on the average scores recorded.

Ending handicap for the year will be used for the Fall Tournament. (Updated 2018)