

STATUS QUO SUCKS GOLF LEAGUE

RULES AND BY-LAWS FOR THE 2026 SEASON.

NAME:

League shall be known as the: "STATUS QUO SUCKS GOLF LEAGUE"

COURSE:

SPRINGFIELD OAKS GOLF COURSE, ANDERSONVILLE RD, DAVISBURG, MI

MEMBERSHIP:

Teams shall be composed of two (2 male) members.

ENTRY FEE:

Each member of the League shall pay a fee set by the golf course plus a fee set by the league. The fee is due three full weeks before league starts. Fees not paid two weeks before league may be assessed a \$20.00 late fee. Fees unpaid by April 25th may result in the member being removed from the League. The fee is payable to the League Treasurer.

PLAY:

All matches are to be played on consecutive Thursday evenings with their scheduled opponents. A match must be played over nine (9) holes "in actual competition." In the event of inclement weather or darkness, five (5) holes constitute a match. All cancellations of golf will be at the discretion of Springfield Oaks Golf Course. If less than nine (9) holes are played, a percentage of the player's handicap will be applied to the actual score of the holes played.

Example: if a player with a 12-stroke handicap plays only five (5) holes and is unable to complete the match, his actual score for the five (5) holes played will be reduced by $\frac{4}{9}$ (rounded up .5 + down .4) for his 12-stroke handicap. The winner of the match will be determined in this manner. Points will be awarded to the winners of these shortened matches, but the actual score shot for the round will not be used in determining season averages or handicaps.

CANCELLATION OF PLAY:

Springfield Oaks will govern all play. It will be their judgment as to whether play will be canceled due to weather conditions. A decision must be made before 4:00 p.m. The courses' decision is final and all members are bound by the decision. Should play start after 4:00 p.m. or if anyone was able to play earlier, whether play is completed or not, the decision to cancel will void all points and no scores will be applied to the league standings.

SCORING:

Each night the A players (lowest handicap) will play against each other and the B players (higher handicap) will play against each other)

Three (3) scoring systems will be used to determine point winners in each match:

MATCH PLAY (20 PTS) 10 per match:

The game is played by holes. In handicap matches, the lower net score wins the hole. A hole is halved when each player holes out in the same number of strokes, including handicap strokes. The match is won by the person who has won the greater number of holes at the end of nine (9) holes.

MEDAL PLAY (20 PTS) 10 per match:

The player with the lowest number of strokes, including handicap strokes, at the end of nine (9) holes, is the low net medal winner.

NET TEAM PLAY (10 PTS):

The team with the lowest number of strokes, including handicap strokes, at the end of nine (9) holes, is the low net team play winner. If only one member of the team is present only 20 points can be gained.

POINTS ARE SCORED AS FOLLOWS:

Match winner (winner of most holes)

TWENTY (20) points total team 10 per match Tie (5) points to each opponent

Medal winner (lowest net score)

TWENTY (20) points total team 10 per match Tie (5) points to each opponent

Net Team winner (lowest team net score) TEN (10) points

Tie FIVE (5) points to each of the teams

If only one team member is present and (no substitute) that team can only earn TWENTY (20) points

MAXIMUM STROKES PER HOLE:

NINE (9) will be the maximum number of strokes allowed on any par 5, double par on all other holes.(8 on par 4's 6 on par 3's) After reaching max strokes ball shall be picked up with out finishing hole.

ANY MEMBER OF A TEAM THAT IS ABSENT FOR HIS MATCH:

The team member that is present will play against his normal opponent for points. The "short team" forfeits the possible 10 pts. for team play and the max possible pts. will be 20 for the "short team". The player without an opponent will match his score against the golfer that is present. If both teams are short one player, neither team may earn the possible 10 pts. for team play and the max score will remain 20. If both teams are missing one player they will play against each other even if one is an A player and the other is a B player. If both players from one team are absent that team forfeits all pts. for that round. The team or single player that is present will play against a blind score which will be the last regular full team scheduled to tee off that night.

ANY TEAM ABSENT FOR THEIR MATCH:

The team that is absent will forfeit all points. When a team is absent, their opponents must play their scheduled nine (9) holes of golf. Their scores will be matched against the blind score which will be the last regular full team scheduled to tee off that night.

PLAYER(s) ARRIVING LATE TO THEIR SCHEDULED TEE TIME:

We have 4 or 5 tee times (starting at 4:04) for our league if all 4 guys are ready at their time they can go. If waiting for a member then whoever is ready can tee off.

Players are expected to be ready to play at the leagues tee times. Players that appear at the course late may join their partner and opponents to complete their round of golf. Players will not be allowed to replay any holes that have been completed prior to their arrival. A hole is considered complete when all golfers in the player's foursome have the left the green after putting out. For holes missed, the player shall be assessed a maximum score allowed for that hole. A player who appears after three holes have been completed will be considered absent for the entire round for scoring purposes.

MAKE UPS:

Make ups will be allowed for golfers knowing they will be absent for league play. These make ups must be done prior to the league night being missed. No make ups will be allowed on position rounds or Championship rounds unless both teams can play at the same time.

SCORECARDS:

At the completion of each round, a scorecard will be presented to a league officer or his representative. A valid scorecard or sheet approved by the league secretary will have the scores for all golfers involved in the match and identify any substitute golfers by name using first and last name. Failure to submit a valid scorecard may render both teams ineligible to receive points for the match just played. Appeals will not be heard based upon the submission of an invalid scorecard. Secretary will be allowed to fix addition errors while entering scores.

SKINS WILL BE MANDATORY FOR EACH MEMBER OF THE LEAGUE:

Money will be paid within the first couple weeks of the season. If you are paid in full and send a sub the sub will not have to pay anything extra and will be in the skin game.

CHEATING:

CHEATING WILL NOT BE TOLERATED. Any team caught cheating (kicking the ball out from behind an obstacle, dropping a lost ball, etc.) will forfeit ALL POINTS for that round.

GOLFERS:

75 or older are allowed to hit from the forward tees

IMPROVING THE LIE OF YOUR BALL:

All league members will be allowed to roll their ball out of any divot or intrusion in the max area of six inches. Meaning all members are allowed to improve the lie of their ball within a six inch radius of where the ball came to rest. Except in sand traps or hazards.

PROGRESSION OF THE SEASON:

WEEK 1-WEEK 3 HANDICAPS WILL BE ESTABLISHED FOR NEW GOLFERS. GOLFERS FROM LAST YEAR WILL USE LAST YEARS ENDING AVERAGE FOR FIRST 3 WEEKS THAT THEY GOLF

WEEK 1-WEEK 7 1ST HALF OF SEASON

WEEK 8 POSITION ROUND winner will receive 24.5 bonus points if tied 12.25 each plus 1st half prize money

WEEK 9-WEEK 15 2ND HALF OF SEASON

WEEK 16 POSITION ROUND winner will receive 24.5 bonus points if tied 12.25 each plus 2nd half prize money

WEEK 17 START OF THE FINAL FOUR MATCHES total points for the entire season will determine the seeds if there is a tie winner will be decided by winner of their head to head match if they did not play each other then compare each team for lowest net results for any week using only regular team scores no subs. If still tied then a coin flip will decide.

SEED #1 WILL PLAY SEED #4

SEED #2 WILL PLAY SEED #3

WEEK 18

WINNERS OF WEEK 17 WILL PLAY FOR THE CHAMPIONSHIP

The two losing teams will play for 3rd & 4th place The rest will pick a team and play

HANDICAP:

The player's handicap will be based on 79% (BECAUSE THE NORMAL 80% IS STATUS QUO) of the difference between the player's average and par for the course (35.5). In no case will ones handicap exceed eighteen (18).

Handicaps for the first three rounds of play will be based on the previous year's handicap from this league.

New members will establish an average after the first three weeks of play. Scoring will be adjusted for weeks 1-3 after the handicaps are established.

All league members will establish a new handicap after the first three rounds of play and it will be adjusted for each additional round.

After 5 rounds the high and low scores will be dropped and the average will be figured using remaining rounds.

SUBSTITUTES:

This league will allow male substitutes for any league member, providing one (1) member of the team is present. New substitutes will not be registered after the 15th week of play and substitutes will be allowed to play in position rounds and in the championship match on tournament day.

New substitutes will have their handicap set based on the round played. Then, that handicap will be reduced by 2 strokes when scored against the league member they are playing against. This will be done until the sub has 3 complete rounds and an established handicap in accordance with league rules. If a Sub is used on position round or Tournament day they will have 2 strokes deducted from their handicap even if they have a three-week average. Subs from last year well use their established average from last year.

ARBITRATION & DISPUTES:

The arbitration committee will consist of three (3) members: President, VP & Sec/Treas. All disputes will be submitted in writing to the President and the decision of the committee will be binding on all parties. All disputes must be settled before any future matches.

NEW TEAMS:

In the event that a team terminates from the league, a replacement team will assume points equal to the average of the league. All league members must pay the entry fee.

DROP OUTS:

Any member who quits for any reason or is dropped from the league will resign all rights to entry fee and prizes.

SCHEDULE CHANGE:

Any schedule change deemed necessary will be made at the discretion of the league officers. In the event changes to the schedule become necessary, all members must be made aware of the changes.

CHAMPIONSHIP DAY:

Championship day shall be the responsibility of the President, VP & Sec/Treas.

OFFICERS:

Officers consist of the President, Vice President & Sec/Treas. The officers shall be elected for the following season at the championship day round. The treasurer is to maintain an account in the bank of his choosing. An accounting of all receipts and expenditures is to be made available to any interested member and to incoming officers for the next season.

RULES OF PLAY:

The USGA Rules of Golf shall govern all rounds played. Members are to play ready golf at all times.