Eagle Hills Golf Course

Men's Crew Guidelines

Crew Membership – All male golfers at least 55 years old are invited to play. There is no membership fee apart from the $7.00 per round bet and a voluntary $5 Hole-in-One insurance payment. Younger guests may play if there is room on the tee sheet, but they may not be included in the selected "game."

Special golf or social events will be "pay-as-you-go" for the purposes of prize money or social event costs.

Player Sign-up – No later than the day before play, players must call the EHGC Pro Shop (208-939-0402) and have their name added to the crew list for that day. EHGC management assigns a projected number of tee times for the crew and once those tee times are full, no additional players will be added. On the day of play, players may call in before 8:00 am or arrive one hour before the first tee time and be included if there are open slots on the tee sheets. Players should cancel as soon as possible via phone call to EHGC if they will not be playing to make room for late entries.

Standard play days and tee times may vary. When a M-W-F day is not available, EHGC management may substitute a Tuesday or Thursday to allow three days a week for crew play. This is a management prerogative and is not always available.

It is the responsibility of the player signing up to verify the start time for the day when they sign up. Start times typically change seasonally or adjusted ad hoc to allow the crew to play when other events impact crew start times. If you are unsure, call the pro shop (208-939-0402).

Play – On a routine basis, we will play four-man teams playing a "net two best balls." Each team will have a designated captain who will keep the team's score and be responsible for pace of play, money collection, payouts and collection of team betting funds as well as team etiquette while on the course. Captains are designated by a circle around their team # on the tee sheet in the clubhouse.

On occasion we may play other team/individual games but the request and agreement to play other formats must be announced at least one week prior to play. Only games where all players can keep their own score for USGA GHIN posting (no shambles, scrambles, etc.) may be played. Rules and prize pot may vary depending on the game – not necessarily a $7.00 buy-in.

Handicap Requirements – To participate in the game of the day, all participants must have a USGA GHIN that the team captain can verify. The exception to this rule applies to new players or guests that do not have a handicap. In those cases, the player's handicap will be calculated after the round based on their score that day (score minus course rating = the players 18-hole HDCP). New members are expected to establish a USGA handicap if they wish to play with the crew routinely. All players must maintain a handicap by posting all rounds played, whether the round is with the crew or outside crew play.

Team Assignments – Approximately one hour before the first tee time, the custodian(s) for the day will draw chips randomly and assign teams and captains on the tee sheet print out.

Standard Game Payout Rules – The crew does require all players to pay $7.00 in prize money to play each round. Captains collect this $7.00 from each player before the scores are tallied after the round. Each player's share is broken out as follows:

a. $2.00 -That's $1.00 for each of the front and back KPs (all players are in the KP pool, no longer an option).
b. $1.00 for the Skins game.
c. $4.00 – That's a possible $2.00 payouts for each of the front and back net "2 best balls" games.

The front and back "press holes" are the last two holes that all teams play. (i.e. if we all start on Hole #1, the press holes are #9 and #18. If some teams start on #18 to expedite finish times, the press holes would be #9 and #17). This ensures that no team plays the press hole as their first hole.

The team with the lowest "two best balls" net score (front and back are separate games) wins that side. If there is tie, starting on the press hole and working back until a low team hole score is identified. The team with that low hole score is the winner but the team that tied the winner does not pay for that side. All other teams play the winner in this way:

I. If your team loses the 9-hole score but beats the winning team on the press hole, your captain pays nothing to the winning captain.
II. If your team loses the 9-hole score but ties the winner on the press hole, your captain pays $1.00/player to the winning captain. Referred to as paying "One Way."
III. If your team loses the 9-hole score and has a higher press hole score than the winner, your captain pays $2.00/player to the winning captain. Referred to as paying Two Ways."
IV. Basically, teams pay out $4.00 for "One Way" ($3.00 for threesomes) to the winning team. Teams pay out $8.00 for "Two Ways" ($6.00 for threesomes) to the winning team.

For Skins, the captain puts $1.00 in the pot for each of his team members. The pot is right when the pot equals the number of players that day. Winning a skin is defined by the team with the low net team score on each hole. A tie is considered a push. The team with the most skins takes the pot. Should there be a tie, the pot is split between the teams with the most skins.

Captains then distribute any winnings equally among their team members.

Playing with a "Scotty" – When teams are uneven with some teams having four players and other teams with only three players, three player teams are assigned a "Scotty." Team captains assign Scotty to the players on their score card in order (i.e. first hole – first player on the card, second hole - second player on the card, third hole – third player on the card; continuing in that order for each hole thru the 18 holes). The player who is assigned Scotty on that hole has his score count twice to give that team four scores in which to determine the "two best balls" on that hole. In the case where all teams have three players, no Scotty is assigned.

Rules of play – Play will be governed by USGA/R&A current standards with the following local/crew exceptions:

1. Out of Bounds – players have (1) the option to play a provisional ball (USGA rules apply), (2) replay from the original spot with stroke & distance penalty or (3) choose to place the ball on the fairway, no closer to the hole from where the ball crosses the OB line with a two-stroke penalty. Where a ball goes OB adjacent to or behind a green, the player is allowed to place the ball inbounds closest to where it went out, within one club length of where the player has a stance and unobstructed swing and a two-stroke penalty is assessed.
2. "Breakfast Ball" – Players have the option to hit a second tee shot from their initial hole tee box. However, if the player elects to hit a second ball, that ball is now in play and the first ball is picked up with no penalty.
3. Leaf Rule – Applies when all team members agree on where the ball should have come to a stop, must be in the playing area (not OB or in a hazard) and is expected to be found. After a 3-minute search, the captain may apply the "Leaf Rule" and allow the player to drop in the expected location with no penalty. If no one is sure where the ball landed (no Leaf rule) and is lost, assess a one stroke penalty and drop a ball at your best guess location and play on.
4. Root Rule – When a ball comes to rest on or near a tree root and the root (not the tree!) can/will affect the players swing or ball impact, the player may request the captain allow "full relief" based on this rule to reduce injury to the player or damage to equipment.

5. Casual Water – USGA rules require visible water on top of the ground/grass surface. For crew, where standing in the area draws water to the surface or where the ball is obviously in wet mud, the player may request that the captain allow "full Relief" for e casual water to avoid what may be a messy or "mud in the eye" situation.
6. Ground Under Repair –Lift, clean and place from damaged ground (divots or bald patches) in the fairway only. There is no GUR in the rough unless clearly identified by markings made by the course superintendent. "Bumping the ball" in the rough incurs a one stroke penalty.
7. Full/Complete Relief – In addition to standard USGA rules in this regard, the crew will include # 3, #4, #5 and #6 above to apply. "Full Relief" allows the player to take a free drop from an abnormal course condition (like a cart path, sprinkler head, or our rules 3-6) without any interference to your stance or swing. You must find the nearest point of complete relief, no closer to the hole, and drop within one club-length of that spot.
8. Putting from the fringe - As we have many sprinkler heads on the EHGC fringes around the greens, a USGA local rule is allowed. If (1) a sprinkler head is within two club lengths of the green, (2) the ball is within two club lengths of the sprinkler head, (3) the grass is cut to fairway length or less, and (4) the sprinkler head is in the putt line to the pin, the play may move his ball left or right, no closer to the pin to avoid the sprinkler head during the putt with no penalty. All four conditions must be met for this rule to apply
9. Sand trap play - In winter, when no rake is present or the ground is frozen, take relief from trap extending a line from the pin, thru your ball in the sand and back any distance with no penalty. In summer, when a rake is present, but the sand is not raked, and your ball position is affected by an unraked area (e.g. footprint), lift ball and rake area then place ball in its original location with no penalty.
10. Putt everything out. Continuation of play is encouraged. If it might have been a gimme in the past, do not mark your ball…take your time and putt it out.
11. For GHIN posting, we post no more than "net double bogie." If a player's hole strokes obviously will not be included in the two scores used to calculate the team hole score, he may pick up at "net double bogie" and be scored that way.

Which Tees a Player plays – Default tees are White. Those players 80 years old or older and those with a combined handicap index + age = 95 or greater may elect to play from the forward (Red) tee boxes. All players have the option to play from Blue or Black. Handicaps vary based on tee selection, so once you select your preferred tee box, you must play from that box from March 15 through November 15th of that year. Players are not allowed to

move forward or back during the year unless they have an extenuating circumstance. In which case, they must request that change to the general crew membership.

Hole-in-One (HIO)Insurance – Players may wish to contribute to the HIO insurance pool. The insurance premium is $5.00 and is paid out to the insured player making a HIO during crew play. This is to defer the cost of buying the clubhouse drinks upon completing the round. Once a HIO payout is made, a new $5.00 premium must be paid to be insured for the next HIO. The player making a HIO is not entitled to the front or back KP money, unless, of course, the HIO was made on one of the designated KP holes.

Voting on Crew Rule Adds/Changes or group decisions where a vote is needed – A quorum is defined by seven or more players who have played 15 or more rounds with the crew in the last year. If there is a quorum present when a vote is requested, all players present may vote and the decision stands if passed with >50% in favor. Doug Clute has agreed to track the number of times players have played in the past 12 months.

Captain Duties –

The captain oversees his team for the day. He keeps the official team score card and makes the final calls on rules and rule violations. They are responsible for the team's speed of play and enforce behavior of their teammates. Do not be afraid to call someone out, assess penalties or to put your team "on the clock!"

When you arrive at the clubhouse and determine from the tee sheet what team you are on, and that you are the captain, it is your responsibility to fill out the score card, validate handicaps and notify teams that they are on your team. They should know this when they check-in, but you should remind them and ensure your team knows where they will start play. Coordinators are not required to advise random players who they are playing with or where they start.

During play, if you are the first team out, take the KP stakes and ensure that they are left on the appropriate green. If no one is on green, the stake is planted on the fringe. Do not randomly place the stake on the green. Everyone should be allowed to know the actual situation they are looking at.

If you are the last team in line, return the KP stake to the cabinet and give the two KP cards to the coordinator.

Captain collects $7.00 from each player, turns in the team score card, collects or pays out funds from the team funds and distributes any winnings to their teammates.