

# Pinecrest Golf Course

## 2014 MEN'S LEAGUE HANDBOOK



Pinecrest Golf Course.  
6600 Little River Turnpike.  
Alexandria, Virginia. 22312.  
703.941.1062

[www.fairfaxcounty.gov/parks/golf/pinecrestgc](http://www.fairfaxcounty.gov/parks/golf/pinecrestgc)



## The Basics

### *Pinecrest Men's League Season*

- Pinecrest Men's League season runs for 30 consecutive weeks starting April 2<sup>nd</sup> and ending October 29<sup>th</sup>.
- The league plays every Wednesday with the following tee-times:
  - April-September-7:32-9:00 am (12 times)
  - October- 8:04-9:32 am (12 times)

### *Eligibility*

- Pinecrest Men's League is open to any male, ages 18 and older.

### *Handicaps & Flighting*

- All players are required to establish a Virginia State Golf Association (VSGA) handicap. Players are required to post all scores (9 and 18 holes) in accordance to the Rules of Golf (5-1).
- Handicaps are revised by the VSGA on the 1<sup>st</sup> & 15<sup>th</sup> of every month, however for league flighting purposes, the revision on the 1<sup>st</sup> of the month will be used for competitions.
- Flights:
  - **"All flights will play from the white tees.**  
**\*The maximum Handicap Index is 36.4- Home Handicap max of 33. Handicaps over 33 will be adjusted.**

### *Keeping Score*

- **VSGA Handicap Computer**
  - All Players must record league scores in both the VSGA Handicap computer inside the club house with exception of the following games:
    - May 7<sup>th</sup>-2-Man Scramble
    - June 4<sup>th</sup>-4-Man Scramble
    - July 2<sup>rd</sup> – Red, White & Blue
    - August 6 – Pick 4
    - September 3 – Criers & Whiners
    - October 1 – Pink Ball
- **Weekly Scores**
  - All scores must be recorded hole-by-hole in the VSGA computer.
  - All scorecards must be submitted with play. Each scorecard must be signed and attested.
  - If scorecards are not signed, attested and turned in for each player, those players' rounds will not be counted for that week.
  - Record adjusted scores on scorecard using a slash (/). For example on hole #8 you shot a ten but your adjusted score is an 8; record the score on the scorecard as 10/8.

## The Basics (Continued)

- **Equitable Stroke Control**

- Players are required to use the Equitable Stroke Control (ESC) method of inputting scores when entering scores in the handicap system. During regular stroke play, all strokes **MUST** be counted.

<b>Course Handicap</b>	<b>Maximum Number on Any Hole</b>
9 or less	Double Bogey
10 through 19	7
20 through 29	8
30 through 39	9
40 or more	10

### **Tournaments**

You must have posted scores from ten (10) rounds to be eligible to participate in any tournament play.

In order to determine a league champion, all scores will be used from the season to calculate league winners from the top 6 scores. Using this format, every week will count toward championship eligibility.

There will be two, one-day shotgun tournaments at the end of the season. The best score from these one-day tournaments will determine the overall winner. The winner of this tournament is different from the league winner. This format accommodates those who would rather have a one- or two-day playoff event as opposed to using the entire season to determine a winner.

### **Prizes**

Must have posted at least 10 – 9-hole scores to be eligible for prizes.

Closest-to-the-Pin and Closest-to-the-Line **prizes will be awarded weekly**. Locations may vary week-to-week.

### **League Committee**

*Sarah Oberther*

*Kathy Frandanisa*

*Frank Northrop*

*Hernani Torres / Rules*

## Pinecrest Men's League Formats & Scoring

### Individual Stroke Play

#### **3-1. General; Winner**

A stroke-play competition consists of *competitors* completing each hole of a *stipulated round* or rounds and, for each round, returning a score card on which there is a gross score for each hole. Each *competitor* is playing against every other *competitor* in the competition.

The *competitor* who plays the *stipulated round* or rounds in the fewest *strokes* is the winner.

In a handicap competition, the *competitor* with the lowest net score for the *stipulated round* or rounds is the winner.

- Submit scorecard signed, dated & attested.
- Record Individual (Gross) Score on Weekly Score sheet.
- Record Individual Equitable Stroke Control (ESC) Score in VSGA Handicap Computer.



## Pinecrest Men's League Formats & Scoring (Continued)

### Miscellaneous Formats

#### **2-Man Scramble**

In a two-person scramble, each person hits from the tee. The team then selects the best of the two drives, and then pick up the other ball and take it out of play. The players move to the position of the selected drive for the team's next shot. Continue using the same format for each shot. Both players hit their second shots from the spot of the selected drive. The team chooses the best second shot, and then both players hit their third strokes from the position of the preferred second shot. Putt using the same team format. When your ball and/or your teammate's ball is on the green, pick the ball closest to the pin -- or the ball in the easiest putting position. Both players will putt from that position. Continue until one team member sinks the putt. Balls should be marked so partners can putt from the position. The hole is over after one of the balls is in the hole.

The winning group will be scored based on the total of all players handicaps divided by 2.

#### **4-Man Scramble**

In a four-person scramble, each person hits from the tee. The team then chooses the best of the four drives, and then pick up the other balls and take them out of play. Players move to the position of the better drive for the team's next shot. Continue using the same format for each shot. All four players hit their second shots from the selected drive. The team chooses the best second shot, and then all players hit their third strokes from the position of the preferred second shot. Putt using the same team format. Select ball on the green closest to the pin -- or the ball in the easiest putting position. Mark the position and all players will putt from that position. Continue until one team member sinks the putt. The hole is over after one of the balls is in the hole.

The winning group will be scored based on the total of all players handicaps divided by 4.

#### **Pick 4**

Each player selects just four clubs to use during the round. Any four clubs can be chosen but the choice of clubs can't be changed during the round - once you've made your selection. Individual stroke play format will be used to complete the round.

#### **Red, White, & Blue**

This is an easy and fun format, played as follows: Holes #1, 4 and 7 are played from the red tee; Holes #2, 5 and 8 are played from the white tee; and Holes #3, 6 and 9 are played from the blue tees. Low score wins.

#### **Pink Ball**

Commonly referred to as Yellow Ball but we're going to use pink balls!! This is played in four-man teams. On each hole one player must use the pink ball, other players use his own ball. . All players must play with the pink ball at least two times during the round.

The team score will be the total of the score of the pink ball plus the lowest score from the other three balls played.

### ***Criers & Whiners***

Criers & Whiners is a four-person team game of do-overs, or mulligans that can be used from any point on the course. In Criers & Whiners, handicaps are converted into free shots that are used during the round. Say a player has a handicap of 14. Rather than applying the handicap in the proper manner, the player is instead given 14 free shots to use at any point on the course, at any time. Hit a bad shot off the second tee? Hit it again. Now you've got 13 left. We will use two-thirds of your handicap so be judicious in using your replay strokes.

**Two other conditions usually apply:** The first tee shot of the day may not be replayed, and no shot can be replayed twice.

The winning group will be scored based on the total of all players' scores minus the number of awarded shots remaining. For example, say there are four players; player A has a 12 handicap, player B has a 9 handicap, player C has a 17 handicap and player D has a 14 handicap. The total of all the handicaps is 52. At the end of the round there is a total of 16 shots remaining. This number will be subtracted from the total of the team's score.

**For ALL miscellaneous formats – 2-Man & 4-Man Scramble, Pick 4, Red, White, & Blue, Pink Ball, and Criers & Whiners:**

- Submit Scorecard Signed, Dated & Attested
- ***Do not*** post scores in handicap system!!

*If you don't meet eligibility of number of players, please use individual stroke play rules.*

## **Pinecrest Men's League Formats & Scoring (Continued)**

### **One-Day Tournament Play**

We will have two one-day tournament round days to determine an overall winner. The format for these days will be individual stroke play and will be shotgun starts beginning at 8:04

Submit scorecard signed, dated & attested

- Record Each 9-Hole Individual (Gross) Score on Weekly Score sheet.
- Record Each 9-Hole Individual (Gross) Score in VSGA Handicap Computer.
- Closest-to-the-Pin and Closest-to-the-Line prizes will be awarded.

**PINECREST GOLF COURSE  
2014 MEN'S LEAGUE  
WEEKLY FORMAT**

WEEK	FORMAT
April 2, 2014	Regular Stroke Play
April 9, 2014	2-Man Scramble
April 16, 2014	Regular Stroke Play
April 23, 2014	Regular Stroke Play
April 30, 2014	Regular Stroke Play
May 7, 2014	4-Man Scramble - don't post score
May 14, 2014	Regular Stroke Play
May 21, 2014	Regular Stroke Play
May 28, 2014	Regular Stroke Play
June 4, 2014	2-Man Scramble - don't post score
June 11, 2014	Regular Stroke Play
June 18, 2014	Regular Stroke Play
June 25, 2014	Regular Stroke Play
July 2, 2014	Red, White & Blue - don't post score
July 9, 2014	Regular Stroke Play
July 23, 2014	Regular Stroke Play
July 30, 2014	Regular Stroke Play
August 6, 2014	Pick 4 - don't post score
August 13, 2014	Regular Stroke Play
August 20, 2014	Regular Stroke Play
August 27, 2014	Regular Stroke Play
September 3, 2014	Criers & Whiners - don't post score
September 10, 2014	Regular Stroke Play
September 17, 2014	Regular Stroke Play
September 24, 2014	Regular Stroke Play
October 1, 2014	Pink Ball - don't post score
October 8, 2014	Regular Stroke Play
October 15, 2014	One-day Tournament Play – Shotgun start
October 22, 2014	One-day Tournament Play – Shotgun start
October 29, 2014	4-Man Scramble - shotgun start - don't post score – Awards and Luncheon to follow

## Pinecrest Golf Course Local Rules

USGA Rules govern all play except as noted below:

**Measuring Device**—A device that measures **only** distance may be used.

**Immovable Obstructions Close to the Putting Green**—Free relief from intervention by immovable obstructions (sprinkler heads, irrigation boxes, etc.) on or within two club lengths of the putting green when the ball lies within two club lengths of the obstruction. The ball must be *lifted and dropped* at the nearest point to where the ball lay that: a) is not nearer the hole, b) avoids intervention, and c) is not in a hazard or on a putting green. The ball may be cleaned when lifted.

**Ball Embedded Through the Green**—A ball that is embedded in its own pitch mark through the green may be *lifted, cleaned and dropped*, without penalty, as near as possible to where it lay not nearer the hole. The ball, when dropped must first strike a part of the course through the green. ????

**Overhead Power Lines**—If a ball strikes the power lines on Holes 4 or 5, the stroke **must** be canceled and replayed without penalty.

**Flower Beds**—For the protection of the golf course, play is prohibited from all flower beds. Drop your ball within one club length of the nearest point of relief, not nearer the hole.

**Safety Issue**—When playing Hole 8, it is recommended not to cut the corner of the dog-leg for safety reasons. The nearest edge of the cart path on Hole 1 defines the out-of-bounds on the right side of Hole 8.

**Preferred Lie**—Also known as “Winter Rules”. Put into place **only** during adverse weather conditions. In fairways only, golfers are allowed to *lift, clean and place* their ball without penalty, within 6 inches from the spot where it originally lay, not nearer the hole. This rule can only be declared by the committee prior to the first scheduled tee time on the day of the event.

**Aeration Holes**—A ball that comes to rest in or on an aeration hole through the green may be lifted, cleaned and dropped without penalty, as near as possible to the spot where it lay but not nearer the hole. On the putting green, a ball that comes to rest in or on an aeration hole may be placed at the nearest spot, not nearer the hole.

**Stones in Bunkers**—Stones in bunkers are deemed to be movable obstructions and may be removed. If the ball moves, it must be replaced, and there is no penalty, provided movement of the ball is directly attributable to the removal of a stone.

**Protection of Young Trees**—Young trees are identified with an **orange** ribbon around it. If such a tree interferes with the player’s stance or the area of his intended swing, the ball must be *lifted and dropped without penalty* within one club length of the nearest point of relief, not nearer the hole.

**NOTE:** In stroke play, if you’re doubtful about your rights or about the correct procedure during play of a hole, you may play a second ball without penalty. Before taking any other action, you must declare your decision to use Rule 3-3 and the ball you prefer to score with, rules permitting. You may play either ball first. The Rules Committee will review and decide disputed rules issues. The decision of the Rules Committee is final.

## Pinecrest Golf Course

### Definition of the Course, Rules and How to Proceed Correctly

1. Before starting your round you are advised to:
  - a. Read the Local Rules
  - b. Put an identification mark on your ball;
    - The responsibility for playing the proper ball rests with the player. Each player should put an identification mark on his ball (Rule 6-5); many golfers play the same brand of ball and if you can't identify your ball, it is considered lost.
  - c. Count your clubs; you are allowed a maximum of 14 clubs.  
(Penalty: Match Play -loss of hole, maximum of 2 holes; Stroke Play – 2 strokes per hole, up to a maximum of 2 holes or 4 shots).
2. Defining Bounds and Margins.
  - a. *Out-of-bounds*:
    - white stakes or lines
    - split-rail fence posts on hole numbers 7, 8, and 9
    - nearest edge of walking path on hole number 5
    - nearest edge of cart path on hole number 1 (if you're playing hole 8)
  - b. *Water hazards* – defined by yellow stakes or lines.
  - c. *Lateral water hazards* – defined by red stakes or lines
3. Playing the Ball  
Play the ball as it lies. Don't improve your lie, the area of your intended stance or swing, or your line of play by:
  - a) moving, bending or breaking anything fixed or growing, except in fairly taking your stance or making your swing, or
  - b) pressing anything down.(Penalty: Match Play – loss of hole; Stroke Play – 2 strokes)
4. Water Hazard Rules  
If a ball is found in a water hazard or if it is known or virtually certain that a ball that has not been found is in the water hazard (whether the ball lies in water or not) the player may;
  - a. Water Hazard (yellow stake)
    - Option 1 – Play it from the hazard without grounding the club (no penalty)
    - Option 2 – Replay your shot as nearly as possible at the spot where it was last played (1 stroke penalty).
    - Option 3 – Draw a line from the hole to where the ball last crossed the margin of the hazard and drop anywhere behind that point keeping the point between you and the hole (1 stroke penalty).
  - b. Lateral Water Hazard (red stake)
    - All of the above Options;
    - Option 4 – Drop a ball outside the water hazard within 2-club lengths from the point that the ball last crossed the margin of the hazard, no closer to the hole (1 stroke penalty).
    - Option 5 – Drop a ball outside the water hazard to a point on the opposite margin of the water hazard equidistant from the hole (1 stroke penalty).
5. Lost Ball or Out-of-Bounds  
After looking for a maximum of 5 minutes, you must go back to where the shot was originally played from and replay, incurring a stroke and distance penalty.  
Note: To save time, if your ball may be lost outside a water hazard or out of bounds, you should announce your intention and play a provisional ball before you go forward to look for the original

ball.

6. Unplayable Lie

The player may deem his ball unplayable at any place on the course, except when the ball is in a water hazard. The player is the sole judge as to whether his ball is unplayable.

Option 1 – Play a ball as nearly as possible at the spot from which the original ball was last played (1 stroke penalty).

Option 2 - Drop a ball within two club-lengths of the spot where the ball lay, no closer to the hole (1 stroke penalty).

Option 3 – Drop a ball behind the point where the ball lay, keeping that point directly between the hole and the spot on which the ball is dropped, with no limit to how far behind that point the ball may be dropped (1 stroke penalty).

7. Grounding Your Club in a Hazard

Practice swings may be taken inside a hazard as long as you don't touch the ground, sand or water with your club. The top of the grass may be touched during a practice swing (Penalty: Match Play - loss of hole; Stroke Play – 2 strokes).

8. Hitting the Wrong Ball

Penalty:

- Match Play - loss of hole. If both players hit the wrong ball, the first player to do so would be penalized.
- Stroke Play - for either player is 2 strokes and the original ball must be replayed from its original position.

9. Ball on a Cart Path

You are entitled to a free relief.

Step 1 – Determine the “nearest point of relief.” This is the point where the ball would lay affording the player both swing and stance from the cart path.

Step 2 – You are entitled to 1-club length relief from the point where the ball would lie once full relief is taken.

Step 3 – After dropping, the ball may roll up to 2-club lengths no closer to the hole

### **Penalties**

- Hitting the flagstick when putting, whether the flagstick is attended or on the ground incurs a two-stroke penalty.
- Hitting the “wrong” ball incurs a two-stroke penalty.
- Hitting another player’s ball on the green is a two-stroke penalty. To avoid this, request that the player mark his ball or as permission to mark it. If **you** mark another player’s ball, **you must** replace the ball where it was marked.
- Grounding the club in a bunker is a two-stroke penalty.
- Hitting your own equipment (cart, bag, clubs, etc.) is a one-stroke penalty.

### **Breach of Rules**

- If a player consistently violates the rules, frequently discontinues play, or often fails to post his score, the League Coordinator will take appropriate action beginning with a warning and, if necessary, ending with the player’s termination from the League. Decisions to terminate may be appealed.

If you have questions on the rules, please e-mail Hernani Torres at [hernani.torres@fairfaxcounty.gov](mailto:hernani.torres@fairfaxcounty.gov). He will send the reply to all players so everyone knows the question and answer.

## **Pinecrest Golf Course Other Important Points**

- Players should always show consideration for other players and abide by the Rules. All players should demonstrate courtesy and sportsmanship at all times. Show respect to fellow members as well as to the Pinecrest employees and volunteers; this includes any requests the marshal may ask of you.
- Replace divots in the fairway or rough; repair ball marks on the greens; rake bunkers after use and leave the rake in the bunker.
- Avoid slow play. Pace of Play is the responsibility of each group. Keep pace with the group ahead of you. To maintain a good pace of play, slower groups should allow faster groups to play through.
- Please play 'ready golf.' Players should be ready to play as soon as it is their turn.
- Play a provisional ball whenever you believe your ball may be lost outside a water hazard or is out of bounds.
- Follow cart rule of the day. Stay away from wet, bare and damaged areas on the course. Park carts no closer than 30 feet from the green.
- No trespassing on private properties.
- Golfers are responsible for injury to a person, damage to homes, vehicles and facilities of the golf course that they may cause.



## **Pinecrest Golf Course Fees & Other Information**

### *Membership Fee*

The men's league membership fee is \$55 which covers the cost of the VSGA handicap service and the prizes and banquet at our end of year fun day.

### *Greens Fees*

The daily rate at Pinecrest is \$18. We encourage you to consider buying a multi-round pass as this will reduce the weekly cost anywhere from a dollar and change to almost six dollars for a senior pass. Passes are available in 5, 10 and 15 round increments and are available at the clubhouse or can be purchased on-line.

As in previous years, we will be having a special pass sale beginning March 24<sup>th</sup> and running through May 11<sup>th</sup>. May. You will get additional savings off the already discounted  
We have a special rate of \$10 for golf and \$10 for rider available on league days only.

### *Miscellaneous*

Power carts are available to rent for \$10 per rider and pull carts for \$4.50. We also rent clubs if you don't have yours.

We have a refer-a-friend program this year – refer a friend who joins the league and you'll receive a free round of golf.

We will provide a free small bucket of balls to any member who would like to warm up at the nets before their round during league play. We also give a 15% discount on pro-shop merchandise, with the exception of balls, on league day.

### *Snack Bar*

The snack bar is open whenever the course is open. We will be offering a lunch special each day of league play but if you want something else, Happy Harold will try to whip up whatever it is that will satisfy the taste buds. We also sell hot & cold beverages and are now able to sell beer for consumption on the course. We will extend a 15% discount to league members on league days.