



2010 NIST Golf Association Annual Meeting

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Draft agenda for 2010 NISTGA Annual Meeting

Reminder: a new President and Sec/Treasurer will be selected. Members not interested in these positions should be present to actively decline a nomination.

1. For a ball in a water hazard our current 'Rules of Play' reads - "When a ball is hit into a crossing water hazard, a ball may be dropped anywhere between the point from which the ball was hit and the place the ball entered the water." It is proposed to delete the allowance for dropping on the path from the hit-point to be consistent with the rest of our rules.

2. It is proposed to eliminate the allowance for a 15 minute wait for a late player.

L.G. comments:

My idea is to eliminate any waiting time for any player. If a player (or even two players) is not ready to tee off when it is his or her turn to hit, then the hole is scored by applying the rules for using a virtual golfer. Holes continue to be scored using the virtual golfer until a hole is reached where the player is ready to hit when it is his or her turn to tee off. I would allow that the player's turn to tee off extends to the time prior to when any player in the group hits their second shot.

My argument for the change is this: If the group waits 15 mins (or any time) to tee off, then every group behind them is delayed by 15 mins. If instead, the next group is allowed to hit and the delayed group is allowed to hit when everyone in the group is ready, then every group behind the point where they slipped in is delayed. In the latter case, if every group is ready 8 minutes before their tee time, this wouldn't cause much delay. That's pretty unlikely though, and what is much more likely that the groups slips in and causes an 8 minute delay (at best) for the groups behind it. The third alternative is to send the group to the back of the line, but then the other 3 people in the group are penalized.

The bottom line is that by not allowing any wait, one team very likely loses a point or 2 for the holes missed. By allowing a wait time, all groups behind the one group are delayed teeing off by 8 minutes (likely more considering our league). So, to me, it's an easy choice. Let the people who show up late lose a point or 2 for showing up late instead of letting someone who shows up late punish the rest of the league when they do.

3. Several proposals relating to slow play

a. At the start of the season allow and encourage teams with known slow players, or teams who for other reasons want the spot, to volunteer for the last tee times.

b. Set up a procedure by which a majority league vote (A/B or C/D) can designate a team for the last tee time.

L.G. comment: I'm all for recording times and using them to make objective decisions on who's too slow, but I'm strongly opposed to making subjective decisions. For one thing, I don't think being fast over the ball necessarily means you play fast, and I don't think being slow over the ball necessarily means you play slow. More importantly, subjective decisions are bound stir up resentment and accusations.

c. Require finishing times to be recorded. Any team of any of the first five matches finishing more than 16 minutes behind for the second time will be assigned the last tee time for the next two weeks. Any team with more than one prior late finish will be assigned this tee time an additional two weeks for each prior event.

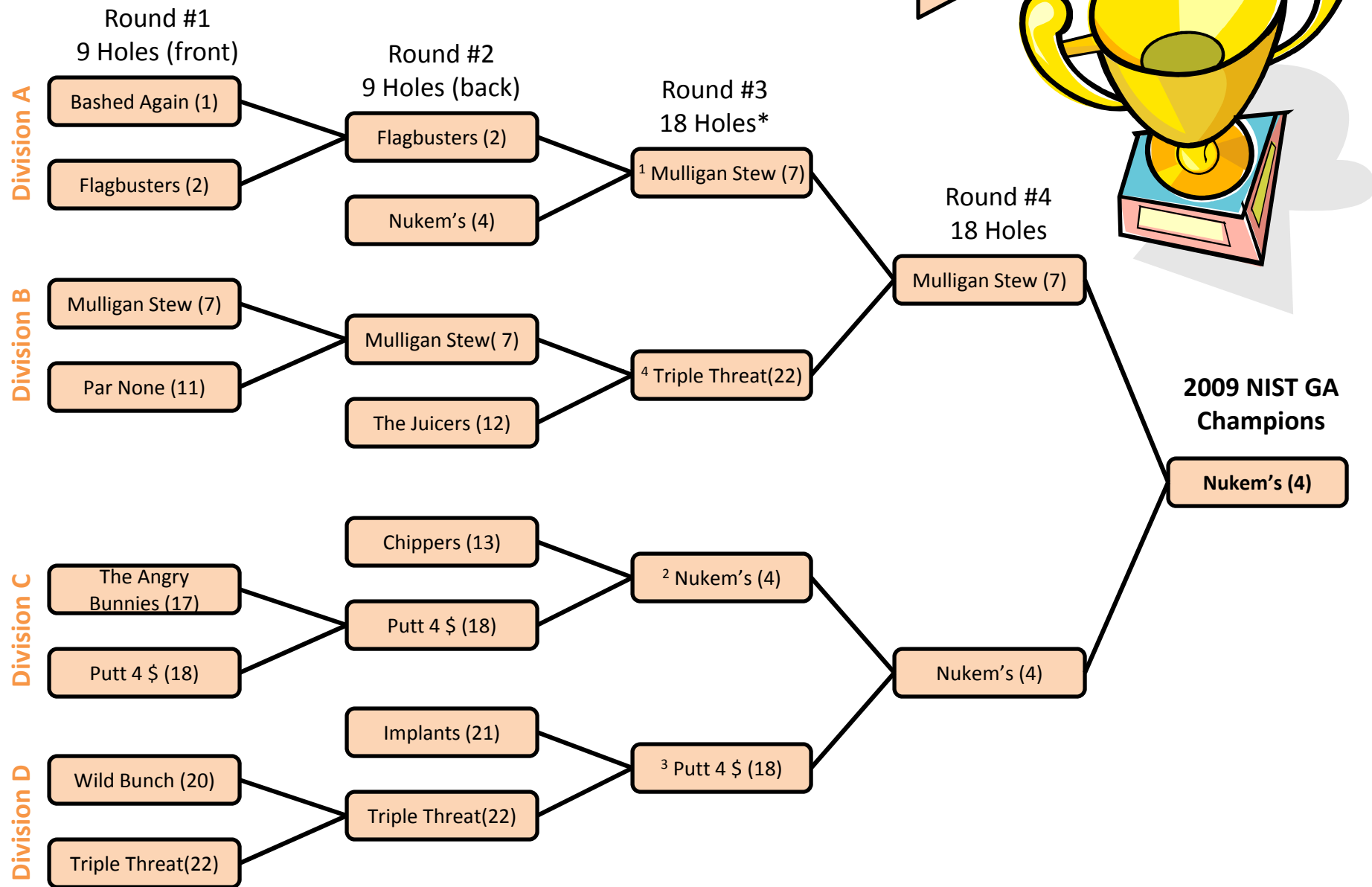
4. Increase tee time spacing to 9 minutes.
5. Switch the playoff sides so that the first round is on the back and the second round is on the front. This is so as to facilitate getting a tee time for the second round.
6. There is no provision for a tie-breaking procedure for the first three playoff round matches. It is proposed that the tie break be one of the following:
 - a. the best team net score, using the offset handicaps, on the #1 handicap hole, and if still tied, on each subsequent hole. If still tied the winner would be determined by a coin flip. or
 - b. continue on extra holes on the second nine, sudden death, with 3 points in play. One point each for individual match play and one point for net team total. If still tied continue to the next hole with the same format. Handicaps are offset as usual.
7. For the championship round the bylaws specify the play of extra holes but do not specify the format. It is proposed that the format be as in 6b above.
8. Change the playoff format for the match play championship as follows. In the last two years the four players have had difficulty arranging a mutually agreed play date so that they have ended up playing as twosomes. So it is proposed that the first elimination round be played as independently scheduled nine hole matches and the championship round be played as an 18 hole match.
9. No substitutes with a NISTGA handicap of greater than 15 for nine holes shall play in an A/B league match, while no substitutes with a NISTGA handicap of less than 10 for nine holes shall play in a C/D league match.

The reasoning is as follows:

Although the rules do not limit who can substitute for which competitors, the net effect from animosity and complaints about having to “give” a certain perceived exorbitant number of strokes, or a competing player feeling intimidated by a low handicap golfer leads to resentment amongst league players. Also with regards to all of the complaints about slow play, this will allow the A/B league golfers to move at their desired pace and not be inhibited by high handicap substitutes.

Alternatively, a rule to cap the number of strokes than can be given in a match to a total of nine strokes (one per hole) may satisfy this problem. [Chris Szakal]

2009 NIST GA Playoff Results



* Teams will be re-seeded based on total season points

2009 NIST GA Individual Handicap Summary [Division A]

TEAM NO.	TEAM NAME	DIVISION A	Match Record W/L/T Win%	BEG. HDCP	CURR. HDCP	Avg Low 4	Adjusted Gross Scores (+1 for back nine scores)																				Statistics								
							6/1/2009 Hollow Creek										10/26/2009 Hollow Creek										# of Rounds	Min	Max	Improve %	Std. Dev.				
							1F	2B	3F	4B	5F	6B	Front	Back	7F	8B	9F	10B	11B	12F	13B	14F	15B	16F	17B	18F						19B	Front	Back	
1	Bashed Again	Darren Lowe	10-6-2 61%	1	1	37	40	41	41	40	35	37	37	38	43	40	39	36	38	39	40	39	34	38	39	41	40	37	22	34	43	0%	2.14		
		John Garguilo	6-7-2 47%	7	6	42.75	49	48	44		49	45	47	49	46		45	42	50		43	42	45	45	44	46			17	42	50	14%	2.51		
2	Flagbusters	Dave Bailin	8-8-2 50%	3	4	40.5	45	46	44	46	46	40				45	44	41	42	39	43	43	41	40	42	45	39	45	42	20	39	46	-33%	2.36	
		John Kasianowicz	7-8-1 47%	6	7	43.5	45	49	49	48	45	43				43	47	46	44		45	45	43	49	42		46			16	42	49	-17%	2.31	
3	S&M	Mike Martin	7-6-2 53%	7	5	41.75	49	49	52	47	45	45	44	46		46		44	46	45		43	46	45	44	40	44	42	42	20	40	52	29%	2.71	
		Scott Bloyer	6-9-3 42%	4	7	43.5	51	47	48	46	47	42	47	39	46	45	39	47	45	42	45	44	44	46	47	50	44	42	48	23	39	51	-75%	3.03	
4	Nukem's	Les Slaback ‡	8-7-2 53%	5	5	41	46	44	46	43	37	43	41	43	39	47	40		44	44	42	47	40	45	42	40	43			20	37	47	0%	2.73	
		Howard Dilks	6-6-4 50%	5	6	42.5	43	47		44	46	45	46	48	48	44	40	46	42		43	45	47	44	47	41	44	43	42	21	40	48	-20%	2.27	
5	Hacks in Slacks	Ron Gan	5-5-2 50%	6	8	44.25	47		48	46		46	50	45	41			46	48		43	46	48		43	45	47	51	47	17	41	51	-33%	2.49	
		John Meade	1-3-4 38%	6	4	40	46	44		45	47				46		37		42				41		40		50	49			11	37	50	33%	3.95
		Jeff Clegg	4-3-4 55%	7	8	44.5	50			48		45	48		48	42	44		45	48	42	49		45		46	50	47			15	42	50	-14%	2.59
6	Club Mud	Dave Vanderhart	5-8-1 39%	5	5	41.5	44		46	42	45	43	46	44	44	46	42	43			46	46	42	39	40		46	47	45	19	39	47	0%	2.24	
		Matt Bundy	3-8-1 29%	5	7	43.5		44		44	40	45	43	42			52		42	46	43	49				47	44	45			14	40	52	-40%	3.07
		John Hastie ‡	10-1-1 88%	8	7	43.75	47	46	50		44				46		46		45	45	45	43		44		43		46	46	14	43	50	13%	1.79	

2009 NIST GA Individual Handicap Summary [Division B]

TEAM NO.	TEAM NAME	Match Record W/L/T Win%	BEG. HDCP	CURR. HDCP	Avg Low 4	Adjusted Gross Scores (+1 for back nine scores)																				Statistics									
						6/1/2009 Hollow Creek										10/26/2009 Hollow Creek										# of Rounds	Min	Max	Improve %	Std. Dev.					
						1F	2B	3F	4B	5F	6B	Front	Back	7F	8B	9F	10B	11B	12F	13B	14F	15B	16F	17B	18F						19B	Front	Back		
7	Mulligan Stew	Bob Murphy	7-4-4 60%	4	5	41.25	45	47		42		46	43	43	44		40		42	43	43	45	40	39	45	45	42	44	44	19	39	47	-25%	2.10	
		John Bollinger	3-3-0 50%	6	8	44				45	47	46		48	43	45	43		45												8	43	48	-33%	1.75
		Bernie Brusko	8-4-2 64%	10	8	44.75	54	50	46		50	43	53	53		44	45	48			44	49	45		45	45	46	48	48	18	43	54	20%	3.36	
8	Still Thinking	Robert Fletcher	7-10-0 41%	11	11	48	54	51	54	50	57	54	46	53	51		50	50	51	49		48	52	49	46	53	54	19	46	57	0%	2.89			
		Tim Brewer	7-9-0 44%	3	4	40	45	44	41	43	40	41	39	36	43	45		42		45	43	40	44	38	43	40			18	36	45	-33%	2.58		
9	Fantastic Fore	Sharon Keller	5-5-0 50%	9	10	46.75	48	50		48		47	47	45		49	47		47		49	48				45	52	48	14	45	52	-11%	1.83		
		Jim Fox	3-6-3 38%	6	6	42.5				49		43	45	45	52	49	46	47	41	47	44	45		43	42		49	45	16	41	52	0%	2.96		
		Doug Montgomery	0-4-1 10%	10	9	45.5				53			48	46		47	48					52			51		53	41	9	41	53	10%	3.93		
		Larry Bassham	5-4-1 55%	4	6	42.75	44	50			48		49	43	42			43	42	44			43		43	48	46	46	14	42	50	-50%	2.73		
10	Bail Out	Gavin O'Brien	4-4-1 50%	5	3	39.5					47		46	46	46	43		41	45		41	38	42			38	44	46	13	38	47	40%	3.09		
		Robert Snelick	1-4-2 29%	9	9	45.5			52	44		49	49							47					46	46			7	44	52	0%	2.64		
		Len Gebase	4-12-1 26%	10	13	49.5	50	50	46	45	47	48	50	46		45	44	48		49	50	49	52	50	57	55	59	19	44	59	-30%	4.02			
11	Par None	Garnett Bryant	5-6-4 47%	5	5	41	43	51	43	44		46			45	44	44	42	39	45	45	44	42			41	15	39	51	0%	2.67				
		Terrence King	10-7-1 58%	10	10	46	55	55	52	51	52	51	47	52	48		50	44	48	46	49	47	45	47	50	46	50	20	44	55	0%	3.09			
12	The Juicers	Mark Luce	7-3-0 70%	16	11	47.25		47	52	49		53	51	51	46		51			46		50		53	51	51	47	14	46	53	31%	2.44			
		Mark Hickey	4-7-2 38%	9	7	43.25	50	49	47			47	50	43	44	42	46		44	44	43		49		46	48		15	42	50	22%	2.70			
		Shawn Moylan	7-5-1 58%	4	5	41	46		48	40		43			42		42			43	47	41	42		45	40	41	13	40	48	-25%	2.63			

2009 NIST GA Individual Handicap Summary [Division C]

TEAM NO.	TEAM NAME	DIVISION C	Match Record W/L/T Win%	BEG. HDCP	CURR. HDCP	Avg Low 4	Adjusted Gross Scores (+1 for back nine scores)																				Statistics										
							6/1/2009 Hollow Creek																		10/26/2009 Hollow Creek		# of Rounds	Min	Max	Improve %	Std. Dev.						
							1B	2F	3B	4F	5B	6F	Front	Back	7B	8F	9B	10F	11F	12B	13F	14B	15F	16B	17F	18B						19F	Front	Back			
13	Chippers	David Blackburn	7-9-2 44%	12	12	48.25	53	59	48	56		58	51	58	54	46	56	53	56	49	51	53	48	47	50	51	50	52	48	22	46	59	0%	3.81			
		Mark Parker	6-7-4 47%	6	4	40.5	48	46	57	45	44	44	47	44	42	39				43	43	44	44	37	44	42	46	41	43	42	21	37	57	33%	3.88		
14	Brewmen	Ross Koeser ‡	5-0-2 86%	6	5	41.25													42	42			41	45	43		42	40	7	40	45	17%	1.57				
		Dick Mahone ‡	2-5-1 31%	12	10	47	48	58	56				49						44		48			50	47			51	9	44	58	17%	4.40				
		Jack Hawkins ‡	4-4-1 50%	12	12	48.25				54	52	48							49	48	48		52				50		9	48	54	0%	2.24				
		Bill Mueller	5-6-0 45%	10	10	46.25	53	53		54	46								47	53		47	45			51		51	49	11	45	54	0%	3.24			
15	TBD	Bob Watters	5-5-3 50%	10	13	50			52	52		52		56	54	52	47			54	55	54	57		54	49	53	46	57	52	17	46	57	-30%	3.10		
		Dinis Camara	6-5-1 54%	10	8	44.75	53	51	46	50		49							44		44			47		52	45	45	47	50	45	14	44	53	20%	3.07	
		Frank Guenther	4-7-1 38%	14	13	49.75	60			52		55							55		57	55	51	50		51	54		52	50	48	51	14	48	60	7%	3.22
16	The Tiplers	Walter Jones ‡	4-6-4 43%	13	12	48.5	55	51	54	51		48	52	50	55	48	52		49		47	52	54	48	51		53	50	18	47	55	8%	2.49				
		Harris Liebergot ‡	8-2-2 75%	13	10	46.25			49		50	49							51	49	48	50	51	46		48	43	48	12	43	51	23%	2.24				
		Paul Bergstrom	4-5-2 45%	12	12	48.25	58		47		53								48	51		47		53		50	55	51		48	11	47	58	0%	3.52		
17	The Angry Bunnies	Mark Vaudin	4-4-4 50%	13	13	49.5	53		55		59							54			49	50	50		51	53	50	52	52	47	55	14	47	59	0%	3.03	
		Ryan Koseski	7-4-1 63%	12	9	45.5	51	52		54	53	50									52	40	46		49	50		50		48	51	48	14	40	54	25%	3.48
		Mark Reitsma	7-3-1 68%	21	17	54		59	58	59		56							54	54	57			54	58		52		57		58	56	13	52	59	19%	2.21
18	Putt 4 \$	Charles Gibson Jr.	9-5-2 63%	15	14	50.75		57	56	50	57	52	53	54		59	54	59	56	55	55	52	48	53	58	56	50	56	53	21	48	59	7%	2.98			
		Charles Gibson Sr. ‡	3-8-7 36%	12	14	50.75	57	57	56	51	55	52	50	48	55	56	56	49	54	54	52	61	55	52	51		50	58	50	22	48	61	-17%	3.33			

2009 NIST GA Individual Handicap Summary [Division D]

TEAM NO.	TEAM NAME	Match Record W/L/T Win%	BEG. HDCP	CURR. HDCP	Avg Low 4	Adjusted Gross Scores (+1 for back nine scores)																				Statistics									
						6/1/2009 Hollow Creek										10/26/2009 Hollow Creek										# of Rounds	Min	Max	Improve %	Std. Dev.					
						1B	2F	3B	4F	5B	6F	Front	Back	7B	8F	9B	10F	11F	12B	13F	14B	15F	16B	17F	18B						19F	Front	Back		
19	Duck Hooks	Eric Byrd	5-7-2 43%	8	11	47.5	44		49	47	49	44	43	49	48	45		48	48	49	49	54		45	48		51	49	48	19	43	54	-38%	2.64	
		Jim Pielert ‡	6-4-1 59%	18	15	52		58	51	53							46	51		50			55	53	56		54	55	55	51	13	46	58	17%	3.12
		Ron Harter ‡	5-6-1 46%	14	14	50.75	61	62			57	55	53	54	54			50	54		50	54		52		49	59		61	52	16	49	62	0%	4.10
20	Wild Bunch	Hank Prask ‡	6-4-0 60%	10	11	47.25	52	53		47	47		46	51	56	46							53		51	48	49			12	46	56	-10%	3.23	
		Dennis Brady	4-4-0 50%	17	13	50		57	58										54	51			58		48	51	50	52			9	48	58	24%	3.70
		Bill Davis ‡	1-3-3 36%	18	19	56			58	60	61	65						59	57	53		56									8	53	65	-6%	3.58
		Andy Fowell	3-4-2 44%	10	10	46.5	50					50			50			43		49	46		48	50	49			49	50	11	43	50	0%	2.21	
21	Implants	Gary Schumacher	5-4-1 55%	9	9	45.75		49	46		45					48		46		48		47		46	44		47	50	48	12	44	50	0%	1.71	
		Shozo Takagi	7-3-0 70%	11	10	46	52		49			55		49	45			46		49			44		49	52	50	50			12	44	55	9%	3.10
		Mark Etter	4-4-1 50%	23	20	56.75	62			68	62						63	51	57		65	65	61		59		60	60			12	51	68	13%	4.36
		James Drummond	6-2-2 70%	18	12	49		59		51	53	52			53		53			48			48			49	52	54	51			12	48	59	33%
22	Triple Threat	George Lewett ‡	7-9-1 44%	16	14	51.25	60	57	58	57	58	54				54	54	53	53	58	51	52	56	50		56	52			17	50	60	13%	2.87	
		Joe Dhillon	4-3-0 57%	21	20	56.75		68		66						56		58		65		66			56						7	56	68	5%	5.24
		Robert Toense	6-3-2 64%	12	15	51.5	55		52		53	54	54	56	53		53		52		50		54	52			52	55	52			15	50	56	-25%
23	Irish	Chris Currens	6-8-1 43%	12	11	48	58	57	54	50	48	50	51	59		54	52	53	50		56		48	46	55	48				17	46	59	8%	3.87	
		Robert Sienkiewicz	2-11-1 18%	25	27	64.5	64	67	68	64		68		70	63	71	62	67		67				70	69	66					14	62	71	-8%	2.77
24	Having Fun	Carol Hockert	5-2-1 69%	28	26	63.5					70		65	69	67		69			64		69	61	64	65		67			11	61	70	7%	2.80	
		Georgia Harris	5-6-0 45%	24	23	60.25						66		69		68	68	57	62	67		59	65		66	63					11	57	69	4%	3.88
		Terry Sorcek	1-4-4 33%	19	22	58.75	63	68	57	63		56			68			62		59				62		66	63	58			11	56	68	-16%	4.00

2009 NIST GA Individual Handicap Summary [Substitutes]

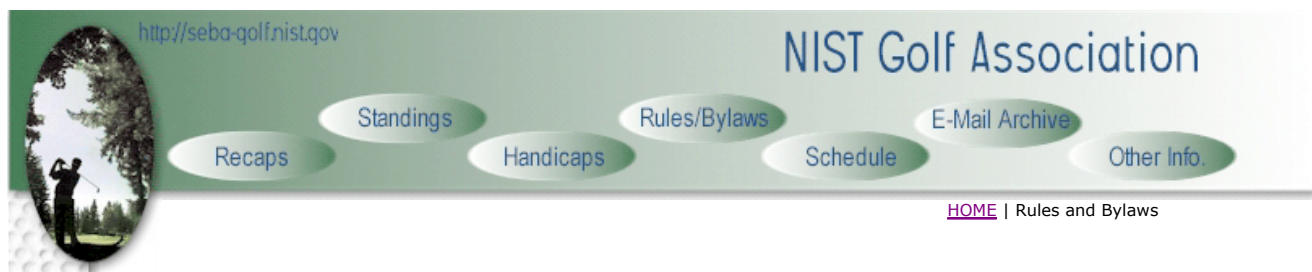
SUBS	Adjusted Gross Scores (+1 for back nine scores)																				Statistics												
	NAME	Match Record W/L/T Win%	BEG. HDCP	CURR. HDCP.	Avg Low 4	6/1/2009 Hollow Creek										10/26/2009 Hollow Creek		# of Rounds	Min	Max	Improve %	Std. Dev.											
						1	2	3	4	5	6	Front	Back	7	8	9	10						11	12	13	14	15	16	17	18	19	Front	Back
Jason Averill			7	7	43.25							47	49														2	47	49	0%	1.41		
Kevin Brady			12	12	48.5																												
Stephen Campbell	0-1-0	0%	12	12	51										51												1	51	51	0%			
John Cugini	7-3-3	65%	8	10	47	51		51		50		49	48	49	49	50	51	47	50	47			51		47	47	51	51	17	47	51	-25%	1.62
Matthew Fox			19	19	55.667																												
Donald Hunston	2-0-0	100%	5	6	42					45																	2	45	45	-20%	0.00		
Ray Hwang	0-1-0	0%	10	12	49						47	51			60												3	47	60	-20%	6.66		
Joe Hynes			14	14	50.5																												
Ceejay Johnson	1-0-0	100%	11	10	47																						1	46	46	9%			
Alex Keller	0-1-1	25%	5	6	43																						2	42	44	-20%	1.41		
Randy Keller	5-2-0	71%	7	5	41.5									44		40				44		44		40	43	7	40	44	29%	1.81			
Michael Kidwell			14	14	52																												
Selim Lange	1-1-1	50%	14	15	51.5	60			56																	3	52	60	-7%	4.00			
Bob Murphy Jr.	0-2-0	%	7	7	43.333																						2	43	48	0%	3.54		
Dave Pitchure	4-4-2	50%	3	6	42	41			43	46		45	45	44		42	42			46		43	43	41	46	46	14	41	46	-100%	1.89		
Christopher Szakal	0-2-1	17%	24	24	61.25							57	63														5	57	67	0%	3.63		
John Rumble	5-3-2	60%	7	7	43.25	46	47		45	45		45	44	46	46					44		43	43	43	47	13	43	47	0%	1.44			
Bryan Waltrip	1-1-0	50%	15	20	59																					2	53	64	-33%	7.78			
James Warren			13	13	49.5																												
Bud Wollin ‡	0-1-0	0%	9	14	53					53																	1	53	53	-56%			
Andrew Yue	1-1-1	50%	6	5	41.667							47	40			41						46		49			5	40	49	17%	3.91		

2009 Points Summary

2009 NIST GA Team Points Summary

Team Name	Team #	1ST HALF										2ND HALF										Weekly Average	1st Half	2nd Half	YTD Total
		1F	2B	3F	4B	5F	6B	7F	8B	9F	10B	11B	12F	13B	14F	15B	16F	17B	18F	19B					
Division A	Bashed Again #	1	17.5	13	20	17	15.5	17.5	8.0	18.5	5.5	18.5	18.0	4.5	19.5	12.0	16.0	16.5	15.0	13.0	7.0	14.3	151.0	121.5	272.5
	Flagbusters *	2	18	15.5	5.5	5.5	11.5	12.5	11.5	21.5	6.0	15.5	13.0	20.5	14.0	18.0	9.5	9.0	21.0	14.0	16.5	13.6	123.0	135.5	258.5
	S&M	3	4.5	8.0	8.0	14.5	8.0	14.5	19.0	13.5	14.0	12.0	17.5	19.0	7.0	15.0	20.0	10.5	6.0	9.5	20.0	12.7	116.0	124.5	240.5
	Nukem's ^	4	10.5	21.5	11.5	21.5	19.0	19.5	12.5	8.5	21.0	8.5	11.0	13.0	16.5	9.0	11.0	5.5	13.0	17.5	19.5	14.2	154.0	116.0	270.0
	Hacks in Slacks	5	13.5	7.5	7.0	12.5	5.0	7.5	15.5	13.5	21.5	15.0	8.5	7.5	11.0	15.0	7.0	18.0	14.0	14.0	7.5	11.6	118.5	102.5	221.0
	Club Mud	6	20.5	19.5	6.0	10.0	22.0	9.5	14.5	5.5	13.0	11.5	16.0	16.0	8.0	12.0	17.5	21.5	12.0	13.0	10.5	13.6	132.0	126.5	258.5
Division B	Mulligan Stew #	7	9.5	19.0	21.5	11.5	18.5	15.5	7.5	19.0	19.0	6.5	16.0	11.0	16.0	9.0	21.5	12.0	14.0	15.0	15.5	14.6	147.5	130.0	277.5
	Still Thinking	8	9	14.0	19.0	6.5	8.5	10.5	8.5	2.5	9.0	9.5	18.5	14.0	19.0	12.0	14.5	19.5	15.5	12.0	11.0	12.3	97.0	136.0	233.0
	Fantastic Fore	9	22.5	11.5	7.0	14.0	10.0	16.5	19.5	8.0	5.5	17.5	11.0	19.5	10.5	6.0	12.5	15.0	11.5	19.5	11.5	13.1	132.0	117.0	249.0
	Bail Out	10	16.5	7.5	20.0	15.5	17.0	16.0	11.0	8.0	18.0	11.5	9.0	8.0	13.0	15.0	5.5	6.5	7.5	7.5	10.0	11.7	141.0	82.0	223.0
	Par None *	11	13.5	5.5	21.0	13.0	16.0	11.0	18.5	19.0	8.0	15.5	14.0	22.5	20.0	18.0	14.5	7.5	19.5	14.0	16.0	15.1	141.0	146.0	287.0
	The Juicers ^	12	6.5	19.5	15.5	20.5	11.0	11.5	16.0	24.5	21.5	20.5	9.5	6.5	7.5	21	12.5	20.5	13	13	17	15.1	167.0	120.5	287.5
Team Name	Team #	1ST HALF										2ND HALF										Weekly Average	1st Half	2nd Half	YTD Total
		1B	2F	3B	4F	5B	6F	7B	8F	9B	10F	11F	12B	13F	14B	15F	16B	17F	18B	19F					
Division C	Chippers *	13	15.5	10.5	5.0	18.5	13.5	10.0	18.5	21.5	3.5	6.0	7.0	19.0	19.5	17.5	23.5	15.0	16.0	11.0	18.0	14.2	122.5	146.5	269.0
	Brewmen	14	14.5	8.0	6.0	8.5	13.5	20.5	25.0	18.5	19.5	12.0	21.0	11.5	5.0	15.5	6.0	11.5	13.0	16.0	10.5	13.5	146.0	110.0	256.0
	TBD	15	6.5	15.5	19.5	9.0	16.5	6.5	8.5	20.0	14.0	13.5	11.5	23.0	20.0	14.5	7.0	12.0	14.0	5.5	21.0	13.6	129.5	128.5	258.0
	The Tipplers	16	16.5	21.5	19.0	21.5	10.5	12.5	11.0	5.5	7.5	15.0	19.5	8.0	20.0	11.5	3.5	12.5	14.0	21.5	6.0	13.5	140.5	116.5	257.0
	The Angry Bunnies #	17	20.5	20.5	15.0	5.5	13.5	14.5	1.5	7.0	8.5	13.5	20.0	16.5	20.5	9.5	20.0	15.5	13.0	17.0	9.0	13.7	120.0	141.0	261.0
	Putt 4 \$ ^	18	7.5	15.5	16.5	18.0	13.5	17.0	16.0	8.5	13.0	21.0	6.5	5.0	17.5	12.5	21.0	14.5	11.0	10.0	16.5	13.7	146.5	114.5	261.0
Division D	Duck Hooks	19	11.5	11.5	21.0	16.0	8.0	20.5	6.5	16.5	19.5	6.5	7.5	22.0	6.5	9.5	16.0	11.0	11.0	6.0	20.0	13.0	137.5	109.5	247.0
	Wild Bunch #	20	12.5	16.5	7.5	16.0	19.0	9.5	17.0	22.5	15.0	7.0	7.0	19.0	6.5	16.5	7.0	15.0	11.0	21.0	16.5	13.8	142.5	119.5	262.0
	Implants ^	21	20.5	19.0	22.0	11.0	21.0	17.5	20.5	20.5	17.0	20.0	20.5	10.5	7.0	16.5	16.5	16.0	16.0	21.0	7.0	16.8	189.0	131.0	320.0
	Triple Threat *	22	10.5	11.5	12.0	11.0	6.0	17.5	10.0	10.5	12.0	20.5	20.0	4.0	22.0	10.5	11.0	18.5	20.0	6.0	20.0	13.3	121.5	132.0	253.5
	Irish	23	6.5	5.5	10.5	13.5	10.0	9.5	10.0	6.5	7.5	19.0	6.0	8.0	7.0	17.5	6.0	9.0	7.0	13.0	3.5	9.2	98.5	77.0	175.5
	Having Fun	24	14.5	6.5	8.0	13.5	11.0	6.5	9.5	1.5	10.0	8.0	15.5	15.5	7.5	10.5	20.0	8.5	16.0	14.0	10.5	10.9	89.0	118.0	207.0

^ 1st Half Winner * 2nd Half Winner # Wildcard Winner



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Rules and Bylaws

[Current Bylaws \(revised March 2009\)](#)

2009 NIST Golf Association Rules of Play

GENERAL

Activities of the GA shall be governed by the USGA Rules except for the additional allowances below. Also note local rules printed on the scorecard. [Note: The USGA rules for medal play shall govern.]

RANGEFINDERS

The use of rangefinders to determine your distance to the pin or other object is permitted. [2/07]

LOST BALL

Drop ball within two club lengths of the point where the ball was estimated to be lost, but not nearer to the hole or play from the previous point of play. One stroke penalty. [dropping on the flight path eliminated 2/07]

A ball lost within an unmown grass area may be dropped within two club lengths of the point where it crossed the boundary of the unmown area. [2/07]

Note: A found ball cannot be declared 'lost'.

UNPLAYABLE LIE

USGA rule applies. One stroke penalty. . [dropping on the flight path eliminated 2/07]

Note: Relief for a plugged ball, *i.e.*, a ball in its own pitch mark, is allowed only in the closely mown grass through the green (*e.g.*, the fairway). Reminder: Any ball can be declared unplayable.

OUT-OF-BOUNDS

Drop ball anywhere within two club lengths of the point where the ball crossed the boundary, but not nearer to the hole. One stroke penalty. [dropping on the flight path eliminated 2/07]

*NOTE: In the case where the ball position is beyond the green, "not nearer to the hole" can be modified by, "or not more than 2 club lengths from the point where the ball crossed the boundary of the course.

WATER - CROSSING HAZARD

When a ball is hit into a crossing water hazard, a ball may be dropped anywhere between the point from which the ball was hit and the place the ball entered the water. In all cases, the hazard must be between the ball and the green. It may be re-teed if desired, if initially struck from the teeing ground. One Stroke penalty. If two consecutive balls are hit into a crossing water hazard, the player shall drop the ball within 2 club lengths of the water on the other side. For example, the player now lies 5 hitting 6 (1 in, 2 out, 3 in, 4 out, 5 across) when the first stroke was from the teeing ground.

WATER - LATERAL HAZARD

When a ball is hit into a lateral hazard, a ball is dropped outside the water hazard (with a one stroke penalty) within 2 club lengths of 1) the point where the original ball last crossed the margin of the water hazard or 2) a point on the opposite margin of the water hazard equidistant from the hole, and in both instances not nearer to the hole than the point where the original ball last crossed the margin of the water hazard. The player has the option to hit from the original position rather than using the 2 club lengths rule.

WINTER RULES

Any lie in the fairway in play may be improved with the club head, foot, or hand, but cannot be moved more than 6 inches or to the nearest grass, but no closer to the hole. To speed up play, it is recommended that the ball be placed by hand.

SAND TRAPS

The golf club may not be grounded. Rake trap after playing.

ON-THE-GREEN

Pin must be tended or removed from hole for any shot from on-the-green. Repair ball marks.

ETIQUETTE

Do not stand near, or in back of a player while they are hitting a shot or putting.

SPEED OF PLAY

Take your practice swings and line up your putts while others are shooting or putting. Be prepared to shoot when it is your turn. If you are ready and the customary person is not, play.

FLOWER BEDS

The flowerbeds will be treated as ground under repair as specified in USGA Rule 25. In order to get a free drop, there has to be ""reasonable evidence"" that the ball was lost in the flowerbed.

Play prior to competition : Rule 7-1(b) is waived.

PLAY FAST ***** added notes to the NIST GA Rules of Play (1995)

You do not have to wait on a slow player, except at the next tee. Play ahead.

Watch your ball!!!! If you immediately begin to bemoan the fates and do not watch your ball to its final destination, you deserve to lose it. Pick out landmarks to note its location. Remember them. Walk directly to your ball. Do not delay finding it. Starting your search only after others have hit delays everyone. Follow the time limit rule for ball searches (Rule 27). Once the proximate area of the ball is reached the opposing captain should start the clock on the 5 minute limit. Searchers easily lose track of time when looking. Enforce this rule. Be aware of USGA rule 1-3 if you choose not to enforce this rule.

Look for out-of-bounds balls only if it does not delay play. That is, searchers should hit first, search while others are hitting, and then move on with the others.

Teeoff time is 4:00 pm. If a ball is not teed up with a golfer standing over it at 4:01, the next team is invited to start. This is not an arrival time, or any other kind of time other than a teeoff time. You are expected to have your shoes on, pants on, gloves on, club in hand, and to have finished any warm up or other idiosyncratic habits. Be prepared.

Play ready golf. Beware of golf etiquette. Do not apply it if it slows play. If you are ready to tee off, do so. Don't wait for 'honors' person if that person is not ready once the fairway is open. (Rule 10-2a is waived for League play when the proper player is not ready.) Rule 10-2b is waived if the proper player is not ready to hit. Then the next player under 10-2b shall hit. Ready to hit means 'club in hand' ready to do the normal pre-shot routine. The same with putting if others don't even have the putter in hand. Don't wait for the away person if that person hasn't gotten to the green yet. Much of your 'pre-shot' routine can be done while others hit.

Admiration of someone else's performance is appropriate only if it not your turn to hit next.

Players in opposite hinterlands don't have to wait for each other.

Plan ahead. Put your bag on the path towards the next tee while you wait for someone else to putt, or if you have to go to the back of the green to get to your ball. Sight your putt while others sight theirs so you will be ready when it is your turn. Use your waiting time productively.

Repair divots while you wait so the next group does not need to, even if they aren't yours. It will save them time. (Repair spike marks only after you have putt.)

Have your club in hand before it is your turn to hit. Period. No excuses.

Clear the green before marking scores, discussing results, and idling about with other non-stroke activities.

Be reminded of USGA rule 6-7 for UNDUE DELAY. Apply it.

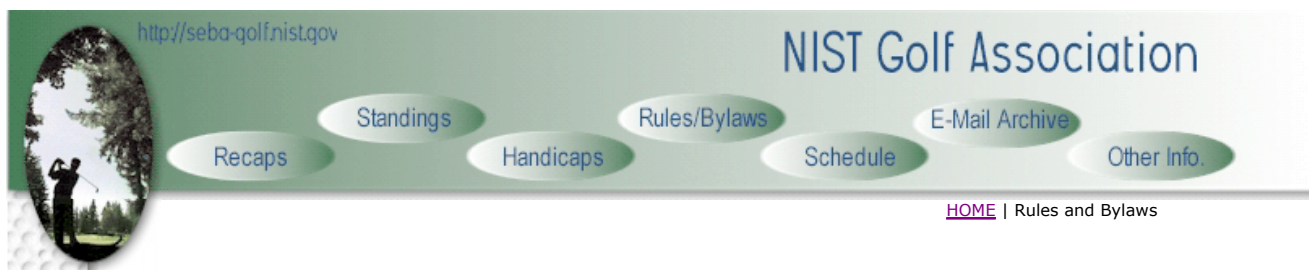
Keep up with the group ahead. If you cannot do so, then let the following group play through.

Information on this page was updated on: March 4, 2009

2010 NIST GA

[Questions/Comments?](#)





2009 NIST Golf Association By-Laws

Revised: April 2009

ARTICLE I. Name

The name of this organization shall be the National Institute of Standards and Technology (NIST) Golf Association (GA).

ARTICLE II. Purpose

The objectives of the NIST GA are to provide for competition amongst NIST employees in a friendly spirit, exercise and relaxation, and to promote an interest in golf.

ARTICLE III. Membership

A member of the NIST GA shall meet the following:

- a. An active or retired NIST employee, a past employee of NIST, or an immediate family member (16 years old) of a current GA member.
- b. A member of SEBA, if qualified to be, and
- c. Has paid the annual GA dues.
- d. A member is a senior member if that member is 60 years of age prior to the planned first day of play. (2008)

ARTICLE IV. Officers

I. List of Officers

- a. President
- b. Vice President (V/P)
- c. Secretary/Treasurer (S/T)
- d. Scorekeeper (S/K)

2. Duties of Officers

President - The President shall preside over all meetings of the GA, the Field Day Committee (FDC), and the Rules Committee and make appointments to Committees as necessary with representation from each division. The President, or his designate, shall decide if scheduled play is to be canceled because of inclement weather, at least one hour before scheduled tee time, or at the golf course, if necessary.

Vice President - The V/P shall assume the duties of the President in his absence and serve on the FDC.

Secretary/Treasurer - The S/T shall keep the records and proceedings of the meetings, collect and disburse all funds, submit an annual report to the Auditing Committee, and serve on the FDC.

Scorekeeper - The S/K shall assign teams to divisions, schedule match play, and compile and publish handicaps and standings on a weekly basis throughout the season, and serve on the FDC.

ARTICLE V. Meetings

The annual meeting shall be held during the month of February on a date specified by the President. Special meetings may be called by the President throughout the year. The President shall notify all members of any meeting at least two weeks in advance.

ARTICLE VI. Committees**1. List of Committees**

Rules Committees (8)

Auditing Committee (2)

Field Day Committee (FDC) (4)

Nominating Committee (4)

2. All committees shall be appointed by the President prior to League play.

3. Duties of Committees

Rules Committee - the Rules Committee shall consist of eight members, the four Officers and a representative from each division. The Rules Committee shall meet at the request of the President and rule on all disputes and protests. Members involved in a dispute shall not serve on the Rules Committee.

Auditing Committee - The Auditing Committee shall consist of two members and annually audit the books of the S/T and report at the Annual Meeting.

Field Day Committee - The FDC, comprised of the four Officers, shall be responsible for the conduct and operations of all field day events, including but not limited to scheduling, banquet, trophies, and prizes.

Nominating Committee - The Nominating Committee shall consist of one representative of each division and submit a list of candidates to the President at least one week prior to the Annual Meeting.

ARTICLE VII. Finances

The annual dues shall be determined at the annual meeting and shall be paid, together with the annual greens fee, prior to the beginning of league play. The Officers shall not pay dues and the S/K shall not pay match play green fees.

ARTICLE VIII. Terms of Office

The Officers shall serve for approximately one year, commencing at the close of business at the annual meeting. The Officers may be reelected.

ARTICLE IX. Election of Officers

The nomination and election of Officers shall be as follows:

- a. Nominations of candidates for each office may be made from the floor at the annual meeting, following the report of the Nominating Committee, provided that each nomination from the floor is seconded by at least two members,
- b. No candidate may be nominated without their consent nor can any person may be nominated for more than one office.
- c. Election of Officers, to be held at the annual meeting, shall be by a show of hands and a plurality of the members present and voting shall be necessary to elect.

ARTICLE X. Quorum

1. Twenty-five (25) per-cent of the membership shall be required at any annual or special meeting of the general GA membership. Business shall be conducted by a majority of those members present and voting.
2. Four members of the Rules Committee shall constitute a quorum. A majority of the members present and voting shall be necessary to rule on all disputes and protests and approve all rules of play.

ARTICLE XI. Parliamentary Procedure

Issues on parliamentary procedure are resolved according to Roberts Rules of Order.

ARTICLE XII. Changes to the By-Laws

Changes to the By-Laws shall be made at the annual meeting. A two-thirds majority of the members present and voting shall be necessary for adoption.

ARTICLE XIII. Formation of Leagues and Divisions

The GA shall consist of two leagues divided into two divisions each as follows:

- a. League 1 comprised of Divisions A and B, and League 2 comprised of Divisions C and D.,
- b. The S/K, before the start of each season, shall rank all of the team handicaps and divide the total ranks into quartiles, the top quartile being Division A, the second quartile Division B., the third quartile being Division C., and the fourth Quartile Division D. Team rankings will be determined based on a weighted average (number of rounds played in the previous year) of each member of the team. [Rev 4-2004]
- c. A team shall consist of at least two and no more than 4 members.

ARTICLE XIV. Handicaps

1. New players should play 18 holes to determine their division and handicaps, if not already established. A new player with a USGA handicap may use 90% of one-half of that as an initial handicap, slope corrected*.

* (Handicap Index) x (SLP/113) * (0.9) = Initial GA Handicap. Where SLP= the current local slope (120).

2. Players with established handicaps from the last season will begin a new season with the last season's final handicap. Senior members with a previous GA handicap based on white tee play and electing to play the senior tees shall have their prior white tee handicap lowered by 1 stroke.

3. Handicaps shall be calculated in accordance with the following schedule:

Number of 9-hole Scores	Handicap equals percent Difference between score & par
1	80 %
2	85 % of average score
3	90 % of average of 2 best scores
4-6	95 % of average of 3 best scores
7-8	95 % of average of 4 best scores
9+	95 % of average of 4 best of last 8

4. For handicap purposes, the maximum score for any hole shall not exceed the values in the following table:

Handicap	Maximum score on any Hole
0-9	2 more than par
10-18	3 more than par
19+	4 more than par

Note: The official scorecard turned in after a match, must reflect the handicapped score only.

5. No player shall give more than 2 strokes per hole. [Note: This applies to both medal and stroke play.]
6. Substitutes without established handicaps shall be handicapped on the basis of their first match and the results of the first match determined accordingly. In such a case, the actual scorecard is to be turned in to the S/K.
7. All handicaps shall be calculated on the basis of medal play. All handicaps are calculated based on the rating for the tee played. [2008]
8. Any team or substitute league member playing as a substitute in a match shall have their score applied to their handicap calculation unless their match is unopposed (Article XVIII, item 2f).
9. Handicaps to be used for each round of the playoffs are calculated based on 95% of the average of the best Y match scores for the entire regular season, including playoff scores, where $Y = \text{INT}(\# \text{ matches} / 2)$. If less than 8 matches were played, then the calculation shall follow Article XIV, Item 3.
10. Play in NISTGA outings shall be included in the handicap computation for league play. The final score for each nine, adjusted for excess strokes on each hole, shall have 50% of the course rating subtracted, shall be multiplied by the ratio of the course rating to the Poolesville rating, rounded to the nearest integer, and then posted to the NISTGA database. [2007]

ARTICLE XV. Substitutes

1. Any person that is a NIST golf league member or an active, retired, or past employee of NIST; and is a member of SEBA may play as a substitute except as limited by Parts 2 and 3 of this article.
2. A team may be represented by 2 substitutes for any match except when a team is playing in the division and championship play-offs. In play-offs, the team shall be represented by at least one regular team member and a substitute that has played at least in 4 previous league matches in that season or a regular league member whose team is not involved in the playoffs.
3. A regular team member may substitute for a team not playing a team from that member's division provided his team is represented by two other regular team members for their team's match. In play-offs, substitution is governed by Article XV, item 2.
4. To be eligible for league prizes and trophies, a league member shall have participated in at least 30 % of official league matches.

ARTICLE XVI. Scoring/Play

1. Golfers shall play head-to-head matches with golfers on the opposing teams. Highest handicap player plays highest handicap - lowest handicap player plays the lowest handicap (regardless of the tee played). If handicaps are the same, the pairing shall be determined by random selection [rev 4/05]. Substitutes without handicaps shall play in the position of the team member they are substituting for. Senior members who chose to play from the senior tees must make that selection at the time of team signup and must play those tees for the entire year.[2008]
2. Scoring for nine-hole matches shall be as follows:
 - a. One point for each hole won in individual match play (1/2 point each in case of a tie).
 - b. Three points for low net score in individual stroke play (1 1/2 points each in case of a tie).
 - c. Three points for low team net score (1 1/2 points each team in case of a tie).

Note: On this basis the teams will be competing for a total of 27 points, unless a penalty or forfeit is involved, in which Article XVIII shall apply [2004]

3. All matches shall be played on the league designated course on the same day. When any match cannot be completed because of inclement weather, the following applies:
 - a. When less than 5 holes are completed the match shall be replayed in its entirety (9 holes).

- b. When 5 or more holes are completed, the match is complete and the USGA handicapping rules apply, i.e., each players score for the unplayed holes shall be on the basis of net par.
- c. The match (hole) and medal (stroke) points shall then be computed in the normal manner.

[Note: 'Match' in paragraph 3 above refers to the GA as a whole. 11/94 interpretive addition.]

Example: When 5 holes or more are completed by the slowest team, the match is effectively over. The medal (stroke) play points are awarded on the basis of the holes played. The match play points are determined on the basis of the holes played, plus each of the unplayed holes is halved.

For handicapping purposes, it is necessary to complete the score card, thus the gross scores must be marked on the card for each of the unplayed holes. On any unplayed hole for which a player would receive 1 handicap stroke (based on the gross handicap, not the net difference with the opponent), his gross score is 1 over par (net par); 2 handicap strokes, 2 over par; no handicap strokes, par, etc. Only for the purpose of handicap, the round is then totaled.

- d. Timing requirement deleted [March 06].

ARTICLE XVII. Playoffs, Post-season

1. Based on the competition specified in Article XVI post-season matches, as delineated below, shall be played to determine division and Association team champions. Also, based on the individual match play competitions specified in Article XVI, an 18 hole competition among the four individuals with the best match play results shall be played to determine the Association Individual Match-Play Champion as specified in paragraph 6. [added March 2006, modified 2007,2008]

2. The team from each division with the most accumulated points for each half shall be a division half winner and enter the playoffs. If the same team wins both halves then the second place team from either half with the most season points shall be the second entrant into the playoffs (2008). In the event of a tie for either half playoff position the tie shall be broken on the basis of most intra-division points accumulated in the half, or, if still tied, most head-to-head points accumulated in the half, or, if still tied, by coin flip.

3. Wildcard teams shall be selected for the playoffs. The team from each division that has not already qualified for the playoffs and has the most total season points (both halves) shall be the wildcard selection from that division for the playoffs. In the event of a tie it shall be broken on the basis of most intra-division points accumulated during the season, or, if still tied, most head-to-head points accumulated during the season, or, if still tied, by coin flip.

4. The playoff schedule shall be as follows:

a. First week: Division winners shall be seeded based on total season points accumulated, or if tied on total intra-division points accumulated, or if still tied on a coin flip. The top seed in each division shall have a bye for the first week of the playoffs. The first week match will then be between the second division seed and the wildcard team.

b. Second week: The winner in the first week division match shall play the top seed from that division. This match determines the division champion.

c. Third week: The four division champions shall be reseeded based on total season points accumulated, or if tied on total intra-division points accumulated (if all divisions played the same number of intra-division matches), or, if still tied, on the total points accumulated in the division championship match (round 2), or, if still tied, on a coin flip. The first seed plays the fourth seed and the second seed plays the third seed.

d. Fourth week: the winners of the third round play for the Association Championship.[3/08]

e. The default schedule for rounds 1 and 2 of playoff play (i.e., the 9 hole rounds) is the next Wednesday following the last league date (subject to unplayable cancellation by the president), with the allowance that the involved teams can arrange playing an alternate date not later than the following Monday provided this agreement is made prior to the default date and the scorekeeper is so notified. To accommodate weekend play for the 18 hole matches rounds 3 and 4 shall have a two week window for the teams to select a play date after which the president shall designate the next available Wednesday as the scheduled date. [2009]

5. The first round of the playoffs shall be played on the front nine (holes 1-9) and the second round shall be played on the back nine (holes 10-18). The third and fourth round matches shall be 18 holes and scoring shall be based on a single 18 hole match (54 points total), i.e., all medal points are based on the 18 hole total score. A

tie in the GA Championship match shall be settled by the play of another hole using the team net total, with additional holes played as necessary.

6. The Golf Association Match Play Champion shall be determined as follows:

- a. All members of the Association are eligible if that member has completed 9 or more matches during regular league play. **Play against a virtual golfer shall count towards the 9 match requirement but not towards the win percentage. [2009]**
- b. The four members with the best win percentage (wins + 0.5 * ties/total matches played) shall be eligible, and shall be ranked 1 through 4 based on that percentage. Ties shall be broken by the following criteria: i – most rounds played, ii – best win percentage in head-to-head play against the tied member(s), iii – random selection by the score keeper.
- c. The championship match shall consist of two 9 hole match play rounds, played as an 18 hole match, using the handicaps at the end of regular season play. The top and fourth ranked players and the second and third ranked players shall be matched for the first 9 holes. The winner of each match and the loser of each match shall be matched for the second 9 hole match. Ties shall be broken by the following criteria: i – match play result on the most difficult ranked hole, and each subsequent ranked hole, ii – best match play record for the first 9 hole match. If still tied the result shall be declared a tie, and hence a joint championship. [2008]
- d. The championship match shall be scheduled and played within three weeks of the completion of regular season play. If an eligible player is unavailable during this period the next available eligible player shall be selected. If the match is not completed within the three week requirement the President shall schedule a tee time for the first available eligible members. [2008].

ARTICLE XVIII. Postponements/Forfeits/Discontinued Play/Partial Play/Protests

1. A match shall be considered unopposed and thus forfeited when the following criteria are met:

- a. The team members present have postponed their tee-off time at least 15 minutes from the team's scheduled tee time **or** the time the tee first became available, whichever is **later** (subject to item b.).
- b. The team members in attendance can tee off anytime the tee becomes available after 5 pm.
- c. One of the members of the match has hit their second shot.

Example: Your group's scheduled tee time is 4:14. There is a rain delay. Your turn at the tee actually arrives at 4:36. The 15 minute clock starts and your group waits until at least 4:51. You can then tee off and once any person in the group has hit their second shot the forfeiture is official (provided the match is completed).

- d. **Except that a late player may join the match at the first accessible tee where no player has hit their second shot, in which case the match shall be scored as a partially played match (3 below) [2009].**

2. In the case of a forfeit the following applies:

- a. If one player fails to appear for the scheduled match, then he/she is awarded 0 match play points and the overall medal points (3) CANNOT be awarded to the team with the missing player. The opposing players compete for 12 points. The unopposed player plays a virtual golfer with scoring as given in sub-item g. Thus, the team fielding 2 players can win a maximum of 27 points, and the team with one player, a maximum of 12 points. *The team fielding two players selects which one plays against the virtual golfer.* [revised 4-2002]
- b. If a team fails to appear for a scheduled match, both members of the opposing team shall play the virtual golfer. Overall medal points are based upon play against the virtual team total, i.e., 2 * par + 18 (27 point match)
- c. If only one player is available from each team, they shall play a head-to-head match and the team net score (3 points) shall not be awarded. Thus, a total of 12 points only can be awarded.
- d. If only one player from both teams is available to play, that person plays the virtual golfer. (12 pt match)

e. If neither team is represented no points are awarded.

f. Individual scores, when unopposed in forfeited matches, are applicable in computing handicaps. [2009]

g. Each unopposed player shall play a virtual golfer. The virtual golfer scores a net bogey for every hole and has the same handicap as the unopposed player. This gives the virtual golfer a medal net score of 45 for the front and 44 for the back nine. Handicap strokes are assigned to holes according to the tee order of difficulty and the player uses his/her full NIST GA handicap. Match and medal points are awarded as per ARTICLE XVI, items 2a and 2b. The team score for the team with a missing player is the net score of the player present plus the assigned medal net score of the virtual golfer (45-front 9, 44-back 9)

3. If a match is incomplete because a player either a) arrives after other participants in his or her match have teed off, or, b) for personal reasons including injury, starts but fails to play all holes, the match would be scored as follows:

a. The unplayed holes would be scored using the virtual golfer rules, with the total score for the defaulting player being the sum of scores posted by the defaulting player on the contested holes, plus net bogeys (ala virtual golfer) for the unplayed holes. This "hybrid" total would then be the mark to tie or beat for determining individual match play points and match play winner. Individual match play points (for the holes actually competed) are the only individual points the defaulting player is eligible for; individual medal points can only accrue to the opponent, if the score so dictates. The 3 overall team medal points will be awarded as usual and both teams are eligible, provided that the teammate of the defaulting player has completed the full round. If not, only the opposing team is eligible for these points. [Note - this is a change from our current rule that the team with the virtual golfer cannot benefit from virtual play.]

b. For the defaulting player the outcome of the match play will become part of the match play record, no matter how many holes are played and the match will count in terms of the 9-match eligibility for the match play championship. However, the 'hybrid' score will be used in the computation of handicap only if the hybrid score is equal to or lower than the player's current handicapped value.

c. For the defaulting player's opponent, the match will count in terms of the 9-match eligibility for the match play championship. This player's score will also be counted towards handicap calculation. However, a win or loss will only be part of the match play record if at least 5 opposed holes are played.

d. For a late arriving player who elects to enter his or her match after opponents have teed off on the first hole (with current 15-min grace period still defining the tee-off time),

- i) the first hole of eligibility for play is as per '1d' above,
- ii) for players teeing off for any hole, there is to be no elective delay for the purpose of waiting for a late arriving player,
- iii) scoring will be as in a and b above. [2009]

4. Protests shall be lodged in writing on the Weekly Score Sheet, or an attachment to same, and submitted at the conclusion of the round in question. The Rules Committee shall rule on the protest within forty-eight (48) hours. The match point totals will be awarded according to the Rules Committee Decision and the teams involved in the protest will be notified of the decision prior to the next round.

ARTICLE XIX. Cancellation of Matches

1. The President shall have responsibility for canceling matches. (See Duties of President)

2. The GA shall cancel regularly scheduled matches on days that all of NIST is administratively closed before the end of the normal workday. This includes situations in which NIST is administratively closed for the entire day.

3. Regular season matches cancelled for any reason, shall be rescheduled for the following week and the remaining matches shall be moved back accordingly so that the season will not be shortened.

4. Notice of cancellation shall be given by the President into the NIST GA Status Line. (301) 975-2508.

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