



9-Hole Golf RULES

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// PLAYER ELIGIBILITY

1. All Players must be at least 21 years of age and have current, adequate health insurance.
2. All players must be properly registered on a team during the season for which they are playing.
 - a. All players must agree to the Fray Liability Waiver as described in the Fray Terms and Conditions section of Player Registration.
3. Any use of an ineligible player will result in a forfeit.

// GOLDEN RULE

First and foremost, all Fray leagues are 50% Social and 50% Sport. While we have staff // officials, we expect individuals to respect the league's culture of fair and fun play. Foul language and rough play will not be tolerated. Individuals who cannot adhere to our standards of fair play and sportsmanship may be asked to leave the league. We want everyone to have fun and be social while enjoying a great sport. We will do whatever we can to make sure all players are having fun!

// GENERAL POLICIES

Fray is proud to relieve captains of the burden of paying for full teams. We accept individual player payments and allow prepayment for additional players and/or full teams. We are also proud to welcome those who do not have a full team (small groups and free agents) to participate in our league.

Because our mission is to make fun possible, these policies make it easier for people to get involved with and build community through social sports.

All registrations are on a first come, first serve basis. Any roster that does not reach our official size (based on each sport) is eligible to receive free agents and/or small groups. Rosters made up of primarily free agents and/or a collection of small groups may have more players than the standard roster size. This policy is in place to help ensure free agent teams are able to field a team each week consistently.

// Roster Size Chart

Sport	Promotion Size	Official Size	Max Roster Size	Woman Minimum
9-Hole Golf	2	2	2	N/A

// Teams & Substitutions

1. Teams will consist of 2 players.
 - a. In the case of one player needing to miss a week, a team may bring a substitute player. You must inform the league host of the substitute player filling in for your team.
 - i. Any payment or exchange for a player filling in and subbing for another must be arranged for and taken care of yourselves.
 - b. During the Playoff weeks, no substitutes are allowed.
2. A match may proceed with 1 player if their partner does not arrive on time.
 - a. If a player is playing without a partner, they are permitted two tee shots, and may choose their best shot to proceed with throughout the rest of the hole, using only one ball. They may not take 2 shots on any strokes after the tee.
 - b. A player playing solo may still utilize the 2 Mulligans through the match.

// Equipment, Uniforms & Facility Use

1. Players must provide their own Clubs & Golf Balls.
2. Polos will not be provided by the league. We will distribute Jax Fray Hats to all players.
3. Players are not required to wear the league-provided hats during the season, however it is strongly encouraged.
4. If an individual or team violates the course's Code of Conduct, they may be asked to leave and a refund will not be issued.

// Scoring

1. Each hole "won", will award a team 1 point towards their total match score. The team with the most points tallied at the end of the match, wins.
 - a. This league will be played as "Two Man Scramble"
 - i. After each golfer on a side plays a stroke, the teammates compare the results and select the best one. Both players then play the next stroke from that spot, by dropping their ball no more than 1 club's length away from the spot of the chosen ball. When on the putting green, the ball must be placed within 3" of the placement of the chosen ball, but no closer to the tee.
 - ii. This is repeated, until the ball is holed. One team score is recorded.
 - b. In the case of a tie on a hole, each team will be awarded 0 points.
 - c. There are no extra points awarded for higher stroke differentials on a hole, winning by 1 stroke is the same # of points as winning by 5 strokes.
 - d. It is possible for both teams to be awarded points on a hole through the accomplishments listed below.
2. Extra Points will be awarded for the following performances on a hole, these points are in addition to any points won by winning the hole.
 - a. Longest Drive - There will be one longest drive hole each week, chosen by the league host. Whichever player hits the longest drive will earn 1 extra point for their team for that hole.
 - i. The Longest Drive ball must be on the fairway for it to count, and this ball must be played to be awarded the point for it.
 - b. Closest to the Pin- There will be one "Closest to the Pin" hole each week, chosen by the league host. Whichever player's ball is closest to the pin will earn 1 extra point for their team for that hole.
 - i. The Closest to the Pin ball must be on the Green for it to count.
 - c. Eagle: An Eagle, (2 under Par), will award your team 1 extra points for the hole it is scored on

- d. Albatross: An Albatross, (3 under Par), will award your team 2 extra points for the hole it is scored on
- e. Hole in One: A Hole in One will award your team 5 extra points for the hole it is scored on
- f. There are no extra points awarded for Birdies

// Recording & Reporting Scores

1. Each team will be responsible for recording their scores throughout the match.
 - a. Each team should record both their own score, as well as your opponents score. We will verify they match with no discrepancies before entering the scores.
2. Please notate which team scored extra points on certain holes on the scorecard.
3. Please be sure to turn in your scorecards to your League Host, prior to leaving the golf course.

// General Gameplay

1. There are no “Gimme” putts, you must sink your ball to finish a hole.
2. If teeing off, and both teams balls are hit out of bounds, players may utilize one of their mulligans to tee off again.
 - a. If this situation occurs again, and they are out of mulligans for each player, they may re-tee off at a penalty, with that tee off counting as their 3rd shot on the hole.
 - b. OR the team may find where their ball went out of bounds and drop a ball even to that point on the fairway, but no closer to the hole. From there, you can now drop anywhere within two club-lengths behind that line. The next shot will be your *fourth*.
3. In shots after teeing off, If both players' balls are hit out of play into a hazard, (In the woods, in the water, etc.), you may “Drop” a ball in a “relief”, with a 1 stroke penalty.
 - a. This drop must occur within 2 club lengths of the spot the ball entered the hazard area.
4. Double Par Pickup Rule:
 - a. Once you hit Double Par, for the flow of the game please pick up your ball, mark your score as Double Par, and move on to the next hole
 - i. Example: Par 4 hole, after each player on a team takes your 8th shot, if you have not sunk it in the hole you must pick your ball up, and mark your score as 8. (Par 3 would be your 6th shot, and Par 5 would be your 10th shot)

// Driving Order

1. On the first hole, team captains will play Rock-Paper-Scissors, to determine which team takes the first tee shot.
 - a. From there, each team will alternate shots on that hole.
 - b. The driving order on each subsequent hole will be determined by the winners of the previous hole.

- i. If the previous hole is tied, the first drive will be determined by the the winner of the original game of Rock-Paper-Scissors

// Match Duration

1. Each match will be played over 9 holes.
2. Pairings will start on a specific hole at the match start time
 - a. PLEASE be at the Tee Box at your scheduled start time, ready to go.

// Mulligans

1. Each player may utilize "1" Mulligan off the tee each match. This may not be used on Longest Drive, OR Closest to the Pin holes.
 - a. If a player is playing without a partner, they may use both team mulligans throughout the match.

// Slow Play Policy

1. All Groups must attempt to keep up with the group ahead of them.

// Playoffs & Standings

1. The league will be played in 5 regular season weeks, with a different opponent each week.
2. Teams will be seeded for playoffs based on standings and their game will be against the team seeded closest from 1 vs 2 on down. While only the top 2 seeded teams are competing for the championship, all teams will be scheduled for playoff games
3. Standings are automatically sorted in Commish based on the teams' Win-Loss-Tie record. If there is a tie in the standings, we sort based on the following information in order until the tie is resolved:
 - a. Head-to-head matchups
 - b. Score differential
 - c. Points For
 - d. Points Against

// Forfeits

1. Teams have until 5 minutes past the designated start time to have at least 1 team member present. If a team is unable to reach the minimum number of players, the game will be deemed a forfeit for that team, and the other team will play on through their round.
 - a. **First Forfeit** - Loss of game and warning issued
 - b. **Second Forfeit** - Loss of game and Fray reserves the right to remove the team from the playoffs.
 - c. **Third Forfeit** - Loss of game and removal from the league with no refund

2. In the case of a forfeit, the final score is recorded as 5-0

// Weather Cancellations

1. All players will be notified via email if games are canceled
2. One weather cancellation is guaranteed as we build one week into the end of each season.
 - a. If more than one weather cancellation occurs, Fray will do our best to find another week to make up the games, but it is not guaranteed.
 - b. Additional rescheduled games beyond the one guaranteed make up may be played at different locations and/or on different days of the week from the regular season.
3. Should inclement weather or other factors limit normal scheduled game duration and the majority of groupings are on their 4th hole of the match, the score shall count as the full game, and not be rescheduled.