

# FOX HOLLOW MEN'S CLUB OPERATING PROCEDURES

## EVENT CHANGES

### - Cancellation of event

- Event is cancelled if golf course is closed for any reason
- Generally speaking, the event will be conducted if the golf course is open. League Chairs can modify for unusual circumstances
- League chair may shorten 18 hole events to 9 holes if majority of the field was not able to complete the round.
- League chair will determine if 9 hole event should be cancelled or paid out to players who did complete the round.
- If your group doesn't finish due to darkness, you're not eligible for the weekly event.

### - Changing event format

- Previously published event format will not be changed unless the course conditions require it or the board votes to make the change.

## EVENT PROCEDURES

### - Match Play Events

- Classic or Individual Match Play matches must be played by each round due date. NO EXCEPTIONS. If the match has not been played prior to the due date, the match will be conducted by coin flip or determined by the FHMC league chairs.

### - Playing Alternate Tees

Any member (regardless of age or handicap) may declare he wants to play all events from gold (yellow) tees or all events from red tees. If a player declares gold or red tees, THEY MUST PLAY THAT TEE FOR EVERY EVENT (including match play matches). EXCEPTIONS MAY INCLUDE COMBO, CLUB CHAMPIONSHIP, SENIOR CLUB CHAMPIONSHIP, FOX CUP CHAMPIONSHIP, RED/WHITE/BBLUE event - check event descriptions for tee rules in these events. Players wishing to declare gold or red tees **must notify league administrator by email at ([mensclub@foxhollowgolf.net](mailto:mensclub@foxhollowgolf.net)) if they are planning on playing the gold tees for the entire season.** Once a Member switches to gold or red tees they may not switch back for the remainder of the season.

### - Blind Draw Practices

During League Play, the FHMC Board may elect to do a Blind Draw for any 4-man events that only have 3 players. 2-man events are not eligible. In some circumstances, there are enough 3-man teams to create a separate flight. This is handled at FHMC administrator's discretion.

### - Handicap Allowances in Team Games

Playing handicap for all team games is 90% of handicap. Additionally, in two man games, the difference in handicap between the two partners cannot be more than 10

strokes. When the difference is more than 10, the higher handicap is dropped to be 10 over the lower handicap.

**USE OF MEMBER INFORMATION**

Fox Hollow Men's club email account shall not be used to advertise any outside business or services. The board of directors may vote to allow the sending of email to all members for any reason.

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