

Wednesday UM Faculty & Staff Golf League

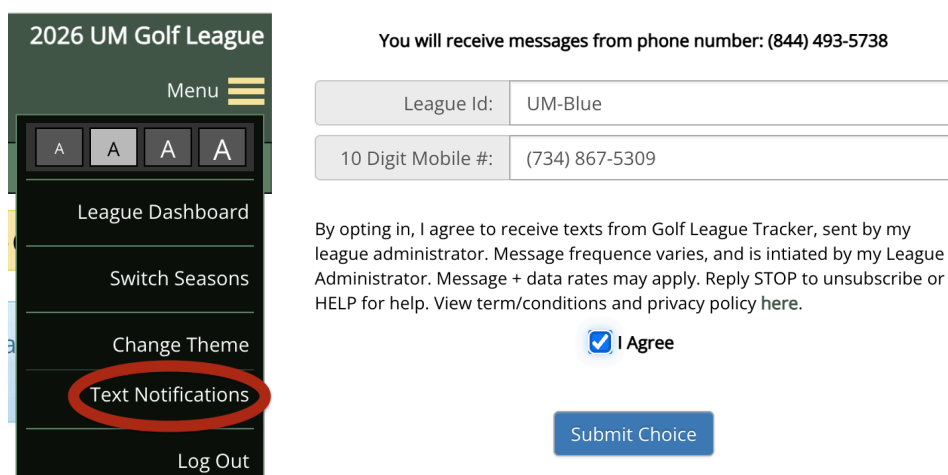
New for 2026: Submitting Scores

At the end of each round, one person from **each team** should send a crisp, clear, legible photo of the scorecard (that's two per match) to Jim at 734-846-1988, or via email to the committee, fscommittee@umich.edu, and one person should **take the card** and keep it until next week, in case we need to double check. Please don't leave it at the pro shop, they will just throw them away by morning.

New for 2026: Text Message League Alerts

Golf League Tracker has a feature to let us send out urgent league alerts, such as weather cancellations, via text message to all players and scheduled subs. We will continue to send e-mail to the existing groups. To opt-in to this service:

1. Log into golfleaguetracker.com (username and password below)
2. Pick "Text Notifications" from the menu in the top-right corner.



3. Enter your phone number, check "I Agree", and click "Submit Choice."
4. If you get an error that your number isn't found, it's because we don't have your phone number - contact us at fscommittee@umich.edu to get that corrected.

Golf League Tracker

1. The league uses a web app called Golf League Tracker to manage scheduling and scoring. It provides a wealth of league, team and individual statistics to all members.
2. Golf League Tracker also provides a mechanism for requesting and assigning subs. Assigning a sub before the day of a match will ensure that the scorecards will have the correct information. Charlie, Jim, and Rob can also assign a sub. We print the cards around noon.

3. Golf League Tracker can be accessed at www.GolfLeagueTracker.com. You can sign in as follows:
UM-Blue or UM-Radrick
The password is um1817 for both

Scoring

1. Each team match is worth 60 points:
 - a. 24 points for each of the two individual matches
 - b. 12 points for the team.
2. The individual A match is between the two lower handicap players and the B match between the two higher handicap players.
 - a. The higher handicap player in each match gets 'N' handicap strokes, where 'N' is the difference between the two player's handicaps. These strokes are allocated starting with the hardest holes as indicated on the score card.
 - b. Each hole is worth 2 points. In the case of a tie, each player gets 1 point.
 - c. The player that wins the most total points gets an additional 6 points. If the players tie, they each get 3 points.
3. The team with the lowest total net strokes earns an additional 12 team points. In case of a tie in net strokes, each team gets 6 points.
4. In the case of an absent player or players:
 - a. The missing player's opponent plays against M Par, who plays perfect par and has a handicap of -3. M Par is so good they are unaffected by wind or rain.
 - i. M Par cannot score any individual points, and a team with M Par cannot earn any team points.
 - ii. If the two teams net out to the same stroke count, the team without M Par will receive 6 team points.
 - b. If a whole team is absent, both opponents play against M Par individually.
 - c. Except for cart rule golfers (next item), the absent golfer is not eligible for any individual points, nor is the team eligible for any team points.
 - d. A number of our seasoned golfers require carts. If you must take a cart, and the course is not allowing carts for the day but the league still plays, M Par can sub for you and can earn individual and team points.
 - i. **Contact the league committee to be put on the 'handicap/weather cart exceptions' list before or as soon as the season starts.**
 - ii. **Note:** you will be **required** to take a cart every week with few exceptions.

5. Max score per hole is **double par**. Pick up your ball if you have not holed out 2 x Par strokes, and mark the card as either an X or double par.
 - a. We've found scorekeepers are inconsistent about making the hole as "X" vs just "8" or "10," so we will not treat pick-ups differently than a natural 2X par for scoring. That is, two people can earn one point each if both max out; for example, both X on a par 3.
6. Changes to a golfer's score will not be allowed after the scorecard has been turned in. It is the responsibility of all players to verify their scores **before** the scorecard is turned in.
 - a. The person keeping score during a match should total up the scores on the card before sending in the photo at the end of the round. This provides a second check that we have entered the stroke count correctly.
7. Scoring Disputes
 - a. It is the responsibility of **each golfer** to keep an accurate account of their strokes to report to the scorekeeper. If an opponent questions a golfer's score on a hole, it needs to be addressed before teeing off on the next hole.
 - b. If the question cannot be resolved on the course, the score reported by the golfer should be entered on the card. The opponents can refer a scoring dispute to the committee for resolution. If they chose to do so, they should let their opponents know of their intention before or at the end of the round. Both teams should document their recollection of the strokes taken on any disputed hole.
 - c. While this is a competitive league, graciousness should be the rule. Unless a scoring dispute results in a significant difference in the match or the league standings, golfer's reported scores should be accepted.

Handicaps

At the start of the first round of each season, league members and subs must decide which tees they will be playing from **for the season**. Changes in mid-season are not allowed. **It is recommended that the middle and forward tees be used.**

1. Handicap calculations are based on the last 5 scores, including scores from any prior years.
2. Handicaps are calculated by Golf League Tracker, automatically, as follows:
 - a. Each player's actual score is adjusted using USGA Equitable Stroke Control (ESC) which limits the maximum score allowed for each hole based on the player's handicap. This has the effect of reducing the impact of a blow-up hole on a player's handicap.
 - b. From the last 5 scores, discard the high and low.
 - c. Average the remaining 3 scores.
 - d. Take 80% of the difference between the average and par.
 - e. Round to the nearest positive whole number.

3. For a new golfer with less than 5 rounds:
 - a. The 1st round handicap will be 70% of the difference between their score and par. This is computed after the match is completed.
 - b. The 2nd round handicap will be 70% of the difference between the average of the first two scores and par. This is computed after the match is completed.
 - c. The 3rd round handicap will be 80% of the difference between the average of the first 3 rounds and par.

Rainouts

1. In case of a rainout, the matches scheduled for that date will be replayed later in the season.
2. We will try to make decisions about rainouts around 2 PM, to provide adequate time for travel and preparation.
3. Rainout decisions at Radrick or Blue are independent of each other.
4. In the event of a brief rain delay, we will only wait a maximum of 15 minutes before cancelling the round. The courses typically will keep our tees held, so you are welcome to enjoy a squishy practice round.
5. If the weather horn sounds **at any time** during league play, even if the last team is on the last hole, the entire round is cancelled, points will not be scored, and the round will be rescheduled. This applies independently to each course.

Final Position Night

1. If the final position night has to be canceled because of weather, the standings from the prior week become the final standings.
2. We ask that all members of the top four teams be present for final position night. If a member of the top four teams cannot play on final position night, we ask the teams to arrange and play each other at another time before the final night in lieu of getting a sub. That said, if no arrangement can be made and you have to get a sub, that sub must have subbed (or been an ex-player) for at least **seven** rounds at **that course** between the current and previous seasons, or they will be ineligible to earn individual points and the team **will not earn any team points**. This is the “no ringers” rule.

Speed of Play

In general, play “ready golf” to speed up play.

1. Hit when ready, even if you are not the furthest out.
2. Limit search times to 2 minutes. If you are not helping the search, go ahead and hit.
3. Be ready to hit when it is your turn. General USGA rule is to hit within 40 seconds of when it is your turn.

Several league specific rules have been implemented to speed up play. Some of these are now official USGA rules. If you are taking a 1-stroke penalty, it is common courtesy to make your opponent aware of where you intend to take your drop.

1. Ball:

- a. If your ball moves while you are looking for it, removing debris, marking or addressing it while putting, you can move it back to its original position with no penalty.
- b. There is no penalty for being struck by your ball or one hit by another player.
- c. If while taking a practice swing or putt, you move the ball, you can move it back to its original spot without penalty.
- d. However, if you swing at the ball with the intention of hitting it, even if you totally miss, it counts as a stroke.

2. Bunkers:

- a. You are not to pick up or move your ball if it is in a bunker, with these exceptions:
 - i. The ball is in the face of the bunker, and addressing the ball is unsafe or damaging to the bunker. You may drop inside the bunker for no penalty.
 - ii. Your swing would be impacted by a sufficiently large rock, bunker drainage tube, or other atypical element.
- b. You can remove sticks, rocks, leaves, and other loose impediments.
- c. You may drop outside the bunker, in-line with the pin and no closer to the hole for a 1 stroke penalty. You should remember this rule on your second bunker shot.

3. Through the green (anywhere on the course not including the hole's teeing area, green or any hazard):

- a. Any plugged ball can be lifted, cleaned, and placed as closely as possible to the original lie no closer to the hole.
- b. In the fairway, the ball may be moved up to 6", but no closer to the pin, with no penalty.
- c. If a sprinkler head is in your line such that it affects your stance or intended stroke, you may move the ball one club length no closer to the pin for relief.

4. Putting:

- a. There is no penalty if your ball hits the flag stick, so you can leave the flag in. Each group should stick to whether the flag is in or out for the group; do not spend a lot of time moving the flag out and back in. It's not a semaphore competition.
- b. You may repair any damage to the green within reason. Excessive repair will result in a greenskeeper job application being filled out in your name and delivered to the course.

5. Lost, unplayable, or balls hit out of bounds:

- a. A new ball can be dropped anywhere along its line of travel, no closer to the hole, for a 1 stroke penalty.
6. In other exceptional cases not enumerated here, such as fences, foxes, or fuuu... other issues: ask your opponent for relief, and if given, drop a ball (within or behind the bunker, as appropriate), with or without a penalty, as agreed upon by you and your opponent. Try to be reasonable and follow the current USGA rules as best as each of you can recall.

Blue Course Addendums

1. Hole 3:
 - a. You cannot play down the Hole 4 fairway.
2. Hole 6:
 - a. You may not chip from the lower green to the upper green, but you are allowed to move the ball off the green to the near fringe and chip from the fringe for no penalty.
3. Hole 18:
 - a. The par on 18 is increased from 4 to 5.
 - b. If you hit your ball into the water, you can either:
 - i. Replay the ball from where it crossed over the water, 1 stroke penalty
 - ii. Play from the drop zone, 1 stroke penalty.
 - c. The drop zone is located near the stone weir. Note that it is still across the water:

