

By-Laws
Of
The Golf Hacks

Created: 4/29/2015

Last edited: 6/11/2019

Purpose

Section 1. Get drunk with your friends and play golf on a weekday. Don't forget that shit.

Rules

Section 1. The Breakfast Ball- A player is allowed a mulligan on the first hole of each round. It has to be out of bounds or a complete duff. Use your best judgement. Don't use a Breakfast Ball if you are barely off the fairway or green.

Section 2. Birdies- If a Hack gets a birdie everyone in that group must shotgun a beer. If someone does not shotgun a beer they are a communist. But seriously... if you do not shotgun a beer you take 2 strokes the next hole and you get publicly shamed.

Section 3. Out of Bounds- If you can find your ball you can move it and play it somewhere where you can hit it with no penalty. If you cannot find it you can drop the ball but you must take a stroke.

Section 4. Red/ White Stakes-If you need to drop, standard golf rules state that a white stake must re-tee and a red stake is a lateral drop. In Golf League, they mean the same. You can choose if you'd like to re-tee or drop at the point of entry whether the stake is red or white.

Section 5. Winter Rules- You can improve your lie (within reason) but cannot move the ball forward.

Section 6. Darkness- If you lose a ball because of darkness you may drop the ball in the general vicinity without a penalty with the group consensus.

Section 7. Gimmes- Puts are considered 'good' if they are within the leather of your putter. Anything else is at the consent of the other team.

Section 8. Dynasty Rule- If you and your partner win the league you may be partners with that same person the next season. Like the U.S. presidency you can only have two terms together.

Section 9. Attendance (*The Travis Miller Rule*)- You can only miss 3 weeks of Golf League. After that you are subject to review by the Hacks Committee. If you cannot make a week you are responsible for finding an alternate. If both partners cannot make a week that team forfeits the week. A rescheduled round may be played but it is at the discretion of the winning team.

Section 10. The Other Travis Miller Rule- You can only be partners with Travis two consecutive seasons in a row. *The Dynasty rule supersedes this rule*

Section 11. Max strokes per hole- Double par is the max strokes per hole. Ie- The max on a par 3 is 6, the max on a par 4 is 8, etc.

Section 12. Anchor Bar Attendance- You must be present for at least 50% of the Anchor Bar outings. Attendance is judge by a 15 minute presence or 1 beer.

Section 13. Don't be a dick. Drink beer. Have fun.

Games

Section 1. Tie-Breaker- If there is a tie it goes to the team that drank the most beers. If that is also a tie then an additional hole is played (time/ light permitting). If after two holes a winning team is not decided it goes to a putt off.

Section 2. High-Lo- If a team is ahead by 3+ points each member of the losing team shave a stroke until it is less than 3 points.

Section 3. Best Ball- Each teammate must contribute a stroke to that hole. The only exception is if a Hack gets a birdie. We don't take away shot gunning birdies from nobody.

Section 4. 2 Club- Each player is allowed a maximum of 2 clubs. It does not matter what those clubs are. A putter can/ does count as a club.

Section 5. Skins game- Skins will carry over if there is a tie on that whole.

Section 6. Skins on Acid- Regular skins game with additional points for sandy pars, closest to the pin, chip ins (cannot use a putter), birdies and 1 points for lowest overall score at the end of the 9.

Section 7. Chapman- Each player hits their own drive and alternate on the 2nd shot. From there, you choose the best ball and alternate moving forward.

(http://golf.about.com/cs/golfterms/g/bldef_chapman.htm)

Section 8. Stableford- Points are awarded for your score on each hole. This is technically a modified version to make it consistent between high and low handicap golfers. Scoring below:

- Double Eagle/ Hole in One: 8 points
- Eagle: 5 points
- Birdie: 3 points
- Par: 1 point
- Bogey: 0 points
- Double Bogey or more: -2 points

Section 9. Gruesomes- Same as best ball but the opposing team chooses your first shot. You can buy back your best ball by shotgunning a beer.

Section 10. Dayton- Each team of two add their scores together, so if they both had fours the score is 44. If the scores were different then the scoring depends on how you fared to par. If one of you got a par or better you would take the lower score first. For example a 4 and 6 on a par 5 scores 46. If you are both above par, say on a par three, then you take the higher score first giving 64.

By-Laws are subject to change at any time and final decision goes to the commissioner.