



2025 League Rules and Information

League Commissioner: Jason Lemak (jlemak@gmail.com; 412-992-8608)

League Rules Committee:

- Jason Lemak
- Pat Haines (patrickahaines@gmail.com; 412-463-0426)
- Jim Miller (jdmiller82@gmail.com; 412-897-3577)

Treasury Department:

- Primary Treasurer: Jason Lemak
- Assistant Treasurer / Enforcer: Nick Fioravanti
(nickfioravanti@comcast.net; 412-721-1967)

I. League Schedule

League play is every Tuesday from April 8th - Sept 9th (weather permitting)

League Tee Times: 4:16 - 5:52 PM**

*** Due to our League size and limited tee times, League members are not allowed to invite non-members to play during League tee times, unless a Rules Committee member authorizes it in advance after confirmation that there will be vacant spots.*

- 04/08/25 Practice Round #1 (Back)
- 04/15/25 Practice Round #2 (Front)
- 04/22/25 to 05/27/25 Session 1
- 06/03/25 League Event or Rainout Makeup
- 06/10/25 to 07/15/25 Session 2
- 07/22/25 Session 3, Week 1
- 07/29/25 Session 3, Week 2
- 08/02/25 DCL Outing - Limited Space
- 08/05/25 League Event or Rainout Makeup
- 08/12/25 Session 3, Week 3
- 08/19/25 Session 3, Week 4
- 08/26/25 Session 3, Week 5
- 09/02/25 Session 3, Week 6
- 09/09/25 Championship Week

II. Heja App/Website

The League uses the Heja app for organizing and communicating League rounds, events and notifications. Members may also communicate with the group or individually using the Heja app. If you do not have Heja on your phone already, please download and join the “Heritage League 2025” team using code UF-186892. To ensure League Members and Meadowink staff are aware of who will be attending and playing during League tee times, please visit the “Schedule” tab of the app each week and indicate whether you will or will not be attending that week.

The League maintains a website at <https://heritagegolfleague.com/> where the League scoring spreadsheet and other information is posted and updated.

III. Player Flights

Players will be divided into flights based on their GHIN handicap/skill level and the number of players in the League at the beginning of the season. The flights will be divided evenly to the extent possible, and you will be competing against others in your flight for monetary prizes, as noted below. There will be two flights this season.

Flights will be announced before the start of Session 1.

IV. League Dues and Prize Money

A. League Dues

- **League Season Fee: \$50** – This is a one-time fee that is due from each player at the beginning of the season and is used to pay Session and Championship prize money (“Season Prize Pot”), an end of season tip to the Meadowink bar staff (~\$100), and a League Party at the end of the season (~300).
 - This fee must be paid before the start of Session 1.
 - Players who fail to pay on time will be publicly shamed by the Commissioner. If failure to pay continues into the second week of Session 1, the player will be assessed a \$5 fine per week until payment is made. As an alternative punishment, the offending player may elect to have any accumulated fines forgiven if the player is willing to accept a public flogging with the handle end of a 3-wood on Meadowink’s first tee box.
 - Acceptable Payment Methods: Please pay the League Season Fee by sending payment to Commissioner Jason Lemak via Cash, Check, or Venmo (@Jason-Lemak). If you pay with cash, it is best to send a text message to Jason memorializing delivery of payment, especially if he has an alcoholic beverage in his hand at the time of delivery.
- **Weekly League Fee: \$11** – Players must pay this fee each week when you play during the League’s regularly scheduled tee times. This fee is used to pay weekly prize money. You do not need to pay this fee in weeks you do not play, use a banked round, or play a round outside the League’s regular tee times that you plan on banking.
 - Acceptable Payment Methods: Cash is king. Please bring sufficient cash with you each week to pay the weekly fee and place the cash in the League vault (i.e. a coffee can) before you start your round. Some benevolent members may be willing to advance cash for you if you “forget” to bring cash, but the League is not responsible for the questionable lending or collection practices used by such members.
 - Don’t forget to sign the League sign-in sheet and mark that you

deposited your weekly fee.

B. Weekly Prizes

To be eligible for weekly prizes, players must pay the Weekly League Fee prior to starting the round and sign-in on the League sign-in sheet. If you play golf during League tee times, you must pay the Weekly League Fee and participate in the Weekly Prizes. Each week (including practice rounds), Weekly Prizes will be paid out as follows:

- **Skins:** Each hole is worth one skin and the player with the lowest gross score on that hole wins the skin. If there is a tie for the lowest gross score on a hole, then no one wins the skin for that hole, which will result in a larger prize pot to be divided by the skin(s) won on other holes.
 - Skins are divided by flight (i.e. Flight 1 skins are based on the scores of Flight 1 players and Flight 2 skins are based on the scores of Flight 2 players).
 - Approximately 70% of the Weekly Prize pot is allocated to Skins, equally divided between the flights (e.g. 35% per flight).*
 - In the rare event that no skins are won in a flight under the normal rules above, the skins prize money will be paid out as follows: (1) to the player in the flight who made the most pars or better during the round; (2) if there is a tie after (1), then the player in the flight who had the lowest net score; (3) if there is still a tie after (2), then the winner of a random draw of the players' names from a hat who tied for lowest net score.
- **Greenies:** Closest to the pin on each Par 3 hole wins the Greenie for that hole. Only the first tee shot of a player is eligible and the shot must come to rest on the green surface. This prize is not divided between flights; everyone competes for the same Greenies.
 - If your tee shot is closest to the pin when measured, you should place the designated marker in the location of your shot and write your name on the marker. The final League group playing that day should collect the marker and bring it to the clubhouse.
 - Approximately 20% of the Weekly Prize pot is allocated to Greenies, divided equally between the two Par 3 Greenie holes.*
 - In the rare event that no one has a green in regulation on a Greenie hole,

the unpaid Greenie prize will be added to the amount allocated to Skins (divided between the two flights).

- **Longest Putt**: One hole each week will be selected for the longest putt prize. The player with the longest holed putt wins the prize. ***Only the player's first putt from the green is eligible for the prize.***
 - If you have the longest holed putt, you should place the designated marker on the location where you hit your holed putt and write your name on the marker. The final League group playing that day should collect the marker and bring it to the clubhouse.
 - Approximately 10% of the Weekly Prize pot is allocated to Longest Putt prize.*

*Based on the exact amount of the pot, the League Rules Committee may round the payouts up or down using reasonable discretion to ensure equal payouts among flights (when applicable) or payouts with round amounts.

C. **Season Prizes**

The League season is broken down into three 6-week sessions. The top two players in each flight with the most points at the end of each session will be awarded session prize money. Session champions (those with the most points in the session) for each flight are also eligible to play in the Flight Finals at the end of the season. The League Season Fee is used to pay out these prizes, as follows:

1. **Session 1**: 25% of Season Prize Pot is allocated to the Session 1 Pot. From this Session Pot, the Session Champions each receive approximately 35%, and the Session Runner-ups each receive approximately 15%.*
2. **Session 2**: 25% of Season Prize Pot is allocated to the Session 2 Pot. From this Session Pot, the Session Champions each receive approximately 35%, and the Session Runner-ups each receive approximately 15%.*
3. **Session 3**: 25% of Season Prize Pot is allocated to the Session 3 Pot. From this Session Pot, the Session Champions each receive approximately 35%, and the Session Runner-ups each receive approximately 15%.*
4. **Flight Finals**: 25% of Season Prize Pot is allocated to the Finals Pot. From the Finals Pot, the winning Flight Champions each receive 50%.*
 - If a player wins more than one session, the player with the second most cumulative points in the same flight who did not win a session will be eligible to play in the Flight Finals. Yearly cumulative points

will be considered when selecting the player with the second most points.

*Based on the exact amount of the pot, the League Rules Committee may round the payouts up or down using reasonable discretion to ensure equal payouts among each Session and the Finals and payouts with round amounts.

V. Banked Rounds, Scoring, Handicaps

A. Banked Rounds

The League permits players to bank a total of 2 rounds per session for later use during the session. Banked rounds may consist of a round played during a League practice round or outside the regular League tee times. Banked rounds must be played with another League member. When you wish to bank a round, please email or text a photo of your scorecard to Commissioner Jason Lemak indicating that you want to bank the round and identifying the League member with whom you played.

Banked rounds may be used only for the same 9 holes scheduled to be played by the League that week, and you must notify the Commissioner of your intent to use a banked round before the start of League play that week. For example, if you are going to miss an upcoming Tuesday where the League is playing the front 9, you must notify the Commissioner before 4:30 PM Tuesday that you intend to use a front 9 banked round score for that week.

Banked rounds may be used only for the session in which the round is played. For example, you cannot hold banked rounds played during Session 1 to apply to a missed week in Session 2.

B. Golf Handicaps

The League requires players to maintain a USGA golf handicap using GHIN to record their golf scores and calculate their handicap. The League will use your handicap reflected at the time of League play each week to determine net scoring and match play results.

Players have an obligation to promptly record their golf scores in GHIN each week to ensure their handicap is accurately updated in a timely manner. This includes reporting not just League rounds but also scores from rounds played outside of the League or at other courses. However, under USGA rules, you should not record rounds played solo or where the normal rules of golf are not substantially followed (e.g. scrambles, alternate shot format, or a practice round where you are playing two balls). The golf handicap system relies on honesty and integrity for it to be used as a fair and equitable measure of competition. Please do your part to make this work—no one

likes a sandbagger.

If you do not have a GHIN account, the cost is \$35/year through Meadowink. (\$45/year straight from USGA). Contact the Meadowink pro shop to obtain GHIN account or visit the USGA website at <https://getahandicap.usga.org/>. Please do this as soon as possible as this information is needed to establish the flights. If you have a record of your golf scores from last year, you can input them in GHIN after setting up your account to establish your initial handicap.

C. League Points

The League Commissioner will update the League spreadsheet weekly with player scores, match play results, and point totals. The spreadsheet will be saved to the cloud and posted to the League's website for players to access at any time. The spreadsheet link will be emailed to everyone. League points will accrue as follows:

1. Match Play Points: Players will be assigned to play a match each Tuesday during a session against another attending player in their flight based on a blind draw. Match play points will be awarded as follows: 3 points for a win; 2 points for a tie (each player); and 1 point for a loss. Players do not need to play in the same group as the other person in their match, and match play opponents possibly may not be announced by the Commissioner until after League rounds are played. Banked rounds and rounds played outside the League tee times do not qualify for match play points. For those unfamiliar with match play format, please see: https://en.wikipedia.org/wiki/Match_play.

2. Net Score Points: Each week, players will be awarded points based on their net score in competition against other players in their flight. Your net score is based on your gross score for the round minus your current course handicap. For example, if your course handicap on the front 9 at Meadowink is 8 and your gross score for a round is 49, your net score is 41. The lowest net score in a flight receives the highest number of points, the second lowest net score in a flight receives the second highest number of points, and so on and so forth.

3. Cumulative Points: Weekly match play and net score points are combined and added to each player's cumulative session total for purposes of determining session winners and runner-ups.

VI. League Play Local Rules

1. General Rules: Except as set forth below, players must follow USGA golf rules during League rounds. Unless permitted by the League rules below, you must play your ball as it lies and are not permitted to move your ball or improve your lie except as allowed under the USGA rules of golf.

2. Designated Tees: All League rounds must be played from the white tee box.
3. Pace of Play: Groups are encouraged to play swift “ready golf” to promote pace of play. When safe and polite to do so, players should not wait to hit their ball based on “honors” or who is furthest from the hole when others in their group are still getting ready. Other tips: avoid excessive practice swings; don’t spend more than 3 minutes looking for a lost ball; and don’t take more than 30 seconds to hit your putt when it’s your turn. We all want to get to the post-round festivities in a reasonable period of time. Famous words to remember: “Play well, play fast. Play poorly, play faster.”
4. Max Score: To improve pace of play, the League imposes a max score for holes. Once you hit the max score, please pick up your ball and end the hole. Max scores are as follows:
 - Flight 1 Max Score: Triple Bogie on any hole.
 - Flight 2 Max Score: Par 3 = Triple Bogie; Par 4 and 5 = Quadruple Bogie.
5. Excessively Wet/Muddy Conditions: If course conditions are poor due to rain, the Rules Committee may announce prior to the start of League tee times that players may use “preferred lies” in fairways and ordinary rough areas (but not for lies in hazards/penalty areas, bunkers, wooded areas or high rough). This means that players may lift, clean and place their ball within 6 inches of the original spot, not nearer to the hole and within the same cut of grass (e.g. you cannot move your ball from the rough to the fairway) without incurring a penalty. Please contact a Rules Committee member if you are unsure if preferred lies have been declared for League play.
6. Mulligans: Mulligans and “breakfast” balls are strictly prohibited.
7. Gimme Putts: Playing partners may concede a “gimme putt” to a player only if: (1) the putt is not for par or better **and** (2) the distance of the ball to the hole is “inside the leather” of the putter (a normal sized putter). To avoid confusion, below is an image with the red arrow showing the distance that is “inside the leather” for purposes of this League (from the putter head to the beginning of the putter grip).



8. Roots/Embedded Rocks: If you are at risk of your club striking a tree root or embedded rock located outside of a hazard/penalty area during your shot, you may move the ball without a penalty stroke back on line and drop it at the nearest point of relief (no nearer the hole) where you are not at risk of striking the root or rock. This rule must be exercised in good faith to avoid injury or club damage; it does not mean you can move the ball to create an advantage by avoiding a natural object that would have necessarily hindered a normal swing or impeded your line to the green, such as a tree, tree stump, or tree branch. You must consult with your playing partner(s) when seeking relief under this rule, both on whether the rule applies and where a drop may be fairly taken.
9. Fairway Conditions: No one will confuse Meadowink with Oakmont CC. To avoid unfair punishment when good drives end up in fairway divots or other abnormal fairway conditions, any ball in a divot or abnormal condition in the fairway may be moved to within 6 inches of the original spot (or to the nearest point of complete relief) no closer to the hole without incurring a penalty stroke.
10. Traps in Disrepair/Unraked: If your ball lands in a bunker that is unraked or in a state of disrepair, a player may pick up the ball, rake the area, and place the ball back in the same spot without a penalty stroke.
11. Bunkers after Storms: If a bunker is washed out (the sand is washed away leaving your ball on exposed clay or in ruts or crevices) or there is standing water in the majority of the bunker, a player may remove their ball from the bunker and place it within one club-length of the nearest point of relief outside the bunker and no closer to the hole without incurring a penalty. If there is standing water in only a small area of a bunker, the USGA rules allow the player to move the ball from the standing water and place it within one club-length of the nearest point of relief inside the bunker without incurring a penalty.
12. Lost Ball/Out of Bounds: The League does not require players to follow the stroke-and-distance rule for lost balls or out-of-bounds shots due to groups inconsistently following the rule and its impact on pace of play. Accordingly, when you hit a shot OB or lose your ball after hitting into a

wooded, high rough, or other area prone to lost balls, it will be treated similar to a lateral hazard. The player may fairly determine where the ball entered and was lost and take a lateral drop at the nearest point of lateral relief, no closer to the hole, where you have an unimpeded swing and stance (i.e. where you won't hit tree branches, brush, tall weeds, or other fixed impediments during your swing). The player will incur a one-stroke penalty when taking relief under this rule. When taking a drop under this rule, you are not guaranteed or entitled to a clear line to the hole unimpeded by trees or other objects. You must consult with your playing partner(s) when seeking relief under this rule, both on whether the rule applies and where a drop may be fairly taken.

13. Fallen Trees/Ground under Repair: Meadowink has had a significant number of trees fall or removed over the past 18 months and players often lack clarity on whether they are entitled to relief when their ball lands in tree removal/debris areas. To promote clarity in these situations, if a ball lands in an area where a tree or tree stump was removed but the ground is not leveled and rehabilitated or under a fallen tree (even if it is partially attached to the portion of the tree still standing), the player may treat the area as ground under repair and take a free drop within one club-length of the nearest point of complete relief, but not closer to the hole. However, the ball must be found for this rule to apply. If it is lost in such areas, the player must follow the Lost Ball rule above.

VII. Rule Enforcement and Disputes

The Rules Committee is empowered to interpret and enforce League Rules and must do so in a fair, neutral and equitable manner. If there is a disagreement about the rules or the on-course application of the rules, players should promptly contact a member of the Rules Committee for clarity or a resolution. When a decision is needed in real-time on the course, a disinterested member of the Rules Committee has authority to issue an immediate final decision. If the circumstances do not require an immediate decision on the course, the Rules Committee members will subsequently confer and make a decision based on a majority vote. All players are expected to police their playing partners and ensure fair and consistent adherence to the rules. Keep in mind that we all owe a duty to fairly protect the rest of the field when deciding how to apply the rules to situations within our playing groups. Members invest meaningful money and time in this League with the expectation that everyone involved is honest and fair and will play by the agreed rules; we should all strive to meet those expectations.

Lastly, the main goal of this League is to be a fun and carefree escape that gives us a reason to get together and enjoy each other's company while engaging in friendly

competition. Please don't go so far in the other direction in debating or enforcing these rules that you lose sight of that primary purpose.

We thank you for your participation in the League and look forward to another fun and competitive season.