



# 2025 Golf League Rules & Information Packet

## 1.0

## GREETINGS AND WELCOME

Greetings, and welcome to the 2025 ReTees golf league! The ReTees are one of 30+ golf leagues with membership into the Boeing Employees Golf Association (BEGA), which is over twelve-hundred members strong. Since 1954, the ReTees have enjoyed the camaraderie, competition, and golfing challenge that goes along with membership in a competitive golf league.

The Mission Statement for this league is simply to, “**Go out and have fun!**” The ReTees, as one of the largest BEGA leagues, have a constant membership demand, which is testament to the Mission Statement’s goal of “having fun”! The splendid **Foster Golf Links**, a municipal course owned by the city of Tukwila, is the 18-hole, 4,849-yard, par 70, track we run on. But don’t let the short distance fool you, this course, because of its smallish greens, meandering river, soggy fairways, and other hazards, can reach up and bite yah!

The following pages are provided as guidance and information on the ReTees golf league-related topics (listed in the table below).

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<b>1.0 Greetings and Welcome</b>	<b>5.3 Divisional Championships</b>
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<b>5.0 Divisions</b>	<b>13.0 League Officers</b>
<b>5.1 Divisional-break philosophy</b>	<b>BEGA Rules (see <a href="http://www.begagolf.org">www.begagolf.org</a>)</b>
<b>5.2 Determining divisional breaks</b>	

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## 2.0 REGISTRATION AND MEMBERSHIP

**2.1 Registration form and schedule.** The initial registration e-mail is distributed in mid February to the 2024 members. Currently, we have no restrictions on league size. The officers will revisit this policy if membership exceeds 80 players.

**2.2 Waiting list hierarchy.** In the event that the league fills, while demand remains, the Secretary will establish a waiting list and pull interested golfers in by the following order (in a first- come, first-serve basis, by listed category below)—

1. **Boeing employees and Retirees** get first priority
2. **Associate\* members** get next priority
3. **Non-associate members** get next priority

\* **BEGA's definition of Associate member—**

To be eligible as an Associate member, an individual must be: 1) an immediate family member (as defined below) of an employee or retiree who is a member of the same club or 2) a former employee as defined below.

### Definitions—

- **Immediate family member** (including spouses and dependent children of immediate family members) is defined as to include parents, brothers, sisters, or children/stepchildren (beyond dependent status) of employees or retirees.
- **Former employees** are defined as individuals (other than retirees) who voluntarily terminated their employment or individuals who were previously employed by the company and terminated as a result of a reduction in force.

## 3.0 RETEES SCHEDULE OF EVENTS AND CALENDAR

**3.1 Competition Schedule** (*detailed calendar is found on our website*), which reflects all the dates/events discussed here)—

1. There will be a total of 25 weeks (practice and competition) reserved for ReTees league play at Foster.
2. March/April will be 4 rounds of warmup and fun-day events, with our league running from April 23rd to September 10th.
3. **Competition play** will be divided into two halves, each half consisting of 10 weeks.
  - a. The **first half** will start April 23rd and end on June 25th.
  - b. The **second half** will start on July 9th, and end on September 10th.
4. There will be a “Ryder Cup-format” tournament on July 4th (named the Halliday Memorial in honor of Konrad Halliday) for the first 48 ReTees (**ONLY**) players to sign-up (with the previous 2024 participants grand-fathered in). More info will be provided as the event draws near. Start time is set for 10AM (first group)
5. The final **THREE** weeks of each half will be position rounds, and pit the top players of each Division against one another.

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6. Following that, and after crowning the 2<sup>nd</sup> half winners (on September 10th), a non-competition “fun day” and intra-league playoff between both divisions 1<sup>st</sup> half winner vs 2<sup>nd</sup> half winner will be held on week 21, September 17th.

7. The league will be split evenly into 2 divisions, with each division 'frozen' after the 4<sup>th</sup> week of each half.
    - a. See section **5.0 Divisions** for further discussion on how the league divisional breaks are arrived at.
    - b. See section **6.0 Points Competition** for discussion on the intra-league competition and the winning of points.
  8. On our playoff day, September 17th, we will once again have the Drew Scramble!
- 3.2 Field Days** - There will be 1 Fun Day and 2 Official ReTees Field Day tournaments — all run by VP Ed Caballero
1. Spring Fun Day: May 10th at TBD
  2. Mid Season Field Day: . TBD
  3. Final Field Day: TBD

**ReTees Participation** Every ReTees member is welcome to participate in all Field Days.

**Guest Participation (mainly a guideline here, the tourney director controls each tourney)**

1. Guests usually pay an extra \$10 for prizes (i.e., if a ReTee pays \$36, Guests would pay \$46).
2. Guests are typically eligible for all prizes, except Individual Low Gross and Low Net prizes.
3. Guests should provide a GHIN handicap. If they don't have a GHIN, they must provide their best handicap estimate.
4. Guests are placed in division 1 or 2 based on the handicap the ReTees Vice-President sets for them.
5. An entry deadline will be set for ReTees members only, after that deadline, there will be a final deadline that includes guests (if room available).

The **ReTees League-Play 2025 Calendar will be available on our website.** It displays all ReTees practice, competition, and Field Day events discussed in the paragraphs above (it also includes BEGA tournaments, PGA Majors, and other pertinent golf events).

**4.0 TEE-TIMES, PAIRING SHEETS, AND STARTER**

**4.1 Tee Times.** The ReTees Golf League will play every Wednesday at [Foster Golf Course in Tukwila](#). The ReTees first tee-time is reserved for **4:02** pm, on both the front and back 9's. **Please be ready to golf at least 15-30 minutes before your group's scheduled tee-time.** The subsequent tee-times are as follows: **4:10, 4:18, 4:26, 4:34, 4:42, and 4:50.**

**4.2 Pairings.** Groups will be assigned, on a random basis by the league software, for the first eight weeks of the first half. Rounds nine and ten will be determined by points won, from highest to lowest "best 7-out-of-10" 9-hole-round scores. The second half will work the same way. Pairings will be e-mailed to you weekly by the league Secretary, Andrew Wallin, and also be made available on the league website (<http://www.andrew-wallin.net/retees>).

**4.3 Starter.** Weekly pairing sheets will assign the teeing order, but it is up to the **Starter** to group together foursomes to tee off. The **Starter** is the last person listed on the pairing sheet and must tee off in the last group. **Only 4-somes and 3-somes should be assigned to tee off. Starters** should be at the course by 4 pm if possible and will be responsible to assign all foursomes and then threesomes if necessary. If the **Starter** is considered a no- show, then the next person up on the list will take his place.

**4.4 Captain.** The first person assigned to a foursome/threesome will be considered the **Captain**. He is responsible for keeping score and ensures that league rules are followed. The Captain is also responsible for figuring out and totaling the weekly competition. Captains, please keep your scorecard legible and ensure that they are signed and attested. Persons attesting scorecards must verify individual scores and totals. (See [section 6.1](#) for scorecard discussion).

**WEEKLY PAIRINGS** (Can be found on website at <http://jackerban.com/retees/>) and will be distributed each week by the league secretary, Konrad Halliday, via email only

**CAPTAINS**  
First person assigned to each group keeps score for that group)

**OVERALL NOTE:**  
If someone is absent, when starter calls out pairings, then the next person down the list (and present) takes that persons place, either as Team Captain, player, or Official Starter

**COMPETITION**  
That week's competition is always listed on bottom of starter sheet

ReTees 2011 WEEK 13 PAIRINGS						7/20/2011			
Count	Projected Group & Time	Actual Group	FRONT NINE	HCP	PTS	Actual Group	BACK NINE	HCP	PTS
1			JOSEPH, ART	8	16		KOSTAS, CURT	5	0
2	1		HIPP, JIM	8	4		BEDE, VICTOR	15	1
3	4:28		ROBERTS, RICH	8	4		MASUI, BOB	13	0
4			HILL CHRIS	8	0		EMMERTON, DOUG	13	8
5			HALLIDAY, KONRAD	8	14		KWIATKOWSKI, ALAN	2	4
6	2		CRAWLEY, DENNIS	8	6		EAKER, BOB	12	7
7	4:37		CHECK, DAN	3	8		JOHANSEN, PAUL	11	5
8			SWEETIN, JOE	4	14		ELLINGSEN, LARRY	11	7
9			RICHARDSON, DALE	5	10		STRATIS, ALEX	7	0
10	3		SEDA, KEVIN	6	0		RUCKWARTH, KURT	16	0
11	4:45		ROBERTSON, FRANK	9	8		YAMADA, MIKE	10	13
12			PICKLE, TOM	5	13		WALKER, JEFF	13	5
13			IRION, RAY	5	16		TIMKO, JIM	5	0
14	4		GALBRAITH, BOB	6	0		PHILLIPS, GREG	10	10
15	4:54		BURNHAM, BRAD	6	3		MILLS, RYAN	14	0
16			BUBESH, DAN	6	6		MILES, DAVE	12	2
17			NEUMILLER, RICK	4	0		MAUS, JIM	4	8
18	5		ROBINS, SCOTT	6	0		HARP, RICK	15	0
19	5:02		BROOKS, JAMES	10	0		UCZEKAI, STEVE	10	12
20			NOVAK, MARY	9	0		HAMILTON, PAT	11	0
21			ERBAN, JACK	9	0		CHASE, BRUCE	5	8
22	6		NGUYEN, TU	8	0		BENNETT, LYLE	15	0
23	5:10		RICHTER, DALE	8	0		MCAVOY, JOHN	18	0
24			BOJECKI, JIM	8	1		KWIATKOWSKI, JOE	13	8
25			GRUEL, BRIAN	5	3		KWIATKOWSKI, GREG	6	13
26	7		WALLIN, ANDREW	6	4		KOVACH, DAN	15	0
27	5:19		SESSA, STEVE	7	5		HAUER, MILES	11	4
28			TOMSETT, BOB	7	7		PARKER, DENNIS	15	0
29			TAYLOR, ART	7	8		EHRENBERG, KEN	6	0
30	8		ZEEBUYTH, LEE	8	10		DORWARD, SANDY	11	8
31	5:28		OSBORN, BRAD	6	16		OSBORN, LLOYD	12	12
32			MIELKE, MARK	6	3		FLOYD, DAVID	13	8
33			CHENG, EDISON	2	4		PATEK, ALAN	2	0
34	9		MEAKER, BARRY	9	4		KINNEY, CHUCK	18	0
35	5:36		JOLLY, MARTY	8	12		BITETTO, MARK	11	0
36			MILLS, BRIAN	8	0		WUORI, PAUL	18	0
37			VANWEST, BARRY	9	9		RELANCOURT, HIRAM	18	0
38			BERRES, BOB	7	0		RUFIBACH, DARYL	13	0

**OFFICIAL STARTER**  
Is last person on pairings sheet. If absent, then next up in line takes his place)

**Example**

COMPETITION NET PLUS THE NUMBER OF CLUBS IN YOUR BAG!

# 2025 Golf League



## Rules & Information Packet

### 5.0 DIVISIONS

**5.1 Divisional-break philosophy.** The league is divided into two divisions with approximately the same number of players in each division. Typically a 10 handicap (which reflects a 9-hole hdcp) is the magic number at which the league is split. The league cap is roughly 80 players, so 40 players per division would be the goal at full membership.

**5.2 Determining Divisional breaks.** For the first 4 weeks of regulation play of each season half, a player may be transferred between divisions as his handicap changes. After this period, everyone is frozen in a division and will remain so for the remainder of that respective half. At the beginning of the season, the divisional break will be based on where we left off in 2024, and new members will be placed in the appropriate division based on their carried-over handicap. If they have no handicap, then they will start out in 2<sup>nd</sup> Division.

**5.3 Divisional Championships.** The point winners of each half in each division will

playoff (**Match Play format**) on September 18th to determine our league representatives to the BEGA Interleague Championship event. That week's green fees will also be paid for by the league. One player from each division will participate in the 2025 Interleague Championship, held this year on October TBD at TBD. In the event that our anointed Champion is unable to make the BEGA Championship, then the default is the runner-up. Should the runner-up be unable to make it, then the cumulative points- total pts from both halves (for that respective division) will be the representative. Should he be unable to make it, we simply go down the points list until someone is available to represent the mighty ReTees!

## 6.0 POINTS COMPETITION

To become the ReTees Champion (and represent the league in the BEGA championship) you need to either win the 1<sup>st</sup> half points competition, or the 2<sup>nd</sup> half points competition, then win the playoff on September 15th. The **1<sup>st</sup> half winner** will be determined by the accumulation of points from the best 7-out-of-10 rounds played. The **2<sup>nd</sup> half winner** will be determined by the accumulation of points from the best 7-out-of-10 rounds played. If players tie, they will play a sudden death match play tiebreaker immediately following the 10<sup>th</sup> or 20<sup>th</sup> rounds.

**In the event that either winner of a particular half is unable to play on the day of the scheduled playoff, then the other half winner is declared the overall winner. If both players cannot play, then the 2<sup>nd</sup> place players (for each half) will playoff, and follow the same rules as above. And so on down the list of players, until a Champion is arrived at.**

Each week you will be placed in a foursome or threesome (**Ref section 4.0**). Within your group you can win points by having completed the round with the lowest net score (**Medal Play**) and having holed out the most holes with the least strokes (**Match Play**). GHIN handicaps **do** apply for competition league play.

**The 1<sup>st</sup> Player (Captain) competes against the 2<sup>nd</sup>**

**player and 4<sup>th</sup> player**

**The 2nd Player competes against the 1st player and 3rd player.**

**The 3<sup>rd</sup> Player competes against the 2<sup>nd</sup> player and 4<sup>th</sup> player.**

**The 4th Player competes against the 1st player and 3rd player**

**In case of a threesome, each player competes against the other two. In the rare case of a fivesome, the first four play as a foursome, and the 5th player plays against the dummy scores of players 2 and 4 (same opponents as player 1).**

**Two points will be awarded for Medal (Stroke) Play against each of your two opponents. Two points will be awarded for Match Play against each of your two opponents. In ties, you will be awarded 1 point for Medal Play, or 1 point for Match Play. A maximum of eight points can be won each week.**

**ReTees Scorecards** There will be a slotted-box labeled, "ReTees" in the Club House foyer-area where you deposit your signed and attested score cards after your league-night rounds. (Or you can simply give them to the Secretary, post-round). You need not calculate points for the point competition, but please tally up the weekly competition (see section 7).

**Pairings for the final 2 weeks of each half will be in order of total points for best 7 weeks. In ties, golfers will be listed alphabetically by last name.**

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## 7.0 WEEKLY COMPETITION

You will be notified weekly, on the pairing sheets, of the competition method for the upcoming league play. This competition is for fun, with prizes for 2025 as follows: **1<sup>st</sup> place = \$15, 2<sup>nd</sup> place = \$10, and 3<sup>rd</sup> place = \$5. Tiebreaker each week is LOW NET** unless stated otherwise. Additional tiebreakers will be low gross, most eagles, birdies, pars, and then coin flip. The secretary also reserves the right to occasionally modify the weekly payout distribution in certain competition formats.

**THE SCORER MUST RECORD THE COMP SCORE AT THE END OF THE ROUND AND RECORD IT ON THE SCORECARD. FAILURE TO DO SO MAY RESULT IN GROUP DQ FOR PRIZE \$.**

Winners of the weekly competitions will collect their money from the league Treasurer **at the end of the season.**

The minimum eligibility requirement to register an official league night is a 3-some, all in the same division. If this requirement is not met, then no winnings or points will be metered out for that league night in the division that has less than 3 players, and the monies will remain in the ReTees general/prize fund.

A **2025 Weekly Competition Champion** will be crowned at the end of the season. This is simply the person who wins the most weekly competition money. End-of-season tie-breaker will go to *the golfer who played the most league rounds.*

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## 8.0 HANDICAPS

League handicaps will use GHIN this year.

Those new to this handicap system should do some reading and ask questions if you have any.

<https://www.usga.org/content/usga/home-page/handicapping.html>

Using the GHIN app is highly recommended as well. For all rounds played during the posting season (whether in league or not), league members should record their scores. Entering hole-by-hole scores is recommended, unless you understand ESC well. ESC stands for Equitable Stroke Control and defines a 'maximum' score a golfer can record on each hole, based on their current handicap.

## 9.0 HOLE-IN-ONE POT(HI1P)

The ReTees league has an optional HI1P pot with a buy-in offered at any time. If no one wins the 2025 pot, then it will be carried over to 2026, and if you paid-in for 2025, you will be grandfathered in for 2026. There is no refund if a person leaves the league.

The hole-in-one must be scored on one of the 20 regular league nights, or in one of the two official Field Day events. Not a practice week, not a BEGA tournament, and not a side-round with one of your fellow ReTees.

A person **is not** in the hole-in-one competition until his entry fee is received by the Treasurer, or one of the league officers. You can write one check for dues and the hole-in-one pot (pay cash or with paypal/Venmo).. See *Registration form* ([section 2.0](#)) for details.

If someone wins the pot, the buy-in starts immediately following the win.

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# 2025 Golf League ReTees ation Packet



## 10.0 LOCAL COURSE AND RETEES RULES

Play will be governed by USGA rules unless superseded by the following league or course local rules—

### 10.1 Local Rules applied by ReTees Committee (Officers) —

- 1) **Winter rules** will apply unless otherwise notified by the league. The ReTees play winter rules all season. Winter rules are defined as follows: A ball lying **from tee-to-green** may be lifted and cleaned, without penalty, and placed **within 6”** of where it originally laid, not nearer the hole, and so as to preserve as nearly as possible the stance required to play from the original lie. This rule is not intended to provide relief from obstructions or improve position of the original lie. Note the ball does not have to be in the fairway to pick and clean.
- 2) There will **NOT** be a penalty for a lost ball in **your own fairway**. Drop a ball where the lost ball was last seen, as agreed by the majority of players. Hit a provisional whenever in doubt about your ball.
- 3) Invoking USGA rule 14-3 (Local Rules exception note), the ReTees allow the use of distance measuring devices for all League-night and Field Day play.<sup>9</sup>

### 10.2 Foster Local Rule: Hitting across the water for holes #11, #16 and #17. To speed up play, and resolve confusion, the following Foster local-rule will apply—

If you are in the hazard on #11 or #16 you have the following 4 options (per **USGA Rule 26-1**) —

- A. **Play from the hazard with no penalty, or**
  - B. **Re-teeing with one-stroke penalty added, or**
  - C. **Drop a ball in the drop area (across the river identified by green markers) [FOSTER LOCAL RULE] (normally, this will be your best option).or**
- 
- D. **Dropping behind the point where his ball crossed the margin of the hazard, with a one- stroke penalty added. The drop can be made at any point, as far back as the golfer wishes, so long as the point where the ball crossed into the hazard is kept between the point of the drop and the hole (see next page, “Option 3” for illustration of this).**



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 aWWWrdaterater



You're playing the eighth hole on the Eagle Talon Course and oops . . . you slice your tee shot into the lateral water hazard.

**Here are your options:**

**Option #1** – Play from where ball stops in the hazard. No penalty. (You cannot ground your club.)

**Option #2** – Play from where your first shot was played. One stroke penalty.

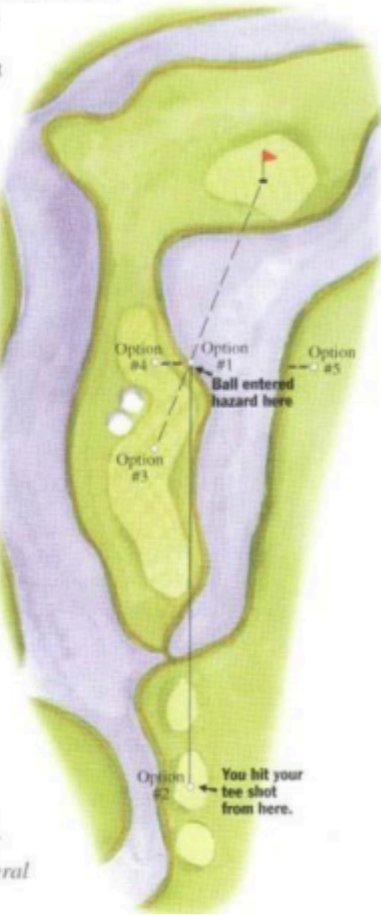
**Option #3** – On a line from hole through last point of entry in water hazard, with no limit to how far back you can go, drop a ball and play from there. One stroke penalty.

**Option #4** – At last point of entry in water hazard, two club lengths from the hazard line, no nearer the hole, drop a ball and play from here. One stroke penalty.

**Option #5** – Two club lengths from spot equidistant, on opposite side of hazard, drop a ball and play from there. One stroke penalty.

The best advice is to sign up for a lesson in the pro shop and get rid of that slice!

*Refer to Rule 26 in the USGA Rules of Golf regarding lateral water hazards.*



So the next time on the eighth hole on the you do better off the tee. Except, you hit your second shot to the green a little fat where it hits on the bank, beyond the red hazard line, and then rolls back into the lateral water hazard.

**Here are your options:**

**Option #1** – Play from where ball stops in the hazard. No penalty. (You cannot ground your club.)

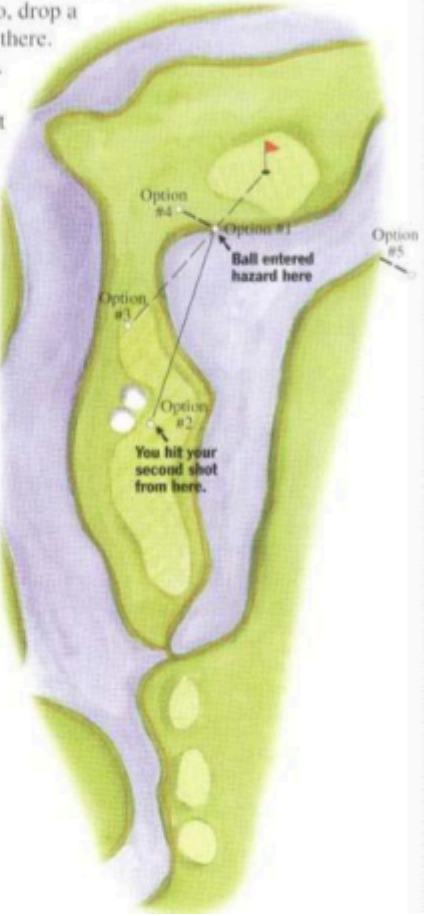
**Option #2** – Play from where your last shot was played. One stroke penalty.

**Option #3** – On a line from hole through last point of entry in water hazard, with no limit to how far back you can go, drop a ball and play from there. One stroke penalty.

**Option #4** – At last point of entry in water hazard, two club lengths from the hazard line, no nearer the hole, drop a ball and play from here. One stroke penalty.

**Option #5** – Two club lengths from spot equidistant, on opposite side of hazard, drop a ball and play from there. One stroke penalty.

Don't give up. Buy some more balls and try again next week.



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If you are in the hazard on **#17**, you have the same 4 options (A-through-D above), and there is one additional option if you are in that hazard because it is a **lateral hazard** (marked by a red line around the pond).

**E. With one-stroke penalty, drop a ball outside the water hazard within two club-lengths of and not nearer the hole than the point where the original ball last crossed the margin of the water hazard or a point on the opposite margin of the water hazard equidistant from the hole.**

This option would be helpful if your drive started out over land and sliced or hooked into the pond. You would not give up the distance it traveled before entering the hazard.

## 10.3 Foster Local Rule:

## 10.4 Immovable Obstructions

Treat all flower beds, sheds, water fountains, asphalt, and dirt paths, protective fences as immovable obstructions. Take relief as allowed by rule 24-2.b No Penalty.

Trees between 7<sup>th</sup> green and 8<sup>th</sup> tee are a “protective fence”, therefore an immovable obstruction. During play of the 7<sup>th</sup> hole, if the player's ball lies within the obstruction or the obstruction interferes with the player's stance or swing, use the drop area provided (between obstruction and cart path on the side toward the fairway of hole #10). No Penalty. Under all other circumstances, (such as during play of #10 hole) take relief according to Rule 24-2b (one club length from the "nearest point of relief" no closer to the hole. No penalty).

## 10.5 Other Rules

1) **Casual water** not marked with stakes, damaged ground, or ground under repair is a free drop within one club length, not nearer the pin.

### a) USGA Rule 25-1.a: Interference

Interference by an abnormal ground condition [such as casual water] occurs when a ball lies in or touches the condition or when the condition interferes with the player's stance or the area of his intended swing.

### b) USGA Rule 25-1.b.i: b. Relief

(i) Through the Green: If the ball lies through the green, the player must lift the ball and drop it without penalty within one club-length of and not nearer the hole than the nearest point of relief. The nearest point of relief must not be in a hazard or on a putting green. When the ball is dropped within one club-length of the nearest point of relief, the ball must first strike a part of the course at a spot that avoids interference by the condition and is not in a hazard and not on a putting green.

2) **Immovable obstructions** such as sprinkler heads, water spigots, and staked trees are a free drop within one club length, not nearer the pin.

### a) USGA Rule 24-2.a: Interference

Interference by an immovable obstruction occurs when a ball lies in or on the obstruction, or when the obstruction interferes with the player's stance or the area of his intended swing.

3) In weekly league play, the ball **must be holed out** or the player will be **disqualified** from the net/medal points for that evening's competition. An “X” shall be recorded on the score card for that hole. The computer program will automatically determine your adjusted score on the X-ed hole based upon your individual league handicap. Depending on the weekly competition, an X might also disqualify you from that competition, as well.





## 11.0 PENALTIES

The **WHITE** stakes mark the Out of Bounds (OB). If the ball is hit beyond the white stakes it is considered Out of Play. A one-stroke penalty is assessed and **you must hit another ball from the original location.**

The **RED** stakes mark other hazards. The ball may be played from these hazards if the player chooses. However if he chooses not to play the ball within the hazard, a one-stroke penalty is assessed and the player may:

- a. Play a ball as nearly as possible at the spot from which the original ball was last played.
- or
- b. Drop a ball outside the hazard within two club-lengths from the point where the original ball last crossed the margin of the hazard and not nearer the hole.

A ball hit out of bounds or in a hazard may be retrieved, but **please do not spend a lot of time looking for the lost ball (5 minutes maximum)**. If the group behind you is waiting on the tee, please allow the awaiting group to play through.

## 12.0 TIPS AND COMMON GOLF ETIQUETTE

Etiquette animations are available online at <http://www.usga.org/playing/etiquette/etiquette.html>

### 12.1 Tee box and fairways:

- a. Put a ball mark repair tool, a ball marker and tees into your pocket at the first tee.
- b. You should always be able to identify your ball. Marking the ball with a permanent pen is suggested to avoid any question that you (or someone else) might be playing the wrong ball.
- c. Be ready to play when it is your turn. Plan your shot before your turn. Don't wait until your turn to start thinking about what club you will hit, or whether to go over the water or lay up. Be ready in advance.
- d. **Keep your swing routine to a minimum. Take only one practice swing for each shot, then hit the ball. (Remember: if you tally 45 strokes for nine holes and you take an extra 30 seconds for each one you will add 23 minutes to the length of your (and your group's) golf game.)**
- e. Never stand or walk in front of a golfer who is about to hit their shot. Avoid moving, talking or standing close to or directly behind someone as they are making a shot. Don't take practice swings in the direction of another person.
- f. Limit your search for a lost ball to **five** minutes. If scrounging for balls in a hazard, be aware of your group's position in relation to the group in front of you, and remember that our slow play cascades to the league that follows us.



- h. When in doubt if you are in-bounds, hit a provisional ball. Eliminate the need to go back to where you hit your last shot.  
When you are playing slowly or **repeatedly** looking for lost balls, ask the group behind you to play through so you do not slow everyone down.
- g. Repair divots on the course. Repair ball marks and spike damage on the greens.
- h. Always keep up with the group ahead of you. As they leave the green, you should be ready to hit up to the green. Don't worry about how far ahead you are of the group behind you; focus on staying a reasonable distance from the group ahead.
- i. Avoid yelling, screaming, throwing clubs, using profanity, or intentionally hitting into the group ahead as a warning to speed up play.
- j. Leave golf bags at a point beside the green that is en route to the next tee. Leaving your bag at the front of the green delays the next group while you walk back to the bag, replace your club, and move on to the next tee box. Do not place golf bags on the putting green. If your next shot is with your pitching wedge or sand wedge, automatically take your putter with you.
- k. Play according to the Rules of Golf. [http://www.usga.org/playing/rules/rules\\_of\\_golf.html](http://www.usga.org/playing/rules/rules_of_golf.html)

## 12.2 On the putting green:

- a. As you approach the green with your putter, take a second to note your group's ball locations.
- b. Do not stand in or cast a shadow through the line of someone's putt.
- c. Study your line of putt while others are putting.
- d. Continue putting until your ball is holed, unless you will be standing on someone else's line.
- e. If you are the first in the cup, pick up the flagstick so that you can replace it after the last person has putted out.
- f. Mark scorecards on the next tee box, not on, or next to, the putting green.
- g. On par 3's, players who cannot reach the green should hit when ready.

## 12.3 Bunkers:

Enter bunkers from a low, flat place. Rake bunkers after play.

**13.0 LEAGUE OFFICERS**

League officers serve in office for a period of one calendar year, from Jan 1 to Dec 31. There are no term-limits for a ReTees officer. Near the end of the 2<sup>nd</sup> half, nominations will be taken from league membership and an electronic vote taken amongst candidates who verbally indicate their acceptance of nomination. If a vote is required, ballots will be emailed out and collected for counting. Announcement of the following year's officers will be made prior to or at the final league event.

President	Vice President	Treasurer	Secretary/Webmaster
<p><b>Brian Gruel</b> 206-310-5883 <a href="mailto:briangruel@comcast.net">briangruel@comcast.net</a></p>	<p><b>Ed Caballero</b> 425-677-5865 <a href="mailto:edcaballero46@gmail.com">edcaballero46@gmail.com</a> m</p>	<p><b>Bob Berres</b> 206-718-6745 <a href="mailto:bobberres@gmail.com">bobberres@gmail.com</a></p>	<p><b>Andrew Wallin</b> 206-551-4155 <a href="mailto:awwallin63@gmail.com">awwallin63@gmail.com</a></p>
Duties			
Meet with other league officers to approve/change rules, decide on tournament dates, dues changes, anything else. Officers may approve reasonable expenditure of league funds at these meetings.	Meet with other league officers to approve/change rules, decide on tournament dates, dues changes, anything else.	Meet with other league officers to approve/change rules, decide on tournament dates, dues changes, anything else.	Meet with other league officers to approve/change rules, decide on tournament dates, dues changes, anything else.
Attend all BEGA league meetings as ReTees representative	Setup, plan and run the two league field days that use league money.	All payments to BEGA must be made by a single check from the league.	Coordinate with the golf course on t-times, a contract needs to be signed Jan - March to ensure we have times.
Perform the duties of the Vice President(s) in their absence.	Create field day sign-up flyer and have the secretary distribute to the league	BEGA dues are to be paid preferable one time each half. All checks must be made payable to: Boeing Employees Golf Association (or BEGA)	Collect league dues and registration forms in Spring.

<p>Perform such other duties as the office may require. Scorecards, Hats, etc</p>	<p>Collect the registration forms and payments, and maintain sign-up roster.</p>	<p>Provide an alphabetical list of the league's total membership. This list should include: member's name and mail stop (or marked Ret. for retirees, or Assoc. for Associate members). Please indicate which members paid their initial BEGA dues through another league and identify which league those dues were paid through. Provide a list for both first and second halves whenever changes occur. If you don't have any new members, no additional dues are necessary.</p>	<p>Maintain all league documentation, including League Rules, Registration Forms, election nominations, ballots.</p> <p>Currently also maintains the website for a charge of \$30 a year.</p>
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President	Vice President	Treasurer	Secretary
<b>Duties (continued)</b>			
Order trophies or other awards that the officers decide upon.	Distribute the pairings and prize list to the league via the secretary.	Provide a league financial report. Either a copy co-signed by the president or an electronic copy approved by the president.	Keep track of weekly competition type and results. Maintain current handicaps for all league members.
	Provide scorecards to the secretary for handicap posting.	Maintain accurate records. Account for all income and disbursements. Keep bank statements, receipts, and canceled checks. This will simplify preparing the financial report and help resolve potential problems if an audit of your records is required.	Input scores each week and send out pairings for the following week.  Summarize weekly play (optional).  Send out any notices from BEGA that are of interest to your members
		Write checks to VP for each field day course deposit. Provide VP with cash/checks for prize payouts.	Share any league rule changes with the members
		Pay weekly competition winnings to members at mid-season and end of season.	Sign league members' BEGA tournament entries, after validating handicap and minimum round requirements
		Deposit monies in BECU account.	Input scores for any BEGA tourneys that league members play in.
			Send in Interleague Entry for the 2 ReTees winners.
<b>Perks</b>			
Plays free in the Spring officers tournament	Plays free in the Spring officers tournament.	Plays free in the Spring officers tournament	Plays free in the Spring officers tournament
Plays free in the 3 official Field Days	Plays free in the 3 official Field Days - This was cancelled in 2024	Plays free in the 3 official Field Days. This was cancelled in 2024.	Plays free in the 3 official Field Days. This was cancelled in 2024.
			Secretary is the only paid ReTees position, with green fees for all 20 league season rounds paid

Per BEGA rules, no more than 50% of Officers can be Associate (non-Boeing) members.  
 All grievances are to be submitted in writing to the ReTees League President.