

Golf Goons

THE RULEBOOK

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GOLF GOONS RULEBOOK

Contents

ARTICLE 1	Membership	3
ARTICLE 2	The Season	4
ARTICLE 3	The Majors	4
ARTICLE 4	The Trophy and Hall of Fame	5
ARTICLE 5	The +1 Rule	6
ARTICLE 6	Conduct and Traditions	6
ARTICLE 7	Amending the Rulebook	7
APPENDIX A	Winner Register	8
APPENDIX B	Votes and Amendments	9
APPENDIX C	Does the Major Count?	11
APPENDIX D	Amendment Log	12
APPENDIX E	Idea Parking Lot	13

Preamble

The Golf Goons come from the original five friends who met through Hockey Association Apeliotes within the then illustrious team Heren 6. They play golf all year and crown champions at the Majors. Rounds during the year are tracked in the app; the Majors are what go on the trophy. The goal is simple: in ten years, this group should have a real history, with champions, rivalries and stories to show for it.

Every round ends at the **19th hole**: the bar or clubhouse where the Goons sit down for drinks after the last putt drops, usually at the course just played. It is where champions give their speeches (Rule 6.3) and where a missing trophy is paid for in drinks (Rule 4.2).

The Goons keep two books. This one, the Rulebook, is about the club: who is a member, how a season runs, what the Majors are and who may play in them, the trophy, conduct and how rules change. The **Major Rulebook** is about the golf: the formats, the scoring and the rules of play at a Major. Its rules carry an M, so Rule M1.1 is in the Major Rulebook and Rule 3.1 is in this one (Rule 3.9).

Both books are living documents. Every rule has a number so it can be referenced, changed or repealed, and every rule is one of two types:

- **Founding Law (FL):** the core of the Goons. Changing one needs three quarters of all votes (Article 7).
- **House Rule (HR):** everything else. Changing one needs a majority of all votes (Article 7).

ARTICLE 1

Membership

The Golf Goons start with five founders, and new members can only get in through the front door this rulebook describes.

1.1 FL The founders are:

THE FOUNDING FIVE · EST. 2026

- Maurits van 't Hag
- Ties van Aken van der Laan
- Pepijn Rezelman
- Jorn van der Linden
- Freek Suerink

Founders keep the title "Founder" for life.

1.2 FL A "founder" is one of the five people named in Rule 1.1. A "member" is anyone in the Golf Goons: the founders and everyone who joins after them. Every founder is a member, but a new member never becomes a founder. From here on, "member" means all members, founders included, and "founder" means the founders only. Membership is for life, unless the member resigns or is removed (Rule 1.6).

1.3 FL A new member joins only by winning a Major as a +1 (Article 5), or by a unanimous invitation from all founders.

1.4 HR Every member votes on rule changes, removals and disputes. A founder's vote counts double: each founder casts two votes, every other member one. A +1 has no vote.

1.5 HR A new member joins the moment they accept their invitation and is bound by this rulebook as it stands on that day. A +1 who joins by winning a Major is tracked as a member straight away: the winning round is logged in the shared app (Rule 2.1) and counts toward the current season.

1.6 FL Any member may propose removing another member. The vote runs like a rule change (Rules 7.6 and 7.7) and needs three quarters (Rule 7.4) of the other members' votes (Appendix B). The member in question has no vote. A removed founder keeps the title "Founder" (Rule 1.1).

ARTICLE 2

The Season

A season runs from a start date to an end date, and every round in between counts toward that year.

2.1 FL Members log every shared round in the shared app, Majors included. A shared round is an 18 or 9 hole round that two or more members play together.

2.2 HR The shared app is Hagolf, still under development. Changing apps is a House Rule change.

2.3 FL The first season, 2026, has no Major. Its Regular Season Winner is the member with the highest Elo in Hagolf: Ties van Aken van der Laan. Majors are held from the 2027 season onward (Rule 3.1).

2.4 HR At the end of each season the members vote on the format of the next one, such as how many Majors it has and how its Regular Season Winner is decided (Rule 7.5). If no new format is chosen, the current format continues. Either way, Rule 3.1 still applies.

ARTICLE 3

The Majors

The Majors are the heart of the Golf Goons: a minimum of 1 and a maximum of 4 per season from 2027 onward, 18 holes, one day, two champions (one in match play). This Article covers who plays and how a Major is organised. How it is played, in stroke play, Stableford or match play, is set out in the Major Rulebook (Rule 3.9).

3.1 FL From the 2027 season onward, each season has at least 1 and at most 4 Majors. The 2026 season has none (Rule 2.3). Each Major is played on a single day, over 18 holes.

3.2 FL Every Major crowns two champions from the same round: the Net Champion, who wins with handicap, and the Gross Champion, who wins without (Rule M1.1). One player may win both. A match play Major is the exception: it crowns one champion, its Net Champion, and has no Gross Champion (Rule M1.7). “Major Champion” means any of them, and “winning a Major” means winning any title. Every champion is engraved on the trophy (Article 4).

3.3 HR A Major only counts if at least 4 members play and at least half of all members play, rounded up. A +1 never counts (Rule 5.6). Appendix C gives the numbers. If too few members play, it is played as a normal round and rescheduled.

3.4 HR The date is communicated at least 4 weeks in advance. Announcing it months ahead, ideally at the start of the year, is encouraged.

3.5 HR Hosting rotates between members, though any member may take over hosting from another. The host picks the course and handles the booking.

3.6 HR The host decides how the flights are made: they set them themselves or let the players arrange

them. Either way, the host posts the final flights in the group chat at least 1 hour before the first tee time. If they do not, the host buys a round of drinks for every member at the 19th hole. In match play this covers the front 9; on the back 9 each group is a flight (Rule M1.9).

3.7 HR If the course closes or play is stopped before all the Major's holes are finished, the Major is postponed. Results from an unfinished Major do not count.

3.8 HR A member who cannot attend cannot send anyone in their place. They can still send a +1, who plays as that member's guest under Article 5, not as their replacement.

3.9 HR Every Major is played under the Golf Goons Major Rulebook, a separate book with the formats, scoring and rules of play. Its rules are numbered with an M, such as Rule M1.1; a number without an M is a rule in this book. Every other shared round is played under whatever format and rules its players agree on before teeing off. They may use the Major Rulebook, but don't have to. The round is still logged in the app (Rule 2.1).

ARTICLE 4

The Trophy and Hall of Fame

One trophy, mounted on a wooden block, carries the name of every Major Champion in Golf Goons history.

4.1 FL There is one rotating trophy. After every Major, the names of its champions (Rule 3.2), the Major and the date are engraved on a plate on the block.

4.2 HR The Net Champion is the trophy holder: they keep the trophy until the next Major and must make every reasonable effort to get it there, in person or through someone else. If the trophy is not there, the holder buys a round of drinks for every member at the 19th hole, whether or not the holder is there. The members may waive this by majority (Rule 7.4) when circumstances genuinely prevented it.

4.3 HR Engraving is done before the next Major. Cost is split equally between all members.

4.4 HR Whoever damages the trophy pays to repair it.

4.5 HR When the block is full, a new base or second tier is added. The original block is never replaced unless it is damaged.

Hall of Fame

Newest first. Add a row after every Major, with each winning score in brackets. A match play Major has one champion: put them under net with their match points in group 1, and leave gross empty.

DATE	MAJOR	COURSE	NET	GROSS

Every season's winner, and every Major with its host, is kept in the Winner Register (Appendix A).

ARTICLE 5

The +1 Rule

Every member may bring one guest to a Major, and a guest who wins a title earns a place in the Golf Goons.

5.1 FL Each member may bring one +1 to each Major. The +1 plays under the same rules and competes for every title.

5.2 FL If a +1 wins a Major (any title), they are a Major Champion, their name goes on the trophy, and they are offered membership of the Golf Goons.

5.3 HR A +1 who accepts membership joins at once, and their winning round counts as a member round (Rule 1.5).

5.4 HR A +1 needs a handicap (official or in the app) to play.

5.5 HR The member who brings a +1 handles their booking and green fee, and answers for their conduct.

5.6 HR A +1 does not count toward the member quorum in Rule 3.3.

5.7 HR A +1 only competes in Majors. They may join other Golf Goons rounds, but their scores do not enter the official leaderboard.

ARTICLE 6

Conduct and Traditions

The Goons compete hard, score honestly and celebrate properly.

6.1 FL Honest scoring above all. A member caught deliberately misreporting a score is disqualified from that Major. The other members decide on any further penalty by majority (Rule 7.4); the member in question has no vote. Removal from the Goons needs three quarters (Rule 1.6).

6.2 HR The defending Net Champion hits the first tee shot of every Major and the defending Gross Champion, if there is one, the second. A player who holds both titles hits first.

6.3 HR Each champion gives a short speech at the 19th hole; a player who wins both gives one.

6.4 HR Every Major gets a group photo with the trophy, kept in a shared album.

ARTICLE 7

Amending the Rulebook

Any member can propose a change at any time, to this book or to the Major Rulebook. House Rules change by a majority of all votes, Founding Laws by three quarters of all votes, and no change ever applies mid-Major or backwards in time.

7.1 FL Changing, adding or repealing a House Rule needs a majority (Rule 7.4). Changing, adding or repealing a Founding Law needs three quarters (Rule 7.4).

7.2 FL A change never applies to a Major already in progress, and never changes past results.

7.3 FL A vote that needs a majority is tied when the yes votes are exactly half of all votes counted (Rule 7.4), which is only possible when that total is even. The current trophy holder then decides, even if they already voted. If there is no trophy holder yet, or the trophy holder is not entitled to vote on the question, a tied vote fails. Founding Law votes have no ties: they reach three quarters or they fail.

7.4 FL Votes are counted out of all votes held by the members entitled to vote (Rule 1.4), not just those cast. A "majority" is more than half of them; "three quarters" is at least 75%, rounded up. Only yes votes count: a no, an abstention and not voting are all not a yes. Appendix B gives the numbers.

7.5 FL When a vote is a choice between more than two options, such as a Major date, and no option gets a majority, the option with the most votes wins. If options tie for the most votes, the trophy holder picks between them as in Rule 7.3.

7.6 FL A vote opens when the proposal is posted in the group chat and closes 7 days later, or earlier once every member entitled to vote has voted. Each member votes yes, no or abstain in the chat; the proposer counts as yes. Votes cast in person count once the proposer records them in the chat. Any member may change their vote until the vote closes; after that it is final.

7.7 FL The proposer may withdraw or reword a proposal until the vote closes. Rewording clears all votes and starts a new 7 days. A proposal that fails may be proposed again in changed form at any time, but unchanged only after the next Major.

7.8 FL This Article governs both books: this Rulebook and the Major Rulebook (Rule 3.9). Each book has its own version number and Amendment Log, and a change only updates the book it is made in.

Appendix B shows how many yes votes each kind of change needs, works through example votes, and shows how a vote runs from proposal to a numbered, versioned change.

APPENDIX A

Winner Register

Every season gets its own table here, newest season first. Next to the season is its leaderboard winner. Below it are its Majors in the order they were played, with who hosted each one (Rule 3.5) and who won the net and the gross; a match play Major has one champion, under net. The host fills in their Major after it is played.

DATE	EVENT	COURSE	HOST	NET	GROSS
2026 SEASON	Leaderboard winner: **Ties van Aken van der Laan**				
No Majors were played this season.					

APPENDIX B

Votes and Amendments

Worked examples for Rules 1.4, 1.6 and 6.1 and for Article 7. The rules decide; this appendix only shows them at work.

Votes needed

Every founder holds 2 votes, every other member 1 (Rule 1.4). Count out of *all* votes held, not just those cast: a no, an abstention and a missing vote all have the same effect (Rule 7.4).

OTHER MEMBERS	ALL VOTES	HOUSE RULE	FOUNDING LAW	REMOVE FOUNDER	REMOVE MEMBER
0	10	6	8	6 of 8	–
1	11	6	9	7 of 9	8 of 10
2	12	7	9	8 of 10	9 of 11
3	13	7	10	9 of 11	9 of 12
4	14	8	11	9 of 12	10 of 13
5	15	8	12	10 of 13	11 of 14

House Rule: a majority, more than half. Founding Law: three quarters, rounded up. Removal: three quarters of the votes left once the member in question's own votes are taken out (Rule 1.6). Whenever a member has no vote on their own case (Rules 1.6 and 6.1), leave their votes out first and do the same sums.

EXAMPLE · A HOUSE RULE VOTE

The five founders and two other members hold 12 votes, so a House Rule needs 7. Three founders vote yes: 6 of 12, exactly half. The vote is tied and the trophy holder decides (Rule 7.3). One more yes from either other member makes 7, and it passes outright.

EXAMPLE · A FOUNDING LAW VOTE

Same 12 votes: three quarters is 9. Four founders vote yes (8 votes) and the fifth abstains. 8 is not enough, and the abstention counts as not a yes, so it fails. One more yes from another member makes 9, and it passes. A Founding Law vote is never tied (Rule 7.3).

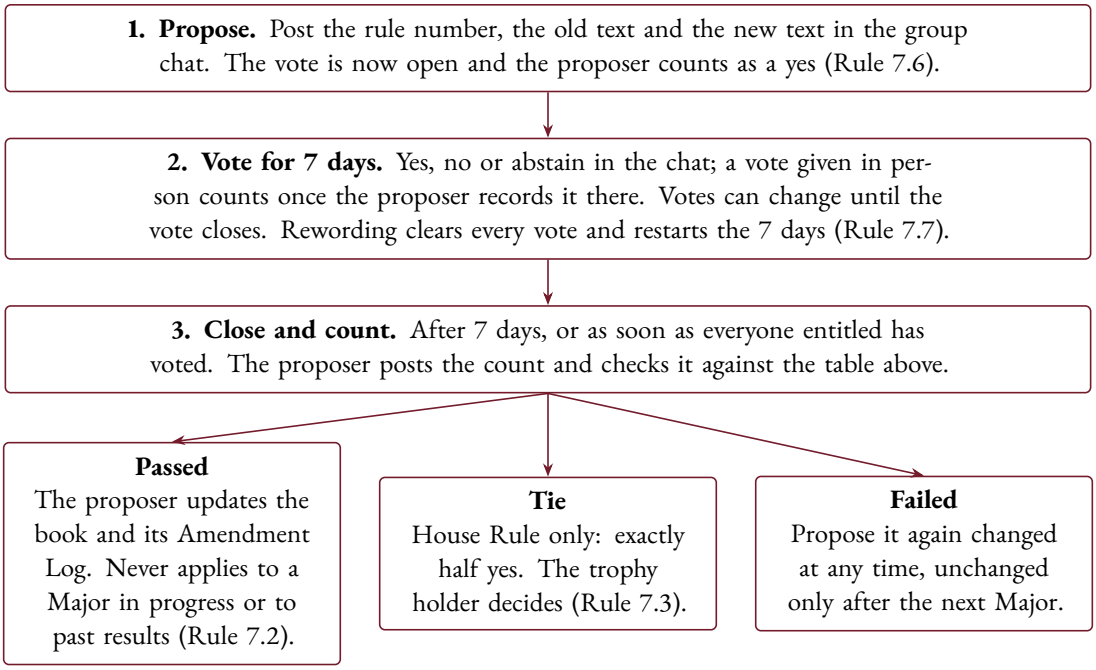
EXAMPLE · A REMOVAL

Same group. To remove one of the two other members, their 1 vote comes out: 11 left, three quarters of which is 8½, rounded up to 9. To remove a founder, their 2 votes come out: 10 left, so 8 are needed (Rule 1.6).

EXAMPLE · A CHOICE BETWEEN OPTIONS

The members pick a Major date from three options. Of 12 votes, the dates get 5, 5 and 2. None has a majority, so the most votes wins; two dates tie for the most, so the trophy holder picks between those two (Rule 7.5).

How a vote runs



After a change passes

The proposer updates the book the rule is in and adds a row to the top of that book's Amendment Log: Appendix D for this Rulebook, the last appendix of the Major Rulebook for an M rule (Rule 7.8).

- A new rule gets the next free number in its Article.
- A repealed rule keeps its number and is struck through, marked "Repealed, v1.x", so the history stays readable (use `\repealedrule` in the source).
- A House Rule change bumps the minor version (1.0 to 1.1). A Founding Law change bumps the major version (1.x to 2.0).

Example · A new House Rule

The rulebook is at version 1.0 and the members pass a new House Rule on conduct. Article 6 ends at Rule 6.4, so it becomes Rule 6.5, the rulebook becomes version 1.1, and the Amendment Log gets a row with 1.1, the date, 6.5, what changed and the vote count. Had it been a Founding Law, the rulebook would become version 2.0. A change to a penalty in the Major Rulebook bumps only the Major Rulebook's version.

APPENDIX C

Does the Major Count?

Worked numbers for Rule 3.3. A Major counts only if at least 4 members play and at least half of all members play, rounded up. A +1 never counts toward it (Rule 5.6).

MEMBERS	5–8	9–10	11–12	13–14	15–16
Must play	4	5	6	7	8

EXAMPLE · A SHORT FIELD

The Goons have 11 members, so 6 must play. Five members turn up with three +1s: eight players, but only five members. It is not a Major: they play it as a normal round and the Major is rescheduled (Rule 3.3).

APPENDIX D

Amendment Log

Every change to this rulebook gets one row here, newest first.

VERSION	DATE	RULE	CHANGE	VOTE
1.0	2026-11-25	All	First draft of the rulebook	Awaiting approval by all five founders

How a passed change is numbered and versioned is shown in Appendix B.

APPENDIX E

Idea Parking Lot

Ideas that are not rules yet. Anyone can add one, and any member can turn one into a proposal (Article 7).

- ☐ Give each Major its own name, like “The Goons Open” or “The Heyendaal Classic”
- ☐ A wearable for the champion, like a jacket, cap or belt, worn at the next Major
- ☐ Side prizes at Majors: longest drive and nearest to the pin
- ☐ A Wooden Spoon for last place at the final Major of the season
- ☐ Season Order of Merit: points for finishing positions at every Major
- ☐ Season awards: decide whether we want rewards per season, and which ones
- ☐ A yearly Major abroad as a golf trip
- ☐ Golf Goons merch: caps, ball markers, headcovers
- ☐ A special celebration for the 10th anniversary season
- ☐ Proposed home course: Het Rijk van Nijmegen (Groesbeek).
- ☐ Last place in the net competition at a Major buys the first round