

# 2024 WEDNESDAY MEN'S LEAGUE



## 27 HOLES

*Four-Ball Stroke Play Format: In four-ball stroke play, two partners compete together as a side, with each player playing his own ball, and a side's score for a hole is the lower score of the two partners on that hole.*

- 1. Play is from the white tees, super seniors age 65 and over will have the option to play from the gold tees.*
- 2. Two person teams, pick your own partner. Teams may be comprised of 3 players, however, only two players will compete each week. You may add a 3<sup>rd</sup> person to your team up to June 1.*
- 3. League will be organized by team handicap, using the two "primary" members handicap index. Low team will be number 1, next lowest 2, and so on.*
- 4. **Three tiers will be created for pairings and course designation purposes. Match Schedule will have each team playing against teams in their own tier.***
- 5. Points will be earned with the result of each match:
  - a. One point per hole (9)*
  - b. Winning Team (2)**
- 6. If hole is tied, the second ball will be used as a tiebreaker for the hole. If the team has only one player, there will be no tiebreaker. If the second ball is a tie, the teams will halve the hole and each get half a point.*
- 7. For a **no-show team match**, the team/player will have a match against PAR; no-show team will receive 0 points. The team will receive all allocated shots, which is 85% of handicap for 9-Holes.*
- 8. You may schedule two matches during the season to be played in the weekly window, Thursday to Tuesday (not on Wednesday at 5:15 pm). Must be 100% agreeable with the other team. Players will not be eligible for skins/pins when playing on a day/time other than posted schedule. If match is not played in time, both teams will receive 0 points.*
- 9. Wednesday Men's League will start on April 17, 2024, 5:15pm shotgun start, all matches should be completed by 7:45pm. If a group/player is late and the golfers are off the tee, he/they may join the match on the next tee.*
- 10. In case of bad weather, a decision to play will be made at 5:00 pm.*
- 11. If golf for league night is cancelled, the match is cancelled and we will move forward on the schedule.*
- 12. League golfers will receive an email on the Monday before league to confirm team players, show current standings, previous week results, and match schedule. We will assume teams using "Primary Players" for match.*
- 13. Playoffs start August 28, with the **top 16 teams overall**, losing teams are out of the playoffs.
  - a. Round 2 is September 4, losing teams will move into a Consolation Bracket, matches start at 4pm.*
  - b. Round 3 Matches are on September 11, matches start at 4pm.*
  - c. The Overall Winner and a consolation finals match on September 18, matches start at 4pm.**
- 14. Playoff golf format and scoring will be Four-Ball Match Play. **Different that the in-season format**, scoring will be done by match play scoring (holes won), not points. Match Play scoring example: 3 & 2, means up 3 holes with only 2 to play.*

15. For teams not in the Playoffs, there will be a weekly game, optional. There will be a separate sign up each week that will communicate the golf format, cost, and time to start.
16. Players will receive **USGA recommended 85% of their handicap for the match**. The low handicap player in the match will play as scratch, all other players will receive the difference in handicap.
17. Gold tee handicaps will be calculated for Super Seniors who have signed up to play from those tees for the season.
18. Scores will be posted by the golf shop staff.
19. You must have a current handicap and understand the general USGA Guidelines for posting scores and maintaining a handicap.
20. Rules will be added to manage slow play issues, including:
  - a. Net triple bogey maximum per hole, based on strokes given in match
  - b. Points deducted from teams, no weather issues, 5:15pm shotgun start, cards need to be turned into golf shop immediately after round so staff and mark card with "time turned in"
    - i. Time of round – 2:30 to 2:45, 2-point deduction (7:45-8:00 pm)
    - ii. Time of round – 2:46 to 3:00, 4-point deduction (8:01-8:15 pm)
    - iii. Time of round – 3:01 and over, 6-point deduction (after 8:16 pm)
21. Ties to determine the top 16 teams will be broken by: A- Their head-to-head match results will determine who wins tie, B- If they tie their head-to-head or did not play each other, a coin flip will determine winner (heads for low team number, tails for higher team number).
22. There will be No Subs, but a list for singles who would like to play on a team.
23. Each team shall pay \$300 for the first two players. To add a third team member, the cost will be \$90, option available until June 1<sup>st</sup>. Member accounts billed, this fee will include the season ending banquet and prizes. Credit book payout for top teams in each division, playoffs, and overall winners.
24. Each team will pay \$400 for mandatory season long skins and pins (primary two players). Teams of three players can divide the \$400 as they see fit. A team envelope will be handed out and must be returned, cash only, as soon as possible.
25. \$50 Closest to the Pin prize and remaining pool goes toward skin game (two nines), white and gold tees for CTP will be managed by the golf shop staff.
26. Skin game will be Gross & Net, full handicap, payout is in cash. The skin game will be considered a "team skin" so that partners cannot cut each other's skin. Gold tee players will be able to participate in skins and pins.
27. Avoid group rulings that effect skin game results, play a second ball if a ruling is needed, see Local Rules.
28. Season ending Dinner Party will be combined with an Awards Dinner and is scheduled for TBD. All Men's Event winners for the season will be recognized.
29. Credit book payout for top 16 teams, playoffs, and overall winners. Please let the golf shop know how to split winnings if you are a 3-person team.
30. Regular Season payout: Top 8 teams in each division. Playoffs payout: Overall Finals Winners, Overall Finals Losers, Consolation Winners, Consolation Runners-Up, Division Finals Losers/Winners, Division Finals Losers/Runners-Up.