

Teams and Schedule

The league consists of ten teams with each team having two players. Each team is required to field two players every week.

The regular season runs for 18 weeks and is scheduled so that each team plays every other team twice.

In the event of a rain-out, the schedule is modified so that no matches are skipped.

The League Secretary is responsible for setting and adjusting the schedule and has authority to make changes solely at his discretion.

League Fees and Fines

Each league member must pay an annual \$100 signup fee.

A \$20 fine is charged for each no-show player anytime a team fails to provide two players for a scheduled league-play match. These no-show fees are due the following week and should be paid to the League Treasurer promptly.

All team no-show fees must be paid by the start of tournament play in order for any team member to be eligible for tournament prize money.

All proceeds from the signup fees and fines are used to:

- pay for weekly prizes: BooYAh and Closest-to-the-pin
- provide cash prizes for the league champions and second-place team
- provide cash prizes for the mid-season and post-season tournaments

Rules of Play

All USGA rules apply, with the following exceptions:

1. The maximum score for any hole is double par.
2. Players are not required to play the ball as it lies, but instead may move the ball slightly to improve the lie of the ball without penalty, except when the ball lies in a hazard or is out of bounds. Any movement of the ball in this manner should be limited to one club-head's length, and should result in the ball remaining in its original area (rough, fairway, etc.)
3. Any shot hit out of bounds is penalized for the stroke but not the distance. The player may drop a ball within two club lengths of the point where the original ball went out of bounds or at any point along the original ball's line of travel (no closer to the hole in either case.)
4. If a ball is lost and is deemed by both teams to be in bounds, the player may drop a ball at a mutually agreed upon spot with no penalty.

Any dispute or question regarding the rules should be brought to the attention of one or more members of the rules committee and should be resolved **BEFORE** the scorecards are submitted to the League Secretary.

Handicap Calculation

- Handicaps are calculated to be 90% of the player's average over par.
- Returning league members begin the season using the previous year's average score.
- New league members and Subs with at least 3 scores posted in the previous season begin the season using the previous year's average score.
- New league members and Subs with less than 3 scores posted in the previous season have their handicaps determined after the first score posted.

Scoring

Each two-man team consists of an A player and a B player, based on player handicap. The team member with the lowest handicap is the A player. This applies to subs and league members alike.

If both players have the same handicap, the team can declare one or the other as the A player and designate such on the scorecard *prior* to commencing play. If no designation is made, the player whose name is listed first on the official scorecard will be considered as the A player.

If only one team member plays, that player is the A player.

Both teams are required to keep complete scorecards and should compare cards at the conclusion of the match.

One official scorecard should then be submitted to the league scorekeeper.

There are a total of five points possible per match:

- 2 *Stroke-play* points
- 2 *Match-play* points
- 1 *Team* point

Stroke-play Points (2)

Player A versus player A on the opposing team for one point.

Player B versus player B on the opposing team for one point.

The margin of victory is determined by comparing each player's *adjusted score* (total score minus handicap) and rounding the result.

In case of a tie, each player receives one-half point.

Match-play Points (2)

Player A versus player B on the opposing team for one point.

Player B versus player A on the opposing team for one point.

The player with the most *holes won* wins the point.

In case of a tie, both players receive one-half point.

The number of *holes won* is determined by comparing each player's *net-score* (score minus any *strokes given*) for each hole played. The player with the lowest net-score for the hole wins that hole. If both players have the same net-score then the hole is considered a tie. There is no carry-over, each hole won counts as one.

The total number of *strokes given* is determined by comparing player handicaps and rounding the result.

These strokes are then given on a hole-by-hole basis, in order of stroke index.

Team Point (1)

The winner of this point is determined by comparing each team's *adjusted score* (total team score minus team handicap) and rounding the result. In case of a tie, this point is split with each A player receiving one-half point.

If the opposing team does not field two players, the point is awarded by default as long as the team that wins the point has two players. A team must consist of two players in order to win this point, regardless if either or both are subs. With the exception of the aforementioned tie, this point is awarded as one-half point to each player on the team.

League Championship Payouts

The League Championship Trophy is awarded to the team with the most points at the end of the regular season.

First tiebreaker is total points scored when the tying teams played each other during the regular season. Second tiebreaker is a nine hole playoff.

The winning team will be awarded a cash prize of \$300.

The second place team will receive \$150.

Tournament Payouts

There are mid-season and post-season tournaments with cash prizes.

The mid-season prize pool is \$250.

Subs are eligible to play in this tournament with no minimum number of scores posted.

The post-season prize pool will be the remainder of the signup fees and fines.

Subs are required to have at least 3 scores posted to be eligible to play in this tournament.

Weekly Cash Prizes

- BooYAh \$20
Awarded to the league member who beats their average by the largest margin.
- Closest-to-the-pin \$10 (with carry over, per side)
Awarded to the league member whose tee shot is on the green and is closest to the pin on the specified hole.

New Member Probation Period

Each new member's status as a permanent league member is subject to approval by a majority vote (one vote per team) at the conclusion of their first season. Any new member that does not receive majority approval is not invited to return to the league the following year.