

# 2023 WEDNESDAY NIGHT LEAGUE

## RULES AND INFORMATION

### REGULAR SEASON FORMAT

- **WEEKS 1 - 9 - Round Robin**
  - Teams will play 2 split squad matches against another team each week.
    - i.e. Team A players 1-3 will play against Team B players 1-3, and Team A players 4-6 will play against Team B players 4-6.
    - The best ball (net) will be counted for each team each hole. If the hole is tied after the best ball scores, then the 2nd best ball from each team will be counted as a tiebreaker. If still tied after the 2nd best ball scores, the hole is pushed and the point is halved.
    - In the case where Team A may have 1 player going against 2 or 3 players from Team B, the 2nd ball will be counted (no matter the score) and win the hole for Team B if tied after the best ball scores.
    - Each hole is worth 1 point.
      - Win the hole = 1 point, tie = 0.5 point, loss = 0 points
      - Points for any holes not finished before dark will be halved.
  - Teams will play against all other teams at least once throughout the season.
  - Teams will be seeded (for week 10 and playoffs) based on total season points.
- **WEEK 10 - Last Week Leap Frog**
  - In week 10, teams will play the seed ahead of them in the standings. As follows:
    - 1v2 / 3v4 / 5v6 / 7v8 / 9v10

### PLAYOFFS

- 8 teams will make the playoffs. Teams ranked 9th and 10th after week 10 will be eliminated.
  - Any ties in the standings will be broken by the highest weekly team point total of either team.
  - Teams will be seeded based on regular season standings (total season points).
    - 1v8 / 2v7 / 3v6 / 4v5
- The playoff format will be the same as regular season play.

### WEEKLY PAIRINGS

- Team captains will submit their lineup each week. There is no limit on players per week. If all 6 players are available, all 6 can play.
  - Lineups should consist of an "A" pairing and a "B" pairing.
  - Any player can be part of either pairing (no handicap requirements).
  - Teams cannot use the same pairings two weeks in a row.
  - If a player is unexpectedly absent and is part of a pairing of 2, teams may move a player from their pairing of 3 to fill in, so there would be 2 pairings of 2.
  - **Weekly Subs:** Subs can be used only if a team has 3 or less guys available for a week, they will be allowed as many subs as they need to make a team of four.
    - Weekly subs will not be allowed for playoffs.

## POINTS AND PAYOUTS

- Weekly Points
  - Each team can win up to 18 points each week.
    - Two 9 hole matches - each hole worth 1 point.
- Weekly Payouts
  - The team that earns the most points each week will win \$120 in pro shop scrip.
    - The \$120 will be divided equally amongst the players who participated for the team that week (including subs).
    - Any teams that are tied for the highest point total will each earn \$120 in scrip.
- Playoff Payouts
  - Playoff payouts will be in cash.
    - 1st Place - 60% of net total purse
    - 2nd Place - 30% of net total purse
    - Remaining 10% of net total purse will go towards an end of season tip for the bag boys

## WEEKLY PLAY / RULES / INFO

- **IMPORTANT:** If you are clearly out of a hole, please pick up to ensure pace of play and the completion of the round.
  - At the same time, make sure to confirm with the opposing team that a player is "good" before picking up. If a player prematurely picks up before being deemed "good" his score will be considered a max score.
- Please check in with the pro shop upon arrival to receive your team's scorecard and find out which hole you are starting on.
- Play will be from the white tees. You may play from the gold tees if you qualify (age and/or enough rounds posted from the gold tees).
- We will alternate between the front 9 and the back 9 each week.
  - Note: We may end up playing the front or back multiple weeks in a row depending on what holes are closed down due to the bunker renovation project.
- Handicaps:
  - Handicap indexes used for each player will be as of Thursday from the week prior.
  - The max playing handicap for any player is 18 (for 9 holes). Handicaps above 18 will be reduced.
- Max Scores:
  - The max score for any hole will be net double bogey.
  - All max scores are created equal. Meaning that holing out for a max score does not beat a "pick-up" max score.
- Score Posting:
  - Because of players picking up (for pace of play) scores will not be posted.
  - However, if you consider your round as legitimate you are highly encouraged to post it on your own.
- Drop Zones / OB / Penalty Areas
  - **#6** - If your tee shot goes out of play on the right (no matter how far out of play), drop within two club-lengths of where the ball entered the penalty area. This to help ensure pace of play.

- **#6** - The hillside along the left side of the hole is considered a penalty area.
- **#8, #11, #14** - If your ball is on the cart path by the green, take relief by using the drop zones that are in the front or back of the green. Take relief in the nearest zone that is no closer to the pin. You may also elect to not use the drop zones and take the nearest relief that is no closer to the pin.
- **#12** - If your tee shot goes out of play and does not cross the beginning of the fairway, use the drop zones at the beginning of the fairway (left or right) for your next shot (3rd shot). If your ball clearly crosses the fairway before going out of play, you may take your drop farther up the fairway where the ball was deemed to have crossed into the penalty area.
- **#14** - If your tee shot goes out of play to the left or falls short of making the fairway (from the white tees), a provisional ball should be played from the tee. **There is no designated drop zone on the other side.**
- **#18** - Any tee shot that goes out in front of, or to the left of the flag in the trees on the left side is considered OB and will require a re-tee. If the ball is later found in the trees along the left of the fairway, the ball should still be considered OB and unplayable if it crossed in front of, or to the left of the flag. A provisional ball should be played if a tee shot goes right up onto the hill and is not clearly seen coming down into play.
- For all other rulings, please follow USGA/local rules. If any rulings cannot be settled, play out the hole as you would and a ruling will be made post-round with the head pro.

#### **PACE OF PLAY GUIDELINES:**

- ❖ Your position should be directly behind the group in front of you. If there is a substantial gap between you and the group in front of you, you are behind the pace of play and should adhere to the following guidelines to hasten your group's pace of play.
- ❖ Play ready golf anytime it's appropriate (which is most of the time), especially if your group has fallen behind.
- ❖ When you hit your drive, pay close attention to where it is heading. If possible, line it up with a tree or other landmark so you can go right to it.
- ❖ Hit a provisional ball for shots that may be lost or out of bounds. You should rarely have to go back to the tee or where your previous shot was hit!
- ❖ Look for another player's ball only after you have played your own shot. The time limit for a search is 3 minutes.
- ❖ Be aware of and ready to go when it is your turn to play. Meaning you have your distance read, club chosen and in hand, and are ready to step up to your ball and initiate your shot.

- ❖ If you can continue to your ball without disturbing your playing partners or putting yourself in danger of getting hit then do so.
- ❖ As long as you aren't disturbing your playing partners, begin reading / lining up your putt while others are putting so that you are ready when it is your turn.
- ❖ Be reasonable and respectful when it comes to time spent on the green. This is not the PGA tour, we are not pro golfers, there is no need for anyone to walk around a putt three times and then take 10 practice strokes. Get a quick feeling for your putt, then address the ball and putt. Who knows, keeping it simple might help!!
- ❖ Place your bag or park your cart on the side of the green closest to the next tee.
- ❖ Record your score on the next tee box to clear the hole for the group behind you.