

2024 WEDNESDAY NIGHT LEAGUE

RULES AND INFORMATION

Preseason, 4 weeks of play: Apr. 24th - May 22nd (no play on May 15th due to Canyon Classic)

Regular Season, 8 weeks of play: May 29th - July 24th (no play on July 3rd due to holiday)

Playoffs, 3 weeks of play: July 31st - Aug. 14th

Each week will be a 5:30 pm shotgun start. We will alternate playing the front and back nines.

9 teams, 6 players per team

\$600 entry / team (\$100 / player)

REGULAR SEASON FORMAT

- Teams will play a single best ball match against another team each week.
 - All 6 players from a team may play if they are available.
 - The best 3 balls per hole (net scores) will be counted for each team.
 - Each hole is worth 2 points.
 - Win the hole = 2 pts, Tie = 1 pt, Loss = 0 pts
 - Points for any holes not finished due to darkness will be halved.
- Teams will play against all other teams at least once throughout the season.
- Teams will be seeded in the playoffs based on total season points.

PLAYOFFS

- 8 teams will make the playoffs.
 - Any ties in the standings will be broken by the highest weekly team point total of any of the tied teams.
 - 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.
- Subs are not allowed for playoffs.

RABBIT SKINS GAME

- The goal of a rabbit skins game is to be the player that holds the rabbit after either hole #9 or hole #18. If a player wins a skin while the rabbit is loose, that player then holds the rabbit. If a player wins a skin while the rabbit is held by another player, then the rabbit is set loose. The rabbit will start each round loose on either holes #1 or #10.
- If the rabbit is caught at the completion of a round, then a new rabbit game will begin.
- Entry into each rabbit game will be \$10 per player. Players can buy into a rabbit game at any point (once you've paid the \$10 entry you are in until a new rabbit game begins).

WEEKLY PAIRINGS / SUBS

- Teams will be matched up against another team each week. Matchup pairings will be made at random. There is no limit on players per week, if all 6 players of a team are available, all 6 can play.
 - Weekly Subs: Subs can be used only if a team has less than 3 of their players available. Teams are responsible for providing their own subs (sub must be an MGA members).

PAYOUTS

- 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.
 - If teams are tied for the highest point total, the tie will be broken by the team best ball total starting on the hardest hole and progressing to the next hardest hole until the tie is broken.
- 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

- 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.
- Handicaps:
 - Handicap indexes used for each player will be as of Tuesday (day before match).
 - The max playing handicap for any player is 12 (for 9 holes). Handicaps above 12 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:
 - Scores will be posted by the MGA each week.
- Drop Zones / OB / Penalty Areas
 - **#6** - If your tee shot goes out of play on the right along the hillside (no matter how far out of play), drop within two club-lengths of where the ball entered the penalty area. This helps ensure pace of play. OB exists beyond the hillside.
 - **#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.

- **#18 - Re-tee if: 1.** Tee shot fails to cross the ravine (this includes going left on to #10 fairway). If your tee shot is deemed to have crossed any part of the cart path/rough/fairway past the ravine you may drop on the other side. - **2.** Tee shot goes right up onto the hill and is not seen clearly 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/MGA board.

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 ready to go when it is your turn to play. Meaning you have your distance already 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 lining up and getting ready for your putt (this goes for any shot!).
- ❖ 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.