

2023 WEDNESDAY NIGHT LEAGUE

RULES AND INFORMATION

REGISTRATION FEES

- Teams
 - One time entry fee of \$600 per team
 - The MGA will collect the fee from each team's captain prior to April 12th.
 - No weekly entry fees
- Weekly Subs
 - No initial registration fee for those that wish to register as a weekly sub
 - \$20 weekly fee to play
 - Weekly subs will not be eligible to play in playoffs

TEAMS

- 6 players per team
- 8 team slots available
 - We will allow more teams if there is clearly enough interest to do so

WEEKLY SUBS

- Sign up as a weekly sub if you would like to participate in WNL but are unsure of your weekly availability.
- Sign up as a weekly sub if you are a single player but would like to be placed on a team.
 - There are no guarantees but we will do our best to get you on a team.
 - Priority goes to those that register first.

REGULAR SEASON FORMAT

- Teams will play 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 team's best two balls (net scoring) will be counted in each matchup.
- Each hole is worth 1 point, for a total of 18 points up for grabs each week.
 - Win the hole = 1 point, tie = 0.5 point, loss = 0 points
- Teams will play against all other teams at least once throughout the season.
- Standings will be based on total points earned through the season.

PLAYOFF FORMAT

- The playoff format will be the same as regular season play except for:
 - Teams will be limited to 4 players.
 - The team's single best ball (net scoring) will be counted in each matchup.
- 8 teams will make the playoffs.
 - Teams will be seeded based on regular season standings.

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.
 - Tiebreaker: Lower total team score (net). If still tied, then the lowest total team score (net) on the hardest hole (and then the next hardest, and so on) will be used to break the tie.
- 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 find out which hole you are starting on.**
- We will be facing darkness the first few weeks, so be ready to start play at 5:30 pm sharp.
- **IMPORTANT:** If you are clearly out of a hole, please pick up to ensure pace of play and the completion of the round.
- 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 each week.
 - The max playing handicap for any player is 36. Handicaps above 36 will be reduced.
- Max Scores:
 - The max score for any hole will be net double bogey.
- Score Posting:
 - Scores from each week will be posted by the MGA. Any holes marked "x" will be filled in as net double bogeys.
 - To avoid a double posting do not post your score on your own.
- Drop Zones / OB / Penalty Areas
 - **#6** - If your tee shot goes out right over the fence, you may re-tee (3rd shot) or drop within two club-lengths of where the ball entered the penalty area. If your ball clearly went over the fence and into the OB area, you may elect to take a drop two club-lengths into the fairway directly across from where your ball entered the OB area. If you do, you would be hitting your 4th shot from that spot (as if you had re-teeed and hit it to that spot).
 - **#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, you may 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, a provisional ball should be played from the tee.
- **#18** - Any tee shot that goes out in front of the flag in the trees on the left side is considered OB and will require a re-tee. 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.