

Wednesday Men's League Golf Rules

Depending on nature and course conditions, League generally starts near end of April with a "fun" night and Competition beginning in May ending in early Sept. Prize/Recognition will be awarded to League Winners at years end. Number/Size of prize will depend on how many teams we have.

You must have a Club Membership and pay a league fee to play/sub in League. *(This is an important rule to follow as every year someone attempts to fill in AND has not paid a league fee. Only in special circumstances will this be allowed and will be decided by the league director. If this player is allowed AND they do not have a GHIN handicap number/card, they will play with a zero handicap.)* Your league fee will cover weekly prizes, year-end playoffs AND include your MGA Handicap Card.

League Schedule will be on board showing starting hole and pairings. *(Although we use a Shot Gun start, starting times may vary early/late in season due to Sunset/Darkness time)*

Roster and Subs will also be listed on board. **You are responsible for getting your own sub.**

Club will send out an email 45 minutes prior to league start if cancelled due to potential bad weather. You are still free to golf if you want but no league scores will be kept that night. If Round is not complete, and is called due to weather, no scores will be kept that night.

Proxy/Event signs, if used that night, will be placed out at respective holes.

Team Scramble at Mid and Late Season: We are still working out details.

Year End League Tournament: The top 8 teams in cumulative points will be playing. The final 2 teams will then have a championship match to determine our League Tournament winner. *(cash prize for final two/four teams)*

League Play: Flip a coin to see which Team hits first. Team with best score on hole has honors on next hole, and so on for all remaining holes.

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*****Sample Score Card, please fill out completely*****

North Branch Golf Club – Men’s League

MEN'S BLUE	PAR	5	3	4	4	4	3	4	4	4	35	MAXIMUM SCORE HANDICAP MAX				HANDICAP POSTING
	YARDAGE	477	186	339	334	313	193	365	301	440	2948	0-4Double Bogy	5-97	10-148	15-199	
	HANDICAP	6	7	2	8	9	4	5	3	1		20-2410	25+11			
HOLES		1	2	3	4	5	6	7	8	9	Gross Score	Handi- Cap	Net Score	Points	SCORE	
John Doe	7	4	8	5	4	4	5	6	47	6	41	45	46			
Tom Jones	6	4	7	5	6	3	5	5	45	4	41	53	44			
Michael Smith	6	5	9	5	6	3	6	6	51	11	40	4	50			
Greg Johnson	5	3	5	6	4	4	6	5	43	8	35	6	43			
DATE	7/4	TEAM	Doe/Smith Team Name								PTS.	8.5				
		TEAM	Jones/Johnson Team Name								PTS.	11.5				

In our example above Doe is the #1 golfer for Team of Doe/Smith. He will be playing against Jones, who is the #1 golfer for Team of Jones/Johnson. Smith and Johnson are their teams #2 players and will play each other.

Each player will add their **MGA Handicap** to the card. In our sample match, Jones must give Doe a stroke on the 2 hardest handicap holes {9 and 3} as his handicap is lower by 2 strokes. Johnson must give Smith a stroke on the 3 hardest handicap holes {9,3 & 8} as his handicap is lower by 3 strokes.

After the round, total strokes are added up for a **Gross Score**. Then, subtract the Handicap from the Gross Score and this will give you the **Net Score**.

Next, determine who won each hole and team points. Circle any scores that win, and mark any holes that tied, this includes the Net Score. Log the Points for each individual and Team total at the bottom.

Before you turn in your card, you need to calculate your **“Handicap Score for Posting”** in the last column. Here is where you may need to make adjustments to your score based off of your handicap. In our sample match, Doe has a handicap of 6. He can only take a maximum score of 7 on any hole. On hole #3, he got an 8...that must be adjusted down by one stroke. Therefore, his Score for Handicap Posting will be a 46. Jones will have to adjust his score down by 1 stroke as he had a 7 on hole #3 and his maximum score on any hole, based off of his handicap, is Double Bogy.

Smith must also adjust score down by 1 stroke as he had a 9 on hole #3 and his maximum score on any hole, based off his handicap is an 8. Johnson did not need to make any adjustments.

(Maximum Scoring based on your Handicap is shown below and in the upper right of the score card)

9 Hole Handicap	Max Score on any Hole
4 or Less	Double Bogey
5 – 9	7
10 – 14	8
15 – 19	9
20 - 24	10

Turn in card to League Representative or Clubhouse Employee at the end of your round. Team scores will be posted in clubhouse and entered into the MGA handicap system by the next week.

MGA Handicap pages will be posted on bulletin board the 1st and 15th of the month. Page will show both an 18 and 9 hole handicap for each golfer. We will use the 9 hole, Blue Tee, handicap for our league. Clubhouse employee, or league representative will enter scores in MGA Handicap System

League representative will check and post Team scores and Event winners in clubhouse. Events may include: Longest Drive (*in fairway*), Closest to Pin (*on green*), Closest 2nd shot (*on green*), Longest Putt (*on green*), etc. (*prizes for proxy winners will vary; logo'd ball, food/beverage ticket, merchandise, etc.*)

“Bye” Team scoring: If we have an odd number of teams, one team will have a Bye. Team with Bye will still play, and will be matched against team number that coincides with that week on the schedule. (*If your Team has the Bye night, and it is the 6th week of our season, your scores will be matched against Team #6. If by chance the team/week number are the same, we'll use the previous weeks team number*)

If missing 1, or more, players from your team:

1. Pairings automatically go to 1 / 2, 3 / 4
2. **Team with 4 players automatically gets 5 points (this includes the Net Point Score) – for each missing golfer on the other team.**
3. If team is missing 1 player; number 4 player matches score with the opponent's number 3 player to see if they get up to 5 more points. (for a Max of 10 points)
4. If team is missing 2 players, the rules are the same except for the team with 3 or 4 players would play the number 2 player to match points.
5. If opponent is missing 3 players, the rules are the same except for the team 3 or 4 players would play the number 1 player to match points. Still play the match 1 vs. 1 and give an automatic 5 pts to players 2,3,4.
6. If all 4 are opponents are a no show, team present will get an average score of all winning teams that night. Missing team gets zero points and a phone call.

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Special Rules to adhere to for league:

Out of Bounds on Tee Shot only: You can re-tee (hitting 3 now) or you can lateral ball drop, 2 club lengths, no closer to the hole, where your ball went OB (hitting 4 now). Any subsequent shots that are OB, use basic golf rules; Re-hit with 2 stroke penalty. *(This should help keep all Teams moving through the course and limit slowing down play)*

Winter Rules: League may allow you to “fluff” your lie, **only if in “your” fairway....not the rough or another fairway,** depending on course conditions (You may pick/clean ball as well)

Gimmies: Are up to your opponent.

Please replace your divots on the Fairway

Please fix your ball marks on the Green

Bunker Rakes are there for your use.

Clean out your cart when finished and toss garbage/recycling into the respective bins.