

# Tuesday Night Men's League

## Rules of Play

**Tees Played:** Men under the age of 60 - White Tee Markers  
Men 60 and older – Red Tee Markers

**U.S.G.A. Rules for Match Play Apply:** It is match play so concessions can be made for the round but for the sake of the overall skins game, we ask that all players at least be within a flagstick length before picking up and counting a “gimmie”. Also, confirm with pairing on any ruling questions and if a concession can't be reached, play the ball both ways and bring the scorecard up with both parties after the round for a final ruling.

### **PENALTY AREAS, OUT OF BOUNDS, AND PROPERTY LINES:**

- Lateral Penalty Areas are marked by red stakes or lines. NO PENALTY PLAY BALL WHERE IT LIES or 1 STROKE PENALTY PLAY FROM WHERE BALL ENTERED
- No-Mow Areas are to be played same as Lateral Penalty Areas.
- Water Penalty Areas are marked by yellow stakes or lines. 1 STROKE PENALTY PLAY FROM BALL DROP ZONE Drop areas are located on holes #5 and #9, NOT HOLE #12 (Drop outside the moat).
- Residential Property marked by split rail fencing, stakes painted white or green with white tips marking Out of Bounds.
- Out of bounds defined by white stakes, green with white tipped posts, or fences. 1 STROKE PENALTY REHIT BALL FROM ORIGINAL SPOT or 2 STROKE PENALTY PLAY FROM WHERE BALL WENT OUT

The following holes each have designated out of bounds:

- #1 – Residents behind green.
- #2 – Residents left side, Highway right side.
- #3 – Residents right side.
- #4 – Residents right side & behind green.
- #5 – Residents right side, hole 6 tee box area.
- #6 – None.
- #7 – None.
- #8 – Residents left side.
- #9 – Residents right side.
- #10 – Residents behind green.
- #11 – Residents left & right side, behind green.
- #12 – Residents right side, road left side.
- #13 – Chain link left, residents right side.
- #14 – Residents right.
- #15 – None.
- #16 – Chain link left.
- #17 – None.
- #18 – Residents left & right, road behind green.

### **FORMAT OF PLAY:**

Individual Match Play – 9 Holes

Points are awarded on each hole as follows: If you win the hole = 1 point  
If you tie the hole = 1/2 point  
If you lose the hole = 0 points  
If you win the match = 1/2 point

Low handicap plays low handicap and high handicap plays high handicap.  
1v2 matches will be played if one team member is absent using handicaps.  
Automatic 6\3 match points will be awarded if neither team member is present.

### **FLIGHTS, TEAM POINTS, & PRIZE MONEY:**

You will be placed in an initial flight with teams of similar team total handicap.  
You will play each team in your flight twice.  
Flights will be reorganized based on accumulated team point from each initial double round robin.  
You will play each team in your new flight once.  
Teams with the highest accumulated points after a full cycle win their respective flight grouping.  
League prizes will be given out as Gift Certificates valid for merchandise purchases in our Proshop.

**HANDICAPS:**

We use the USGA Handicap system for handicap indexes to set the matches each week.

Your handicap each week will be determined by your opponent. The lower handicap between you and your opponent will play to a ZERO and the higher handicap will play to the difference between the two handicaps.

**SAMPLE MATCH:**

Team A	-	<u>Player</u>		9 Hole		vs.	Team B	-	<u>Player</u>		9 Hole
		Jack Nicklaus	12						Phil Mickelson	10	
		Arnold Palmer	18						Tom Lehman	26	

The low handicap players on each team must play each other. Jack Nicklaus vs. Phil Mickelson

The high handicap players on each team must play each other. Arnold Palmer vs. Tom Lehman

Strokes awarded are as follows: Phil Mickelson will play as a ZERO and Jack Nicklaus will play as a 2. The scorecards below shows the holes Jack Nicklaus will deduct strokes on.

Jack Nicklaus deducts a stroke on the 2 hardest holes of the nine being played.

If the match were played on the front 9 Nicklaus would deduct a stroke on hole #5 & #4.

<i>FRONT 9</i>									
Hole #	1	2	3	4	5	6	7	8	9
Jack Nicklaus (2)				▪	▪				
Phil Mickelson (0)									
<b>Hole Handicap</b>	<b>5</b>	<b>17</b>	<b>13</b>	<b>3</b>	<b>1</b>	<b>9</b>	<b>15</b>	<b>11</b>	<b>7</b>

Fill out scorecard with actual strokes and the software will automatically calculate NET scores.

***Important Notes:***

Pre-Party April 7<sup>th</sup> (Meal, Beer, and Q&A to start at 6pm)

First night of play April 14<sup>th</sup>

Guests are able to play in the absence of your playing partner but their score does not count towards the round.

**(Please ensure that your guest follows course guidelines and does not distract from the match)**

Wrap-up party will be held night of final round

Weekly Hole Contests & Net Skins Game (weeks 7-16)

Range available by 4pm

Wait to go to starting hole until 5:20pm (no playing practice holes or putting on course greens)

Clubhouse open after league play for Food (until 9pm) & Drinks (until midnight)

Email list used for updates & rainout notifications

***#5 Pond Ruling***

***Water area North of the cart path is played as a Lateral Penalty Area (Red). Water area South of the cart path is played as a Water Penalty Area (Yellow).***

***Ball drop zone can only be used if your ball landed in the yellow boundary.***