

2022 LEAGUE INFORMATION

League play begins **Tuesday, May 17th** and continue until September 24th

REGISTRATION FEE - \$60.00	INCLUDES FIRST ROUND OF GOLF & CART
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EACH NIGHT AFTER - \$45.00	INCLUDES GOLF & CART
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Skins, Super Holes & 50/50 are optional and equal \$20.00 in total to play.

Anyone can Join at any time throughout the season, there is no weekly commitment, prizes are awarded after each league day, and posted through email and social media. Prizes left for pickup inside pro shop.

Tee-Times will begin at **10:00am** every Tuesday – NO EARLIER – This allows time for our staff to set the course with contests, markers, ropes, etc... Tee-Times are not Blocked for League Only. So be sure to book early to get your times.

League players are required to play **minimum 3 times** during the season to qualify for an Overall Division Title during Club Championship in September.

There will be **ABC & Ladies Divisions** and golfers will be placed in appropriate division based on scoring averages kept throughout the season, and any rounds posted in 2021. A spreadsheet is kept and scores entered after every round. Divisions are as follows...

A DIVISION	Less than 88.1
B DIVISION	88.1 - 99.9
C DIVISION	100.0 +
LADIES DIVISION	One Division for All Players

*Handicaps from these scoring averages will only be used for a NET PRIZE during Club Championship Tournament.

LEAGUE FORMAT & CONTESTS

- Individual **Strokeplay over 18 Holes**
- **Skins Pot \$5.00** and only awarded on Front 9 Holes (must be outright low score)
- **Super Holes \$10.00** (similar to a skins Pot but will carry over from week to week if not awarded, there will always be TWO Super Holes up for grabs)
- **50/50 - \$5.00** (Winner Receives 50% and other 50% goes towards any Pro Shop merchandise used for prizing weekly, & during club championship.
- **Contests will be located on First 11 Holes** including Closest to Pins on #4, and #8, Closest to Bullseye on #3 Fairway, Long Drive on #5, or #11, Straightest Drive on #10, Closest to Pin in 2 Shots #9, Bunker Challenges & more...

*(Please be mindful of Men's or Ladies Markers, and write on appropriate one. Print Clearly every time with First & Last name) In the event we start on Back 9 any particular week. Contest locations will be posted accordingly.

- **SCORECARDS** are to be Dropped off inside the Pro Shop in BOX by Entrance, or at Front Desk if Pro Shop is Closed for the day. Ensure First/Last Names are printed clearly. **Do Not** pass them to me in the Parking Lot because they may end up in my laundry basket.

RULES OF PLAY

- **NO GIMMES** – This is always a **HOT TOPIC** from my perspective. And there will be absolutely NO GIMMES all season long. Simply PUTT your ball into the hole. If its 12", Easy... PUTT it in... If its 3 feet, don't even think about it... Make the 3-Footer... If you miss, add a stroke. I don't care how you play when you're out with your buddies playing weekend warrior golf, but on **TUESDAYS we Finish our PUTTS.**
- **DROPS** – Another Topic in question and here are the basic rules of golf. Everything is played as a **lateral hazard** to increase pace of play. Lateral means drop at the **point of entry** (one penalty stroke) within two club lengths no closer to the hole. **Drop Zones** can be used as long as the ball crossed the hazard directly before the drop area, also add one penalty stroke.
- **BUNKERS** – In the event your ball comes to rest in a Foot Print, or area that could be determined "Ground Under Repair" washout, rocks, etc... The golfer is allowed **Free Relief**, and has to place their ball within **one club length** staying within the bunker hazard, not in the grass.
- **RETROGRESSION** – This will be used to determine a TIE BREAKER during weekly play only. Club Championship Tie Breakers will be determined by Sudden Death **PLAYOFF HOLE** on #18 than #1. Repeat if necessary.

LOWEST LAST HOLE SCORE ON 18

IF TIED, LOWEST LAST 3 HOLE TOTAL

IF TIED, LOWEST LAST 6 HOLE TOTAL

IF TIED, LOWEST LAST 9 HOLE TOTAL