

## **Men's Twilight Golf League: Rules, Policies and Scoring System for the 2012 Season**

1. The League is open to both MECC Members and greens fee players who are members of a team.
2. We will limit the number of teams to fourteen (14) this season.
3. Each team must have at least four (4) and not more than six (6) members. Initial team rosters will be submitted on or before May 8, including names and contact information when available. Final rosters must be submitted by May 29. Team members must play in at least two (2) matches during the regular season to qualify to play in the Captain & Crew. Substitutes who play for a team during the season but who are not on the roster are not eligible for captain & Crew.
4. The Pro Shop will maintain a substitute list. Substitutes can play for any team, but may not be on the roster of any team.
5. Each team will pay a league fee of \$120. Team fee (\$120) covers: \$80 to Pro Shop Credit team prize fund: \$20 to Golf Equipment Fund, \$20 for mid-summer league barbecue.
6. The league adopted the match play format as explained by John Gay. The rules and scoring will be drafted and circulated to team Captains and representatives in the near future.
7. Rain outs: ONLY if the course is closed due to unplayable or unsafe (e.g., lightning) weather conditions. If a match is suspended after three or more holes have been played the players/teams will use their scores for the holes played and split the points for the holes which they were unable to complete.
8. Each participant in the League must have a GHIN Card by the date of his first match of the season.
9. Handicaps: If a participant does not have a handicap at the start of the season his initial league handicap will be as follows:
  - a. If the participant had a league handicap from the 2011 season that handicap will be used until a GHIN handicap is established; or
  - b. The participant's scores starting on the first night of play (and thereafter), adjusted by 60%, will serve as his handicap until a GHIN handicap is established. The maximum handicap a player may have is 20 for nine holes. No player may take more than an eight (8) on any hole during a match.
  - c. A player must pick up his ball at eight strokes if he has not finished the hole, in which case his team will lose the aggregate point for that hole. However, if a player or players from each of the teams are required to pick up, the 'aggregate' point will be split between the teams. If all four players are required to pick up, both points will be split between the teams.

### **Scoring system:**

1. Four man teams play each week; two from team A vs. two from team B.
2. Each player's handicap strokes are determined by taking the low handicap player's handicap (for nine holes), subtracting the low handicap from the handicap of each of the other players, and multiplying the remainder by 80%. Examples:

- (a) Player A has the low handicap (3) for nine holes. Players B, C and D have handicaps of 8, 10 and 12 for nine holes. Player B's handicap for the match is 4 ( $8-3=5 \times .8 = 4$ ), and he would get strokes on the four highest handicap holes. Player C's handicap for the match would be 6 ( $10-3=7 \times .8 = 5.6$ , rounded up to 6) and he would get strokes on the six highest handicap holes. Player D's handicap for the match would be 7 ( $12-3=9 \times .8 = 7.2$ , rounded down to 7) and he would get strokes on the seven highest handicap holes. Player A does not get any strokes.
- (b) Player A has the low handicap (8) for nine holes. Players B, C and D have handicaps of 9, 10 and 12 for nine holes. Player B's handicap for the match is 1 ( $9-8=1 \times .8 = .8$ , rounded up to 1), and he would get a stroke on the highest handicap hole. Player C's handicap for the match would be 2 ( $10-8=2 \times .8 = 1.6$ , rounded up to 2) and he would get strokes on the two highest handicap holes. Player D's handicap for the match would be 3 ( $12-8=4 \times .8 = 3.2$ , rounded down to 3) and he would get strokes on the three highest handicap holes. Player A does not get any strokes.

Each participant will be provided with a chart which will allow them to determine the handicaps for their match quickly and easily.

3. Scoring: Players/teams earn one point per hole for the lowest net score on that hole and one additional point for the lowest net aggregate score on the hole. If either (or both) the low net score or the low net aggregate score is a tie the teams will split the point(s) for that hole. Total of two points per hole, 18 points per two man match. Total team points are tabulated from week to week and used to determine rankings within the league.

Alternate scoring if a team has only one player in the match: If Team A has only one person playing against two from Team B you first determine handicaps as stated in paragraph 2. The two points will be earned by the team that shoots the low net score. A1 plays against both B1 and B2. A1 earns 2 points if he beats both of them; loses 2 points if either of them beats him, and splits (one point to each team) if either B1 or B2 ties his net score.

Example 1: Player A1 scores a net 5; Players B1 and B2 both score a net 6. Team A gets two points because A1 beat both B1 and B2 for low net score.

Example 2: Player A1 scores a net 5; Player B1 scores a net 4 and B2 scores a net 6. Team B gets two points because B2 had the low net score.

Example 3: Player A1 scores a net 5; Player B1 scores a net 5 and B2 scores a net 6. Team A and Team B each get one point because A1 and B1 tied for the low net score.