

Thursday Night Men's League Rules -Badlands Golf Course

1. League website: <http://leaguegolfer.com>
 - a. You will get an email from this app inviting you to set a password within three business days of initial sign up for league
2. Text contact: 651-247-1041
3. Email contact for league: manager@badlandsgolfcourse.net
4. Officers:
 - a. President: Stefan Wood 651-769-5175 s.wood@indue.com
 - b. Secretary/Treasurer: Jim Spaight 651-247-1041
5. Thursday "Funside" functions by their own rules and regulations and will not be utilizing any handicaps or rules listed in this document. Each team/group determines their own terms of play/golf. Each member must pay for their own banquet meal.

Rules

1. Extra team is created for subs to play every Thursday while working on/establishing their handicaps. Their scorecard is only used for handicap and will not impact team points unless they are playing as a sub for any team. Every team that needs a sub can draft from the sub team each week before play starts at 5:30pm Thursday evenings.
2. Playoffs: 2 weeks, tops 6 teams, seeded playoff.
3. Subs: There is no limit to the number of subs each team may use during the season.
 - a. In the event a team uses a rotation of more than 4 players, please have the rotation to be used to the league secretary before at least one day week 1 matches. These subs are considered priority subs for their "home" teams.
 - b. Any other sub can be used by simply crossing the name on the scorecard and clearly writing the sub's name. Then use his score. Handicaps for subs are described below.
4. Handicap calculations will be processed by the website
 - a. Handicaps will be determined reviewing the past 5 weeks scores. The high and low scores will be dropped and the remaining three scores will be averaged to set the handicap.
 - b. The first 3 weeks will use last year's ending handicap
 - c. Golfers with less than 3 league scores will use all scores to set the handicap. Golfers with 4 weeks will drop the high score only using the remaining 3 for average. Once 5 weeks are played, high and low week from the past 5 weeks will be dropped.
 - d. Please see website for scores and handicaps. Please note – secretary will compare each scorecard. In the event only one is turned in or legible, that will be the sole card used. Please compare scorecards before turning in to ensure they match. In the event there are differing scores for a hole, secretary will take the low score recorded for the hole.

- e. New players: Golfers without a registered handicap in our league will have their handicap set based on the score for the initial week they play. As they play, existing scores will be used as written out in point c. above.
- f. Max score allowed for any hole to calculate handicap is triple bogey. No more than that will be entered into the system for handicaps, team scores, etc.
- g. Each week, you will find a scorecard with your name and the player you are assigned to play. The starting hole will be highlighted. If you and the team you are playing agree, players may ride with others than who they are scheduled to play. **HOWEVER**, scores must be entered on the correct scorecard to count. As a competitive league, playing partners will be forced by flight only determined by handicap. This means the best player from each team plays the best player from their opponent and so forth.

General Rules of Play

- Anyone aged 60 or older will be noted on the scorecards. These individual will play from the gold tees. If they choose to play from the white tee boxes, the decision will be made prior to the season and that player will play from the whites full time and will not be noted as gold on the scorecards.
- Anyone aged 75 or older will be noted on the scorecards. These individual will play from the red tees. If they choose to play from the gold or white tee boxes, the decision will be made prior to the season and that player will play from the golds or whites full time. The name will reflect the tee boxes that player is expected to play from.
- On a shot that goes out of bounds (beyond white stakes.) The player may hit a provisional from the tee (playing three from there) or the player will have no more than 3 minutes to search for their ball. At that time, they and the playing partner will determine the position no closer to the pin that the ball exited play so player can drop at that point. This will cost the player a two stroke penalty (example, drive out of bounds, drop where the shot went out, playing stroke 4 from the hole.) The penalty strokes consist of one for out of bounds, the second is the distance to the drop.
- On a shot that goes into a water hazard, player will have no more than 3 minutes to search for their ball. At that time, they and the playing partner will determine the position no closer to the pin that the ball exited play so player can drop at that point. This will cost the player a penalty stroke (example, drive in the water, drop where the shot went out, playing stroke 3 from the hole.)
- Winter rules allowed in fairway only. Winter rules allow the slight movement of the ball (no closer to the hole) in the event the ball ends up in a divot or a spot of dead grass **IN THE FAIRWAY ONLY.**
- Rain-day – Show up and vote. Only those there will have their vote counted.
- Play ready golf! Pace of play is critical to completing rounds. Keep up with the group ahead of you.

- Unplayable lie - Player and the playing partner will determine the position no closer to the pin that the ball rests so player can drop within 2 club lengths of that point. This will cost the player a penalty stroke.
- You will have pre-printed scorecards indicating which hole you start on and who you will be playing. This must be completed and readable for your scores to be entered.
- League points – 1 point will be awarded per pairing per hole to the low net score (actual score less the handicap noted on the scorecard) of each pairing. An additional 3 points will be awarded to the net low total score for each individual match-up.
- Any sub will be required to have played 5 weeks during the regular season and have a fully set handicap to have scores counted during the playoffs.
- Something new and fun this year. At the completion of the round, all interested in participating will meet at the closing hole played by the full field (noted on your scorecard.) There will be a weekly competition for \$2 each player choosing to play. The competition will all be closest to the pin and rotate weekly including 1) 100 yards out, 2) a chip (from top of hill on 18, agreed to location on 9) and 3) a putt starting at 25 feet. In the event of a tie, prize money is evenly split. We need someone to help run this.