

## 1. LEAGUE OVERVIEW

### A. TEAMS

- ☛ The league will consist of two man teams.
- ☛ Teams will be assigned to a Division using their Team Handicap.

### B. FEES

- ☛ **League Fee: MEMBERS** (\$80 per player), **NON-MEMBERS** (\$120). Please pay on or before week 1.
- ☛ **Member Cart Fee:** trail or regular cart fee.
- ☛ **Non Member:** Green Fee and Cart = \$27.

## 2. LEAGUE PLAY

### A. SCHEDULE

- ☛ **Regular Season:** Play dates (Monday = 17) (Thursday = 20)
- ☛ **Playoffs:** Begin the week after the conclusion of regular season. See below for more details about playoffs.
- ☛ A copy of league schedule will be provided and posted on the club website

### B. TEE TIMES

- ☛ You must make a tee time to play (tee time block 3:00 pm - 6:00 pm or earlier if available and approved)
- ☛ Please inform the Pro Shop of your normal tee time.

### C. WEATHER/CANCELLATIONS

- ☛ The Pro Shop will declare all league cancellations due to weather. A decision will be made no later than 3:00 pm on the play date. Call Pro Shop before traveling to the club if you are concerned.
- ☛ Teams will be **expected** to play unless weather causes the course to close.
- ☛ If a cancellation occurs, all matches for the week are null and void and that week of play will be rescheduled if possible or simply **canceled altogether**.

### D. MATCH EXPECTATIONS

- ☛ You are **expected** to play matches on the scheduled played date (*only reschedule if emergency*)
- ☛ Your match must be played before the start of the next play date or a forfeit will be applied.
- ☛ **OPTIONS FOR COMPLETING YOUR MATCH:**
  1. Play on scheduled date as normal or with subs (you can have 1 or 2 subs for a team)
  2. **Play 2 vs 1 or even 1 vs 1** (see page 2 for how to score these type of matches)
  3. Reschedule match if team agrees to a new date. It is your responsibility to notify the opposing team if you need to reschedule a match and please let the Pro Shop staff know this as well. If you can not make personal contact, notify the Pro Shop. Do not rely on answering machines. Please talk to someone.
- ☛ **Note:** If you **DO NOT NOTIFY** the opposing team and/or RVCC (and your opponents show up to play), you will be given a score of 0 for the match.

## 3. COURSE AND PLAYER RULES

### A. TEE BOXES

- ☛ The Men's league will use a "Mixed Tee" format.
- ☛ Players will choose tee box (Blue, White, Gold, Green) that they believe is a **FAIR** challenge based on the Tee It Forward philosophy. Any changes to the normal Tee Box you play must be verified with the Pro Shop.

### B. HANDICAPS

- ☛ Each player will establish (1) league handicap to be used for all of the leagues they play in.
- ☛ Handicaps will be calculated by using the player's 5 **most recent** league scores.
- ☛ The **average** of your scores will be used to calculate your handicap.
- ☛ Your scores will carry forward from year to year.
- ☛ Please maintain the **Integrity** of your **handicap** by trying to make the best score on every hole.
- ☛ See league bulletin board for more details about Handicaps and how they are calculated.

**C. COURSE RULES**

- ▀ We will follow USGA rules and play winter rules (move ball (1 grip length) own fairway)
- ▀ Any other rule changes will be posted such as playing lift clean and place everywhere due to conditions.

**D. PLAYER SCORING**

- ▀ **Gimme's** - all putts should be holed out
- ▀ **Double Par** - there is no "official" double par rule. If you do **not** finish a hole, you will lose any strokes you have on the hole, forfeit **Team Net** pts and score a (-3) for Individual Bonus Pts.
- ▀ Please notify Pro Shop staff with any scoring issues. Play a 2nd ball if necessary and then get a ruling.

**4. MATCH FORMAT AND SCORING SYSTEM**

- ▀ There will be **20 pts** available in each match and Individual Bonus Pts. Scored as follows:

<b>Hole Points</b>	Low Net Ball (1 pt) and Low Team Net (1 pt) for a total of 18 pts.
<b>Team Low Net (2 pts)</b>	Net = (Total of both gross scores) - (both HDCPS)
<b>Individual Bonus Points (+3 2 1 0 -1 -2 -3)</b>	<b>Bonus Points:</b> Bonus = Target + HDCP - Score <b>Target:</b> 36 <b>Example:</b> Gold tee player (4 hdcp, shoots 41): Bonus = 36 + 4 - 41 = -1
<i>Max points you can win 20 + 6 bonus = (26 pts)                      Max Loss is (-6 pts)</i>	

Scoring Matches if you don't play 2 vs 2 (You must show up and play to score any points for your match)

A vs B	Match Scoring	MAX Points
<b>2 on 1</b>	Team A: Wins all low total 9 + 2 (11 pts) Low Ball points up for grabs (9 pts) and can earn bonus	A: 9 + 9 + 2 + 3 + 3 = 26 B: 9 + 3 = 12
<b>2 on 0</b>	Team A: Wins all 20 match points and can earn a bonus. Team B: 0 pts	A: 9 + 9 + 2 + 3 + 3 = 26 B: 0
<b>1 on 1</b>	Can only win low ball points and bonus. No low total pts.	A: 9 + 3 = 12 B: 9 + 3 = 12
<b>1 on 0</b>	Team A wins all 9 low ball pts Low Total: 0 Can earn bonus	A: 9 + 3 = 12 B: 0

**5. WEEKLY PRIZES**

- A. FLAG PRIZES:** There will be (3) flag prizes on each side. You are only eligible for prizes on your scheduled league night. Prizes will be determined by the Pro Shop. Each prize will be worth \$7 pro shop credit. See Pro Shop to spend any credit you earn.
- B. SKINS GAME:** Optional. Sign Up in Pro Shop before playing. There will be a payout for gross and net skins.

**6. LEAGUE WINNERS AND PLAYOFFS**

- ▀ League winners based on number of teams in division. Playoffs TBD (will post before end of season).

**7. LEAGUE DINNER**

- ▀ A meal will be provided on a date to be determined near the end of season. We will post ahead of time.