

## League Rules For Thursday Night USPS League

*By signing up for the League all players are acknowledging they have read and agree to comply with the rules below.*

*When signing up enter a handicap for 9 holes.*

*Also provide a valid phone number and a valid email for League Manager's use in contacting you if needed.*

### League Dues

1. League dues are \$120 per player.
2. DUES MUST BE PAID BEFORE PLAY BEGINS FOR WEEK 3.
3. Players delinquent in paying dues when play begins for Week 3 will be assessed a 4 stroke penalty for rounds played (7 strokes for rounds "ghosted") and the penalty strokes will continue through Week 5 if dues remain unpaid.
4. Players delinquent with dues payment after Week 5 will be SUMMARILY DROPPED. THERE WILL BE NO EXCEPTIONS FOR UNPAID DUES AND NO SUBSTITUTIONS FOR DROPPED PLAYERS AFTER WEEK 5!!! The teammate of the dropped player will have the option of continuing league play with their "ghost" partner (using League "ghost" rules) or dropping out of the league with dues refunded. There will be no refund of dues after Week 6 for players with a dropped partner.

### General

1. Two man teams. Players pick their teams. Each team will have an A player and a B player determined by their handicap.
2. Teams will play sixteen weekly events. Throughout League play the Golf League Program will automatically rank the teams in accordance with accrued points. Week 1 through Week 13 match scheduling will be done randomly by the Golf League Program regardless of League Standings. Weeks 14, 15 and 16 will be "Position Rounds" and will be scheduled manually by the League Manager according to League Standings. (See **Position Rounds**)
3. In each match teams are competing for thirty total points consisting of three points per hole plus 3 points for the team with the lowest combined net score. The hole scoring is as follows: One point for A player vs A player, one point for B player vs B player and one point for team vs team (A and B player combined scores). In the event of a tie score for any point then the point is halved.
4. In the individual competitions the higher handicapped player is given strokes starting on the number one handicap hole. For example a 10 handicap player playing a 6 handicap player will get a one stroke advantage (commonly called a "pop") on each of the 4 hardest holes.

## League Rules For Thursday Night USPS League (Cont'd)

### General (Cont'd)

5. In the team competition the higher combined handicap team will be given strokes in the same manner. If team A has a combined handicap of 18 and team B has a combined handicap of 9 then team A will get a stroke on all nine holes (9 "pops") in the team competition. All handicap strokes will be clearly marked on your scorecard.

6. If neither player from your opposing team shows up you MUST MAKE AN EFFORT to find someone else to play with to witness your score. Call the phone number at the bottom of your scorecard for help finding a group to join. Course rules do not allow 6 players in a group so a team (both players) is not allowed to join a group of two teams (4 players). In the event you call and it is not possible to join another group then start on your prescribed hole at the specified time keeping in mind one important thing - golf is a game that relies on a player's honesty.

7. If a player is unable to complete the season they may be replaced BEFORE the Week 6 round begins. After Week 6 (Week 5 for players delinquent in paying dues) no substitutions will be allowed.

8. If a player does not show for a match his "ghost" will inherit his handicap plus three strokes. If a player arrives late or must leave early but completes at least 6 holes of a round then the holes played will count with scores made and bogey (handicap 0-9) or double bogey (handicap 10 and above) entered for holes not played. (See Position Rounds for modified "ghosting" rules during Weeks 14-16.)

9. The golf course has Marshals on the course to ensure compliance with course rules. Do NOT be rude to them - they are only doing their job!! Use 90 degrees from cart path into the fairway. DO NOT DRIVE CARTS IN THE ROUGH!

10. Repair your ball marks on the greens.

11. USGA Rules apply with the following exceptions:

- a. Play a lost ball from the nearest point where the ball was lost and count one penalty stroke.
- b. Putts where the ball is "completely in the leather" MUST be picked up with one stroke added. This will speed up play as well as prevent handicap "padding".
- c. Limit lost ball searches to 3 minutes.
- d. There is NOT a 14 club limit.
- e. There are no "free drops" to improve your lie during league play.
- f. Players aged 70 or over may tee off from the gold (yellow) tees. All other players will tee off from red tees.

### Handicap Calculation

1. Handicaps are calculated based on 90 percent of the best four of the last six rounds played in the league.

## League Rules For Thursday Night USPS League (Cont'd)

### Handicap Calculation (Cont'd)

2. Players who have played in the league before will inherit their previously calculated handicap from the league.
3. New players to the league will provide a handicap for nine holes. Maximum handicap for 9 holes is 18. Their handicaps will be adjusted after each round until they have played 4 rounds in the league, then regular handicap calculations will prevail.

### Position Rounds

1. Position Rounds (Weeks 14, 15 and 16) will be played to determine the Teams which will win prizes after the Week 16 round (See **Prizes**). Position Rounds will be scheduled manually by the League Manager according to the computer-calculated League Standings. Each Position Round will have Teams 1 and 2 playing each other, Teams 3 and 4 playing each other, etc. See Rule 2 below for exceptions.
2. During the Position Rounds portion of League play any teams who want to drop from the competition and play for fun with another team that chooses to do likewise then they may do so by contacting the League Manager the Friday prior to the next week of competition. Once dropped from the competition Teams will not be allowed to re-enter the competition for prizes. Those Teams will still turn in completed scorecards at the end of play however, no points will be awarded for positioning and handicaps will not be affected. This rule will remain in effect for any Position Rounds played by non-competing Teams.
3. In order to encourage full participation during the Position Rounds the following rules will apply for all Teams remaining in active competition during Weeks 14-16.
  - a. **Week 14** - If only one member of a Team is "ghosting" then normal League Rules apply. If both members of a Team are "ghosting" then both players will receive 4 strokes over their handicap instead of 3 strokes. If both members of both Teams playing in head-to-head competition are "ghosting" then no scores for that match will be entered and no points will be awarded to either Team. This will result in a drastic drop in the League Standings for both Teams based on total points. Both Teams will enter Week 15 with the same total points they had entering Week 14.

**League Rules For Thursday Night USPS League** (Cont'd)

**Position Rounds** (Cont'd)

b. **Week 15** - If only one member of a Team is "ghosting" then that player will receive 4 strokes over their handicap instead of 3 strokes. If both members of a Team are "ghosting" then both players will receive 5 strokes over their handicap instead of 4 strokes. If both members of both Teams playing in head-to-head competition are "ghosting" then no scores for that match will be entered and no points will be awarded to either Team. This will result in a drastic drop in the League Standings for both Teams based on total points. Both Teams will enter Week 16 with the same total points they had entering Week 15.

c. **Week 16** - If only one member of a Team is "ghosting" then that player will receive 5 strokes over their handicap instead of 4 strokes. If both members of a Team are "ghosting" then both players will receive 6 strokes over their handicap instead of 5 strokes. If both members of both Teams playing in head-to-head competition are "ghosting" then no scores for that match will be entered and no points will be awarded to either Team. This will result in a drastic drop in the League Standings for both Teams based on total points.

**Prizes**

1. Prizes will be awarded to Teams after final round scores have been entered for Week 16 and League Standings have been calculated. Generally, prizes will be awarded to the top ten teams and, at the League Manager's discretion, to certain individual and/or team accomplishments.

2. Prizes will be based on total dues received minus League Manager's expenses - League software, Printer supplies, Week 16 meal, etc.