

Bridger Creek Golf Course

2020 Men's League

Rules and Guidelines

Players are responsible to know the following rules, guidelines and 2020 league sign up format.

Please read carefully!

Rules

1. All U.S.G.A rules apply
2. **Local League Rule**—If you hit a ball out of bounds you may now find the nearest Fairway edge, no closer to the hole from where the ball crossed the line. And then drop within 2 club lengths of that spot, not closer to the hole. It is still a 2 stroke penalty. Example: If you hit your tee shot out of bounds you may now drop the ball where it crossed the line. You are now hitting your 4th shot from that spot.
3. **Pace of Play-- Proper position.** A group will be considered out of position if it reaches the tee of a par-3 hole and the preceding group has cleared the next tee, reaches the tee of a par-4 hole and the putting green is clear, or reaches the tee of a par-5 hole when the preceding group is on the putting green. A group not in position can be requested by the ranger to pick up and skip a hole. The teams will split the points and each player will be given a score of three over the skipped hole's par. Players will be eligible for prize money. Not following the ranger's directions on this rule will lead to a loss of playing privileges.
4. Late to tee
 - a. Once your group has teed off (all other players have hit) the late player cannot play the hole. The late golfer must meet his group on the next hole.
 - b. The late golfer will not be eligible for low gross or low net for that week.
 - c. The team's points, for the absent holes, will be calculated by doubling the present partner's score and handicap for those holes.

If you are unsure of any rules, play two balls until the hole is over. The pro shop staff, following your round, will answer the rules questions.

Scoring Format

1. 20 points are awarded per 9-hole match. 2 points will be awarded to the team with the lowest team net score on each hole. If a tie occurs, each team will be awarded 1 point. At the end of the match 1 point will be awarded for low gross and low net per match. Low gross will be figured first and one player cannot win both points.
2. Only one team shows up for the match: The present team will be awarded 14 points, if they play 9 holes and turn in their scorecard.
3. One player of the team shows up: The match will be played by doubling the present player's handicap and doubling his score on each hole. **The lone player cannot win more than 7 points.** If there are two lone players, each player can only

receive a maximum of 7 points. The team playing the lone player only gets the points they earn, They DO NOT receive 13 points automatically.

4. **Handicaps:** For returning league players, starting handicaps will be equal to the handicap used for the final week of last season's league. For new league players, their starting handicaps will be based on an established USGA handicap, or if that is not available, a handicap will be determined by the league committee based off of the individuals reported scores. From this starting point, handicaps are calculated weekly based on the player's adjusted gross score using the World Handicap System formula.

In accordance with the new World Handicap system updates, handicaps will have a limit on how much they can increase in a given season (though there is no limit to how far it can decrease).

For 9 hole leagues:

-Handicaps won't increase more than 3 strokes for the season*

For 18 hole leagues:

-Handicaps will not increase more than 5 strokes in a season*

All of these provisions are implemented simply to preserve the integrity of all player's handicaps so that a few bad scores early in the season do not misrepresent the player's actual potential to shoot much better scores.

*For players who are new to league and did not have an established USGA handicap, a review will be conducted at the conclusion of week 4 to determine if the starting handicap established by the league committee is accurate. If the player's demonstrated ability is not accurately represented by their originally stated handicap, then the league committee has the option to increase the baseline handicap. The handicap will be allowed to increase by the previously stated amount from this point onward.

Payouts and winnings

1. All payouts are in merchandise credit in the Bridger Creek pro shop and **all credit expires October 31, 2020 (no exceptions).**
2. Prizes will be awarded for low gross, low net and prizes holes for each night. Team events will be awarded two times during the season.
3. Low gross prizes will be awarded first followed by low net. If a player wins in the low gross division they are not eligible for low net prizes.
4. Deuce pot: The deuce pot is voluntary and cost is \$2 per person each night.
 - a. **Deuce pot entrants must pay and record their name before they begin play.**
 - b. The pot will be awarded to any player that scores a 2. If more than one deuce is recorded the pot will be split by the number of deuces.
 - c. If no one that entered gets a deuce, then we will randomly select a winner from the list of entrants.

- d. If a hole-in-one occurs, by any person in the deuce pot, they will be awarded the entire pot.
- e. All deuce pot payouts are in merchandise credit.

Postponement due to weather

1. Weather will not postpone league, unless the golf course is unplayable or there are dangerous conditions (lightning). If you see lightening please stop playing immediately and seek safety. Once play has been halted there will be a 30 minute waiting period to determine if play can continue.
2. League cancelled due to conditions
 - a. If the lead team does not finish, the prize money will carry over to the following week and no points or prizes are awarded to anyone.
 - b. If cancelled we will make up 1 week each half. If cancelled more than once during a half we will **not** make up the second cancellation, but the money for that week will carry over to the next. For example: if week 6 gets cancelled, then we will extend the first half through week 9 and add an extra week to the end of the second half.
3. League halted after one group finishes.
 - a. If one group finishes their round and others do not, the teams that cannot finish can reschedule a time and continue from where play stopped or they can split the remaining holes evenly. If the teams split the holes they are not eligible for low gross or low net prizes. If the teams play later in the week and turn in the scorecard to the pro shop by 8pm Friday of that league week, they will be eligible for prize money.
4. Players elect to stop on their own (too cold, too windy, etc.)
 - a. The golfer is not eligible for prize money that week and can only receive the number of points earned when they quit.
 - b. If one team quits and the other team continues to play the team that continues will receive the balance of the points if they finish the round.
 - c. If the second team elects to quit later in the round they can only earn points for the holes they completed.
5. Darkness
 - a. If darkness prevents the groups from finishing they may split the points for the remaining holes and not be eligible for prize money.
 - b. The groups can reschedule to finish the remaining holes and be eligible for prize money. The match must be completed by 8pm Friday of that league week.

Subs and League Times

1. Players are responsible for finding subs. A list of subs will be handed out the first night of league and available at the pro shop. **Pro shop employees will not be allowed to call subs.**
2. **Please notify the pro shop of any substitutions prior to the league night.**

3. A handicap (or average 9 holes and best 9 holes in the last year) needs to be called in with the subs name. A sub without an established handicap will only receive 80% of their handicap based on pro shop calculations.
4. League matches must be played on scheduled league nights, unless prior approval is given by Mark, Jon, or Paul. No prize money will be paid unless the match is played during scheduled league night.

Speed of Play

We should be able to play in 2 hours if we do the following

1. Be ready to hit when it's your turn.
2. Watch each ball in the group until it stops.
3. Keep pace with the group in front of you.
4. Mark your scores at the tee box, not the green.
5. Be at the golf course 20 minutes before your tee time.
6. Be ready to tee off at your tee time.