

The Highlands Men's Club

2010 League Rules and Information

SEASON FORMAT

The 2010 season will consist of two weeks of Spring Training followed by a regular league play and Modified Match Play (See Modified Match Play Format for a complete description).

During regular league play, two (2) scoring formats will be used, alternating every other week. I.e: the format for the first 2 weeks will be "1 Gross/3 Net" and the following two weeks will be "2 Gross/2 Net". The schedule and the weekly scorecards will indicate the scoring format for each week and a full schedule will be available online.

Teams will alternate between Front and Back nines each week. Once starting holes have been established, there will be a Starting Hole Schedule provided to each captain and will be available in the Golf Shop as well as the web site (See Starting Holes below).

SCHEDULE OF PLAY

See attached Schedule of Play or view online at www.highlandsmensclub.com

PLAYERS

Each team consists of a maximum of seven (7) players. No more than five (5) players can be on the tee each week during Regular Season play and no more than 4 players during Modified Match Play. If non-playing team members are on the course, at no time during play are they allowed to stroke a ball and must not impede or disturb other players on the course.

HANDICAPS

Establishing a GHIN handicap before the regular season starts is vitally important to the league. Any player that does not have an established handicap before the start of week 1 of regular season play will be playing with a zero handicap. This may likely have a negative effect on your team's ability to compete as you will be placed in higher level flight. All team members' handicaps are used to determine flights. For newer players, it will require a total of 5 eighteen hole rounds (or 10 nine hole rounds) to be played and posted. For players with established handicaps from other areas we will transfer it if they can provide the golf course and other information necessary to confirm the handicap.

A player's handicap status will be determined by the latest electronic update from GHIN. This update occurs every two weeks during the season. Note: Two (2) exceptional scores may trigger a handicap adjustment under USGA rules.

STARTING HOLES

Starting hole locations for each of the nines and team starting positions (A or B) will remain constant for each half of the season. They will be determined either by auction (See Starting Hole Auction) or random draw. All team players must be at the assigned hole and ready to play by the starting time. Do not start early as this tends to create a log jam effect on play.

FLIGHTS/RE-FLIGHTING

Flight placement will be determined by considering average team handicaps. Initial flighting will be based on the latest WSGA Revision prior to the start of regular season play and will be communicated to the captains and players via email and web site updates. Re-flighting will take place 4 or 5 weeks after the regular season starts based on the revision schedule. All handicaps are determined by the WSGA GHIN System handicaps, not Men's League scores.

SCORECARDS AND SCORING

All weekly results will be determined by electronic scoring using the Tournament Pairing Program. There is no need for team leaders to compute the team scores. Results will be posted each week in the Golf Shop, on the web and distributed via email.

Each week you will receive preprinted scorecards showing all your team members and their handicaps as well as pops. ***It is your responsibility to ensure that these are correct. If you find a discrepancy circle it and substitute the number you believe is correct. The League Committee will review and resolve any differences.***

Team scores will be based on different combinations of gross and net scores depending on which nine holes you play that week as shown in the League Schedule. The team leader is responsible to ensure that all ***actual GROSS SCORES*** are entered on the card for each player. ***DO NOT ADJUST A PLAYERS SCORE FOR EQUITABLE STROKE CONTROL ON ANY HOLE. ENTER THE ACTUAL SCORE THE PLAYER MADE.*** The TPP program will compute the equitable strokes.

Posting – Players are not to post their own scores in the GHIN system for league play. The League and or Handicap Committee will post all league scores.

All scorecards must be submitted to the Golf Shop immediately after the conclusion of play.

TEAM TIES

Team ties during Regular League Play will be broken by scorecard playoff. Scores will be compared starting with the number 1 handicap hole for the front or back nine played. Then to the second handicap hole and so on. **Ties during Modified Match Play** - See "Modified Match Play Format".

PRIZES

All prize amounts and distribution will be derived from the number of teams participating. Prizes will be earned weekly based on a points system and awarded at the end of each Regular Season Play term as well as at the end of each Modified Match Play term. They will be in the form of credit that can be used for merchandise in the Golf Shop. All places in each flight will be paid, and the points and amounts will be determined based on the number of participating teams. Skins prizes will be awarded for the Front and Back nine separately and are part of the prize pool. No additional entry is necessary.

SUBSTITUTIONS

A substitute board will be displayed in the Golf Shop each week during Regular League Play. Any player that wishes to sub should place their name on the board. If you need a substitute, put your team name and starting hole location on the board. If you see that a substitute is available, look for them at the Golf Shop. Remember to erase the names (team or player) when they are no longer available. ***Ensure that each substitute player's full name and GHIN number is shown on the scorecard otherwise their score will not be valid.***

ABSOLUTELY NO SUBSTITUTES WILL BE ALLOWED DURING MATCH PLAY.

After Regular Season Week 5 (May 26th), ***no permanent player changes will be allowed without advance permission from the League Chairman.*** Nightly substitutions, as needed during regular season play, can still be used. The League expects that need for substitutes will be a rare occasion. If the League Committee determines that scores are being manipulated by substitution, the team may be barred from the use of substitutes.

Non Highlands Men's Club members may sub a maximum of 2 times during Regular League Play providing they have a verifiable GHIN Index. ***Their GHIN identification number MUST BE SHOWN on the scorecard next to their name or their score will not be valid.*** After two times they must join the Highlands Men's Club to continue to sub.

COLLECTION OF FEES

Team Captains will be responsible to collect each player's appropriate green fees, and cart trail fees and indicate the amount paid and the method by each player on a collection sheet provided by The Highlands Golf Course each week. Payment can be cash, check, credit card, or use of season or play passes. All checks must be made out to The Highlands Golf Course. Use of credit cards requires preauthorization for the Golf Shop to keep the number and the expiration date on file. All players must have their fees paid before the scorecard can be turned in.

Players should only go to the Golf Shop if they need to rent carts, or purchase range balls or merchandise. The captain will collect the fees and put them into the team packet.

The Golf Shop will collect each team's fee packet during play. If your fee packet is not collected bring it to the Golf Shop immediately after play. Fees may be paid in advance of play, but receipt of payment must accompany the team's fee packet. ***All team member fees must be paid by close of business of the night of play otherwise the score for that team will not be valid for prizes that week.***

SKINS GAMES

Skins will be played during Regular Season play only – not during Match Play.

General rules:

All players are automatically in both the gross and net skins games each week.

Any player can win both gross and net any week.

Skins are paid on an individual basis.

The pot is split into equal amounts for each nine.

Players compete on a nine hole basis and not on a flight basis.

The pot will be evenly divided by the number of skins won.

There are no carryover holes. One tie all tie on each hole and no skin will be awarded on those holes.

Gross Skins - Skins are determined based on low gross scores for each hole.

Net Skins - Skins are determined based on low net scores for each hole.

MARSHAL PROGRAM – NOT IN AFFECT FOR 2010

~~The Marshal Program will benefit all players by facilitating a faster pace of play, assist in locating balls, rule enforcement and other issues.~~

~~Each team will participate in the Marshal Program by supplying one team member when it is their assigned week. There will be one marshal per nine holes each week and the marshal will be responsible for the side opposite the side his team is playing on. Based on 32 teams with 16 teams per side and a total of 18 weeks of play, there will be 2 teams asked to provide a marshal more than once, otherwise your team will only need to provide a marshal one time for the season.~~

~~The marshal will be provided with a cart unless they opt to use their own, however a marshal placard will be provided and must be displayed on the cart at all times. Each marshal will also be provided one free meal after the round as well as 2 non alcoholic beverages while on the course. The Men's' League would appreciate that any alcohol consumption by the marshals be delayed until after the round is completed as they are responsible for making sound and fair judgments while on the course.~~

~~Marshals should have a good understanding of both the rules of the game and the course. They will also be provided with basic guidelines for areas of concern throughout the golf course.~~

~~Marshals must be at the Golf Shop one half hour before the start of play to meet with the League Chairman and assist with any necessary setup and will remain on the course until the last team completes their round on the nine they are assigned to.~~

END OF SEASON

Our final night of the season will be a 7-Man Scramble format followed by the Awards Banquet. Scores will be based on low team net. Handicaps will be totaled for each team and the average calculated. Seventy percent (70) of the average handicap of the team will be the team handicap for this event. The team gross score minus the team handicap will constitute the net score. Ties will be broken in the same manner as that in "Low Net of Field".

MODIFIED MATCH PLAY FORMAT

There will be 7 weeks of Modified Match Play, 3 weeks at the end of the first half of the season and the remaining 4 weeks at the end of the second half. Matches will be scheduled on a round robin format and each team will play the other 7 teams in their respective flights. Each Individual Match will count as 1 point towards the Team Points (4 possible) each week. Every team will participate in match play throughout all seven (7) weeks.

Flights with fewer than 8 teams there will have a bye week for each team and the bye will count for 4 points. The bye team may still play on the course for fun if they choose to do so.

The final results of Match Play will determine the League Champion for each flight and prizes will be awarded to the first through third place teams. The champion team for each flight will also receive recognition on the Men's Club plaque in the grill.

Match Play Rules:

Each team will field four players which will then be matched against the opposing team according to handicap starting with the lowest handicap players on each team thereby creating matches A, B, C, and D. Team Captains are responsible for creating the matches as well as recording and reporting the results of each match at the end of each week. Captains must also clearly indicate in the space given, which players played and which match they were in (A,B,C,D).

NO MORE THAN FOUR TEAM MEMBERS DURING MATCH PLAY. Remaining team members that are not playing in a match may be on the course provided that; a) they may not at any time strike a ball (practicing or otherwise) or touch any ball in play, b) they cannot have clubs in their golf cart, c) they must be courteous to all match players during the course of play.

ABSOLUTELY NO SUBSTITUTES WILL BE ALLOWED DURING MATCH PLAY.

Teams can field any combination of four players during the weeks of Match Play but they must use permanent team members.

Match Play Scoring:

Overall - Each match (A, B, C and D) represents one (1) point for each match. If the players in a match tie, they will each be award one-half (½) point. A total of 4 Team points are available each week.

The total points accumulated over the seven (7) weeks of match play will determine the standings. The team with the most points will be awarded First Place and so on.

Ties - While unlikely, in the event of tie in points after the seven weeks, the winner will be determined by the following; Based on the scorecards of the teams involved in the tie, the winner of that match will prevail, if that does not determine a winner, it will be determined by the winner of the last match of the lowest handicapped player, continuing to the second lowest handicap matches and so on until the tie can be broken.

Single Match Scoring - A single match is considered to be completed when one player cannot overtake or tie his opponents total hole score even if he were to win the remaining holes. IE: player is down by 2 and ½ holes and has only 2 holes remaining to play. The winner of the completed match will receive one point for his team. In the case of tied matches, each player will receive ½ point for their respective team.

MATCH PLAY - Incomplete Matches:

If a player does not arrive at his starting hole within 5 minutes of the designated start of play will lose that hole and the point for that hole will be awarded to the opponent.

Any player that does not show up for their individual match by the start of the second hole of play is disqualified and the opponent will receive one point for that match.

Individuals - If any player cannot compete or complete his match (Weather Conditions Rule excluded), it will count as a one match play win for the opposing player and one team point. I.e. Team A arrives with 4 players, Team B, only three. Team A has an automatic one (1) point win and one individual match is not played. The remaining 3 matches are played with the remaining players matched as described above. The same would apply with 2 or 3 missing or incomplete matches.

Team Forfeit – If an opposing team is a complete no-show, meaning they do not field at least one (1) player for a complete match, three (3) points will be awarded to the opposing team and one (1) point will be deducted from the overall match play results as a penalty to the no-show team.

PLAY STOPPAGE

In the event of weather conditions that may endanger the safety of players, the Golf Course officials could find it necessary to delay play or cancel play for that week altogether. If the decision is made by the course officials, they will blow a “horn” indicating that you should IMMEDIATELY return to the clubhouse where it will be determined if play will be delayed for a short period or cancelled completely. If this does occur, the following rules apply:

All formats – immediately upon indication of play stoppage, if your ball is in play, mark the exact location of your ball for later identification in case play is resumed. Under no circumstances can you proceed with another stroke of the ball when this occurs. For example, if you are standing over a tap-in putt when play is called, you may NOT make the putt. You must mark the spot immediately. It would be a good idea to confirm other players or opponents spot as well. If you have not put a ball into play (hit from the tee box) then the starting point upon resuming would be that tee box. Resuming of play can only be determined by the Golf Course and the League Committee. All decisions regarding play stoppage and resuming play will be determined by golf course officials and the League Committee. All decisions apply to all players and matches.

During Regular Season Play –

Temporary delay – If the course and board decide that danger has passed and there should be sufficient time to complete the round, all players must immediately return to the spot or tee that they left off at and complete the round as normal. If your team does not return to the course and complete the round, it will be considered “Did Not Compete” and no points will be awarded to that team for that round.

Cancellation of play - If the course and board decide that play cannot be completed within a reasonable time, the round will be considered “cancelled” and will result in 1 point awarded to each team. Points will only be award to those teams that turn in a scorecard, completed to the point of play stoppage. **If your team did not show up at all that night because they thought it would rain, they will not receive the point. If the event is called off prior to the start time, captains will be notified and all teams will receive 1 point for the round.**

During Match Play –

Temporary delay – If the course and board decide that danger has passed and there is sufficient time to complete the round, all players must return to the spot or tee that they left off at and complete the round as normal. (Note, your round may already be completed based on Match Play Rules in which case you and your opponent may turn in your scores and do not need to return to the hole). If an opponent does not return to the hole to complete the match within a reasonable amount of time, they will forfeit the round regardless of the standings at the time of play stoppage.

Cancellation of Play – If the course and board decide that no further play can be completed that night, the round will be considered completed. Indicate the round winners and turn in your signed scorecards immediately. Wins or ties will be determined by the score as of the moment play was stopped. IE: Two holes were complete in your match at the time of stoppage. If each player won one hole, the result is a tie. If one player won both holes, they would be declared the winner of the match. If only one hole were played, that would determine the winner or tie. In the event that the first hole could not be completed, the match would be considered a tie.

There is no minimum number of holes, and you may not under any circumstances continue the match at any time. If play is cancelled, it applies to all matches.

COMMUNICATION OF RESULTS AND OTHER LEAGUE ISSUES

The Highlands Men’s Club website can be found at www.highlandsmensclub.com. **Please use this information instead of calling the Golf Shop.** The above website will also contain updated schedule of tournaments and weekly results. Please share this information source with your team members.

BASIC PRIZE POINTS

Regular League Play points will be awarded based on ranking each week based on the following format:

<u>Position</u>	<u>Points</u>
First	5
Second	3
Third	2
Fourth-X	1

Each point will have a dollar value based on the total prize pool for the season.

Match play prizes will be determined

There will be two payout dates, one at the halfway point of the season and one at the end of the season.

STARTING HOLE AUCTION

Before the start of the season, there will be a live auction at the captains meeting. The following holes pairings will be auctioned off to the highest bidder and the proceeds from that auction will be added to the league funds. 1 & 10 (A only), 2 & 11 (A and B), 4 & 16 (A and B), 5 & 15 (A and B), 6 & 17 (A only), 9 & 18 (A and B)