

2019 Quail Run Tuesday Men's Golf League

Application Instructions

Submit a completed league application; must include a phone number and/or email/text address so that you can be contacted for weather related changes to the schedule.

Minimum of **\$50** for league dues must be included with application unless applying as a 'sub only'.

League Membership Fee

Includes 20 rounds of golf with weekly hole prizes and drawings.

\$350 If the golfer does not have a course membership and is joining the golf league only:

League Fee = **\$50** due with application + **\$300** for 20 rounds of golf with cart.

Or, **\$200** due on or before the first night of league and **\$150** due by week 10.

\$210 If the golfer has a 'walking only' course membership:

League Fee = **\$50** due with application + **\$160** for 20 rounds with cart.

\$50 If the golfer has course membership with cart: League Fee **\$50** due with application.

- Subs that are not league members will only be charged a fee when they play:

\$5 - If playing for a missing league member to cover the prize fund.

\$20 - If playing for a vacant position to cover golf and the prize fund.

Subs are eligible for all hole flag prizes.

Schedule

Weather permitting, Men's League will start in late April and run for 20 weeks.

The schedule below is based on 11/12 teams in the league and is subject to change.

| <u>Week</u> | <u>Date</u> | <u>Sunset</u> | <u>Description</u> |
|-------------|-------------|---------------|---|
| 1 | 4/23/2019 | 7:54 PM | Normal - 1st Half - Round 1 |
| 2 | 4/30/2019 | 8:02 PM | Normal - 1st Half - Round 2 |
| 3 | 5/7/2019 | 8:10 PM | Normal - 1st Half - Round 3 |
| 4 | 5/14/2019 | 8:18 PM | Normal - 1st Half - Round 4 |
| 5 | 5/21/2019 | 8:25 PM | Normal - 1st Half - Round 5 |
| 6 | 5/28/2019 | 8:32 PM | Normal - 1st Half - Round 6 |
| 7 | 6/4/2019 | 8:37 PM | Normal - 1st Half - Round 7 |
| 8 | 6/11/2019 | 8:42 PM | Normal - 1st Half - Round 8 |
| 9 | 6/18/2019 | 8:44 PM | Normal - 1st Half - Round 9 |
| 10 | 6/25/2019 | 8:46 PM | Normal - 1st Half - Round 10 |
| 11 | 7/2/2019 | 8:45 PM | Normal - 1st Half - Round 11 |
| 12 | 7/9/2019 | 8:43 PM | Position Round – 1st Half Champs are determined |
| 13 | 7/16/2019 | 8:38 PM | *FLIGHT TOURNAMENT* / (rain date) |
| 14 | 7/23/2019 | 8:33 PM | DIVISIONS - 2nd Half - Round 1 |
| 15 | 7/30/2019 | 8:25 PM | DIVISIONS - 2nd Half - Round 2 |
| 16 | 8/6/2019 | 8:17 PM | DIVISIONS - 2nd Half - Round 3 |
| 17 | 8/13/2019 | 8:07 PM | DIVISIONS - 2nd Half - Round 4 |
| 18 | 8/20/2019 | 7:56 PM | DIVISIONS - 2nd Half - Round 5 |
| 19 | 8/27/2019 | 7:44 PM | Position Round - 2nd Half Champs are determined |
| 20 | 9/3/2019 | 7:32 PM | Low-Net Shoot-Out, Putt-Off, Fun Night |
| 21 | 9/10/2019 | 7:20 PM | League Championship Play-Off – Winners of 1 st Half vs. 2 nd Half |
| 22 | 9/17/2019 | 7:07 PM | (rain date) |
| 23 | 9/24/2019 | 6:54 PM | League Banquet |

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Playing Rules

1. Be in your cart for the 5:15 pm shotgun start. Inform the starter if you do not have an opponent. The start time may be moved earlier as daylight hours decrease at the end of summer.
2. If you cannot play on a scheduled league night, do one of the following:
 - a) Reschedule the match with your opponent. The only requirement is that you play together within 2 weeks. A schedule of all pairings for the season is posted in the clubhouse.
 - b) Contact a sub to replace you. A list of subs is available in the clubhouse.
 - c) Otherwise, the BYE team will be used to fill in vacancies.
3. Winter rules through the green will be used for this league.
 - If not in a hazard or on the green, you may roll your ball a few inches; but, no nearer the hole and without going from rough to fairway, fairway to green, etc.
 - Check with your opponent before taking any relief from unmarked ground-under-repair.
4. Out-of-bounds are marked by white stakes. This year, out-of-bounds are no longer treated as a lateral hazard – you must re-hit from the original spot unless the hole has a drop zone. With a 1 stroke penalty, do one of the following:
 - a) For holes 2 and 3, use the drop zone.
 - b) Drop at the original spot and re-hit.

Note: Hole 9 – from the tee, a ball that ends up on the clubhouse side of the creek past the bridge closest to the cart corral, is considered out-of-bounds. If it did not go past that bridge, it must be played back over the creek toward the fairway.

Exception to Rule 4 – if a player has put 2 consecutive balls out-of-bounds, with 1 additional stroke penalty, take a drop within 2 club lengths of the spot the last ball crossed out-of-bounds.
5. If your ball is not out-of-bounds, not in a hazard, but cannot be found after 2 minutes, it is deemed lost. Your opponent must then determine a spot for a free drop.
6. When your ball lies in a hazard, and you choose to play it:
 - You may not move your ball or improve the lie.
 - You may move material such as leaves, sticks, grass, etc. (new USGA rule)

Note: Rocks in a sand bunker should be moved out of the way.
7. When your ball lies in a hazard and is unplayable, with a 1 stroke penalty, do one of the following:
 - a) For holes 1, 2 and 3, use the drop zone.
 - b) Drop within 2 club lengths of the spot your ball crossed into the hazard, no nearer the hole.
 - c) Drop on a line running from the hole through the spot your ball crossed into the hazard as far back as you want to go along that line.
8. Bridges, cart paths, tee box markers, and ground-under-repair are obstructions.
 - Free drop at nearest point of relief, no closer to the hole.
 - After drop, ball may be rolled a few inches – Winter rules apply.

Note: If a planted yardage tree or bush impedes your swing, take a free drop at the nearest point of relief, no closer to the hole. No relief if the tree or bush only obstructs ball flight.
9. USGA rules govern all other situations not covered in the rules above.
10. Have fun but be courteous during play.
 - Do your best to keep up with the group in front of you.
 - Watch your opponent's shot so that the ball can be found as quickly as possible.
 - Leave sleeping balls lie, they may belong to players on another hole.
 - The final group on the hole brings in the hole flag prize marker.
 - You are responsible for any damage caused by your ball or misuse of course equipment.

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Matches

- Each week, golfers are paired with an opponent with the same ranking in the opposing team. Players on a team will be re-ranked after the first 3 weeks and again at the start of the second half.
- All strokes are recorded for each hole. Total putts are also recorded. 3 putt strokes will be assigned to any hole that is missing a putt count on the scorecard.
- The difference between the two golfers' handicaps is used to determine which holes are handicapped for the higher handicapped golfer.
 - The winner of a hole receives 2 hole points. Each golfer gets 1 hole point for a tie.
 - The winner of the round receives 6 match points. Each golfer gets 3 match points for a tie.
- A golfer that is playing a forfeit (missing opponent and no subs available) receives 18 points for the round, but he must play the round and submit a scorecard. The forfeiting opponent does not receive any points.
- A golfer on the BYE team may be used to fill in as a sub for a missing golfer on another team. Either way, he will receive 12 points for his team, but he must play the round. No points are awarded if the golfer does not play.
- Teams accumulate points and are ranked in the weekly standings report. Golfers also accumulate points and are ranked in the weekly standings report.
- On 'Position' night, teams are paired by their place in the standings, e.g. the 1st place team plays the 2nd place team, etc. The team with the most points after competing on a position night is the winner of that segment of the season.
- The team points are reset after the 1st half and start fresh for the 2nd half.
- The two teams that won each half play each other for the league championship.

Handicap

- "Equitable Stroke Control" (ESC) is used in the calculation of a golfer's handicap. ESC sets a maximum number that a player can post on any hole depending on the player's current handicap.
- A golfer's handicap is based on the last 4 rounds played during league and is adjusted each week.

Low-Net

- Low-net is the golfer's score for a round minus the golfer's handicap for that round.
- A golfer's low-net ranking is based on his best 5 rounds played during league and is posted on the weekly standings report.

Low-Putt

- A golfer's low-putt score is the average putt count of all rounds played during league and the low-putt ranking is posted on the weekly standings report.

Putt-Off, Low-Net Shootout and Fun Night

- The 5 best putters (and ties) will compete in a putt-off for cash prizes.
- The 10 best low-net golfers (and ties) will compete in the Low-Net Shootout for cash prizes.
- All other league golfers pair up and play a 'fun' round – scorecards are not required.