

Ponds at Battle Creek Fall League Rules and Event Descriptions

(UPDATED 12/17/2015)

USGA Rules will apply to all events; some local rules will also apply.

- In all Fall League events we will use a “Gimme” tape on each flagstick to help with pace of play. If your ball is COMPLETELY inside the tape mark on the pin, you can pick-up your ball and add the stroke to your score. (Place flagstick base inside cup so pin lays flat. Measure to tape mark; **THE ENTIRE BALL** must be completely inside tape mark)
- Measuring devices will also be allowed for all events.
- The maximum score any player can take is a 9. If you are shooting/putting for an 8 and miss, please pickup your ball and move on.
- Seniors 55 & older can play from the gold tees losing one handicap stroke. (*excludes King of the Hill*)

Practice Rounds

- On Course Practice rounds are allowed for all six weeks of Fall League.
 - All practice rounds must be played from different tee area other than the competition tees used for that night’s event *Excludes weeks where multiple tee areas are used
- King of the Hill Practice rounds are allowed due to having 2 divisions with several alternate possibilities. (Must not be anywhere near the white tee markers)

Handicap Parameters

- Handicaps will be calculated by league scores only. Your handicap will be calculated by the dedicated league manager software, "Software Systems for Golf".
- All handicaps will be based on your last eight league play scores only. (With the Fall League schedule being only 6 weeks, we will use only those scores from Fall League)
- Week one, all players will start as zero handicap and an instantaneous handicap will be calculated from week one’s score.
- The following is how your league handicap is calculated:

Rounds Scores

1	0
2	Both scores
3	Best 2 of 3
4	Best 3 of 4
5	Best 3 of 5
6	Best 4 of 6

****The above calculations do not follow USGA GHIN protocol due to types of games played*

- Posting of all league scores to each players USGA GHIN Handicap is the responsibility of each player. (Scores from 1-Man Mulligan, Shamble, Russian Roulette Stableford, & Mixed Bag O’Fun are not eligible for USGA handicap)

Weather – Cancellation/Postponements

- The Wednesday Night Fall League will sometimes need to play in adverse conditions. If it has been raining all day, the league will inevitably cancel/postpone. If there are scattered showers with no visible dangerous weather either on course or on radar, be prepared to play.
- Unfortunately, there may be the chance we have some tough weather where we will not be able to play. If a decision can be made early in the day, or the course has become unplayable, that decision will be posted on the League Website by 3:00 P.M. If you do not have access to the league website, you may call the course directly at (651) 501-6321 and the voice mail will have an updated message

for you. If the decision is made early enough, a league wide email will also be sent (make sure the course has an updated email address for you)

- If it is after 3:00 P.M., you must assume the league will still be played and you will need to be prepared to play. You can certainly keep checking the website or calling the check-in desk for any updates.
 - If weather causes the entire night to be washed out, you will receive a rain check the following week
 - In an effort to complete play, we may delay play as long as possible depending on daylight. In order to complete a round, at least 80% of the field will need to have finished the round. Those that do not finish, will receive rain checks
- King of the Hill - if weather causes a postponement, we will play the King of the Hill one week later.

Event Descriptions and Rules

Individual Gross and Net

- Individual stroke play
- Payouts in both gross and net total score.

ONE Man Mulligan

- Individual stroke play.
- You are allowed **TWO MULLIGANS** per hole; one on the green and one anywhere else but on the green. If you choose to play an extra shot, **YOU MUST PLAY THE SECOND SHOT**. Be careful and choose to play a **Mulligan** wisely.
- You cannot carryover any **Mulligans** from one hole to another.
- **All shots** will be played as "winter rules" (lift, clean, and place).
 - Players will be able to improve their lie on every shot. Ball must be played within one club-length (no closer to the hole) and in the same cut of grass.
 - Players may not use the club-length to extricate themselves from a hazard, bunker or the rough, however, you may not use the club-length to move onto the putting surface.
 - Players may not use the club-length on the putting surface. The ball must be placed within 12" (roughly the width of a scorecard)
- *Any mistake made with the above formats is an automatic 2 stroke penalty for each occurrence.*

Tee Box Game

- Individual stroke play.
- Each player will get to choose which tee box they play from on each hole.
- Tee markers used will be 1 **Black**, 2 **Blue**, 3 **White**, 2 **Gold**, & 1 from the **Red** tee markers.
- *Any mistake made with the above formats is an automatic 2 stroke penalty for each occurrence.*

4-Person Shamble Mixer

- A shamble combines elements of a scramble with elements of stroke play. Like in a scramble, all players tee off and the best tee shot of the players is selected. Each player moves their ball to the spot of the selected shot. From this point, the hole is played out by each player playing their own ball into the hole
- Teams will be based on league handicaps
 - Teams missing players will get an extra tees shot
 - Teams with 3 can rotate the extra tee shot
 - Teams with 2 players will each get two tee shots
- Payouts are in gross only and we will be paying out the TOP 10 ****based on 2015 numbers****

Russian Roulette Stableford

- A Stableford competition employs a points system that is set forth in the Rules of Golf under Rule 32. A Modified Stableford is a competition that employs the same principle - golfers are awarded points based on their performance on each hole, with the highest point total winning - but with a different set of points than what is described in the rulebook. (See below for points)
- “Russian Roulette Stableford” adds a twist to the game. There will be two pins on each hole...the normal "Red-White-Blue" pins will be in their usual places. However, the crack grounds crew will be adding the "Russian Roulette" "Pins of Peril" pins. These pins will be located in the absolute toughest placement a pin can be located on each green, tucked behind bunkers, on the edges of severe slopes, etc...
- If you hole out into one of these, and you score POSITIVE points, you will receive TRIPLE the points; HOWEVER, should you score a negative point(s), we will multiply the negative point by 1.5
 - **Here is the Stableford point scoring table:**
 - Double Eagle or less = 8 (24)
 - Eagle = 5 (15)
 - Birdie = 2 (6)
 - Par = 1 (3)
 - Bogey = -1 (-1.5)
 - Double Bogey = -2 (-3)
 - Triple Bogey or more = -3 (-4.5)

(The red number in parenthesis is what you receive when holing out in “Pin of Peril”)
- *****Once ON THE GREEN, and you make your first putt towards either pin, you must finish at that pin.**
- PLEASE CIRCLE YOUR SCORE IF YOU HOLED OUT USING THE ALTERNATE PIN LOCATION
- *Any mistake made with the above formats is an automatic 2 stroke penalty for each occurrence.*

Mixed Bag O’Fun Individual Gross & Net

- **Hole 1: “Silly Sand”** – Before you can hit an approach shot to the green, you must play a shot from the fairway bunker on the right. Once in the bunker, the shot from the bunker does not count as a shot. i.e. if you can hit your tee shot into the bunker, the next shot does not count. (If you can play that shot out of the bunker and onto the green, you could be lying 1 and is putting for an eagle!)
- **Hole 2: “Missy”** – You must intentionally “MISS” the green with your first shot. If your tee shot lands on the green, you must hit off the green before going towards the hole.
- **Hole 3: “Portal”** - The nursery green left of the fairway between the fairway bunker and the 5th green is the **Portal**. If your ball lands on the nursery green, your ball will be sent through the “Portal” to a designated spot on the green! *****You do not have to use the portal*****
- **Hole 4: “Mini-Hole Scramble”** – The group will play in a scramble on this hole and the group score will be used for each player's individual score. (if you do not have a full group, in a 3-some, you can rotate the extra shot; in 2-some, each player gets 2 shots) *****Note: Because we are using the small 2” practice hole as a cup, a proxy marker will be used as the flag stick on this hole. There will be a note at the tee reminding you of this. NO GIMMES, the GIMME tape is NOT in play on this hole*****
- **Hole 5: “PERSI”** – You must hit your tee shot with the dedicated persimmon/wooden driver that will be left at the tee. (We will have both right and left handed persimmon clubs available)
 - Play the rest of the hole with your own clubs (You cannot bring your own persimmon/wooden driver to use)
- **Hole 6: “Putter Ball”** – Once you are on the green, you must use the designated putter for putting. **Gimme tape is in play!**

- **Hole 7: “One Club”** – You must select “One Club” to play the entire hole with. (Example: you may choose a driver. You will have to use the driver for all shots on this hole) It’s your choice, but whichever club you select, you must use that for all of your shots.
- **Hole 8: “BIG CLUB”** – Each player must use a driver for their tee shot.
- **Hole 9: “GOLF”** – You will play regular golf on this hole.
- *Any mistake made with the above formats is an automatic 2 stroke penalty for each occurrence.*

King of the Hill – Gross and Net Shootouts

- To qualify for either Gross or Net King of the Hill, you must finish in the top 10 in points for the entire Fall League season.
 - Defending KoH Champions qualify for the next year’s KOH (unless the Net Champ qualifies for Gross in which case he must play in the gross event.)
 - 2015 winners: Peach Larson (gross), Jamie Erion (net)
 - Points are accumulated based on individual results in Fall league.
 - Final standings are based on your best 5 of 6 weekly scores
 - Point system is as follows: *(points are based on RESULTS of GAME played, not medal play scores)*
 - If there are 52 players in an event, the player who finishes in 1st (gross) will receive 52 points; 2nd place to receive 51 points; 3rd place 50 points, and so on and so forth through the 52nd place finisher receiving 1 point. (no points will be awarded to missing players)
 - The same procedure will be done with net.
 - In the case of 2 or more tie for a position, each player will receive the same value of points.
- If a player qualifies for both, **GROSS** takes precedent. If you qualify in **GROSS**, you must play the **GROSS King of the Hill**.
- Should there be any ties in either division at the end of the year, the tie-breaker is as follows: 1. total points; 2. most points scored week 1. 3. most points scored week 2. 4. most in week 3; 5. most in week 4; 6. most in week 5; 7. most in week 6; 8. coin flip
- Players finishing in 11th place or lower will become alternates should a qualifier be unable to play or does not show.
- There will be a **\$20 event fee** for **both** the **GROSS** and **NET** King of the Hill.
 - The NET “King of the Hill” winner will receive free golf for the remainder of the golf season at The Ponds at Battle Creek!
 - Cash payouts for each of Gross & Net are as follows: King of the Hill will collect \$100 **cash!** Runner-up will receive \$65, 3rd \$50, 4th \$40, 5th \$30, & 6th \$20. *(These numbers are based on full 10 player field and supplemented with \$105 from Fall league prize fund)*
- The **“King of the Hill”** competition is very simple and works like this:
 - Ten players will tee off the first hole (both fields will play from white tees)
 - The player with the highest Gross/NET score will be eliminated from the “King of the Hill”
 - In the event of a tie, there will be a shoot-out with the tied players.
 - The tied players will hit a shot around the green at a previously determined location.
 - You can place your ball within the circle.
 - The player that finishes furthest from the hole is eliminated
 - Players that survive the first hole move on to the second hole repeating the sequence until we have one lone player in each division standing on the 9th green and those players are declared the “Kings of the Hill”
- **Due to lack of daylight, any player can play “ready golf” at any time except while in the shoot-out**
- **ADVICE – It is not to be given or taken by any player. If a player is eliminated, they are not allowed to give advice to remaining players. Any player receiving advice could be penalized.**

The following is the order of play both off the tee and in any shoot-outs:

Gross Division	
1	Peach Larson 2015 Champ

Net Division		HCP
1	Jamie Erion 2015 Champ	

2		2		
3		3		
4		4		
5		5		
6		6		
7		7		
8		8		
9		9		
10		10		

- The **GROSS Division tees off at 3:00pm**. All GROSS division players MUST be at the tee by 3:20 for instructions, score card exchanges, & picture. Once the picture is over, we will begin. If a player is not at the 1st tee by 3:20, they will be disqualified and the 1st alternate will take his place.
- The **NET Division tees off at 3:20pm**. All NET division players MUST be at the tee by 3:50 for instructions, score card exchanges, & picture. Once the picture is over, we will begin. If a player is not at the 1st tee by 3:50, they will be disqualified and the 1st alternate will take his place.
- Alternates are encouraged to be onsite should any players not make tee time. We will use alternates based on results of the Fall League Points Standings.
- Should either field be short a player, we will eliminate the 8th hole. (two players, the 2nd hole)
- Friends and family are also encouraged to come out and follow the players.
- **Due to TWO 10 player fields with unknown alternates, players are allowed on the course for practice rounds the same day as competition. (You cannot play or be anywhere near the white teeing areas)**
 - You must also refrain from practicing shots from shootout locations or anywhere near a shootout location.

Payouts ***these are based on 2015 season***

Individual Stroke Play

- Payouts are given to the top 5 finishers in both gross and net and you can only be paid once. First priority is in gross, however, more money overrules less money should a player qualify in both gross and net.
- Ties will split money. If two players tie for first place, they will share both first and second place money.
- Payouts are:
 - 1st \$35
 - 2nd \$30
 - 3rd \$25
 - 4th \$20
 - 5th \$15

Optional Skins Game

- Every league night has a skins game.
- Cost is \$5 per player for each gross and net skins game (Total of \$10 if you play both). Skins entry must be paid before you start your round.
 - Your skins game entry MUST be paid prior to hitting your FIRST shot. Late entries will not be accepted under any circumstance.
- League Nights when there isn't a skins;
 - The pool carries over to the next Individual gross/net week for only those that played in the pool that had no skins.
 - There are no refunds if you do not play the following carry-over league night.