

The Ponds at Battle Creek Wednesday Night League (UPDATED 4/24/2018)

Rules/Event Descriptions

PACE OF PLAY POLICY: See pace of play addendum *****Acknowledged at registration*****

USGA Rules will apply to all events along with PBC Competition Local Rules:

- In all regular season 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
- For any “Non-Scramble” 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
- **BALL SEARCHING – 2019 Rule:** Under Rule 18.2, the time for a ball search (before the ball becomes lost) will be reduced from 5 minutes to 3 minutes. We will adopt this new rule this year
- Reasons for Change:
 - Limiting the search period to 3 minutes is more consistent with the underlying principle that golf is to be played in a prompt and continuous way, without long pauses in play.
 - In most cases, if the ball is going to be found, it will be found within the first 3 minutes.
 - Although this change may increase the number of lost balls, on average the overall impact should be to speed up play.
 - Knowing that the search time is limited to 3 minutes should encourage players to play a provisional ball when they believe there is a chance their ball may not be found.

Practice Rounds

- Practice rounds are allowed for regular season play. This will not be allowed for League Championship rounds
- Practice rounds cannot be played from the White or Gold tees

Handicap Parameters *****NEW for 2018*****

- NEW for 2018 all leagues at the Ponds at Battle Creek will use USGA Tournament Management (powered by Golf Genius).
- Handicaps will be calculated by USGA’s GHIN System
- We will be your trending handicap for each week
 - We will use 90% of your trend handicap as we did with previous software
- Holes not finished: If a player does not play a hole or doesn’t record a score, the score recorded for that hole will be the maximum 9. "USGA Tournament Manager powered by Golf Genius" will adjust this score accordingly for handicap calculations.
- USGA Tournament Management (powered by Golf Genius) will post all league scores to you GHIN handicap. **You no longer need to post your league scores!**
- Players without an established USGA Handicap will play as a 0 handicap until a handicap is established

IT TAKES FIVE 18HOLE SCORES TO ESTABLISH A USGA HANDICAP

Senior Division

- The Ponds at Battle Creek Men’s League Senior Division is for those players that are 55 and over in the same calendar year
- The Senior division play is from the **GOLD tees** each week (excluding “Tee Box Game” week)
- The Senior Division is optional only for those that qualify

- We strongly encourage those that are over 55 and have a 18-hole course handicap of 18 or more to play in the Senior Division
- Handicapping in the Senior Division is calculated from Gold tees
- There are three weeks the Senior Division plays along in the Open League
 - Week 4 – Two Person Scramble
 - Week 8 – Four Person Scramble
 - Week 17 Summer's Over Scramble

Weather – Cancellation/Postponements

- The Wednesday Night Men's Open League will 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
- There are a couple of automatic no brainer circumstances when we will cancel league play:
 - I. Dangerous weather including lightning, very high winds, and torrential rain.
 - II. Carts not allowed on the course
- If either of those two things occur, we cancel play immediately.
- 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 2:00pm.
 - If you do not have access to the website, you may call the course directly at (651) 501-6321 and the voice mail will have an updated message for you.
 - We will also send a league wide email (make sure the course has an updated email address for you)
 - If it is after 2:00 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
 - To complete league night play, we may delay the play as long as possible depending on daylight. In order to complete a round, at least 80% of that night's tee times will need to have finished the round. Those that do not finish, will receive rain checks
 - League Championship
 - Round 1 - if weather causes a delay or postponement, any flights that finished will be official. Any unfinished will play round 1 the following week with the final round played on the "Summer's Over" Banquet night (Week 17 & the banquet will follow play)
 - Round 2 - if weather causes a delay or postponement, any flights that finished will be official. Any unfinished will play the final round 1 following week on the "Summer's Over" Banquet night (Week 17 & the banquet will follow play)
 - If BOTH round 1 & 2 gets rained out, the League Championship will be a one week event on the "Summer's Over" Banquet night (Week 17) with the banquet following play (Rain checks will be issued for any weeks not played)

Event Descriptions and Rules

Individual Gross and Net

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

Two Person Scramble

(Partners are chosen within own group; lowest handicap player is paired with the highest handicapped player and middle two handicapped players are partnered. If players are missing, Highest with lowest and remaining player plays own ball in singles event. In the event of players having same handicap, choose who you want to partner with.)

- Normal scramble rules - All shots will be played as “winter rules” or “preferred lies” (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. Once on the green, ball must be played within 12” of original location (length of score card)
- For pace of play, the **MAXIMUM ALLOWED SCORE ON ANY HOLE IS A *TRIPLE BOGEY***
- Payouts to **Top 3 teams in Gross and Net**
- To determine the team handicap:
 - Add both players handicap index, divide by 4, and round to the nearest whole number.
- This event no longer requires tee shot minimums for each player
- If there are any players without a partner, you will play in a singles **NET** only event.
- **SKINS** We will play **TEAM Skins**, both Gross & Net

Modern Day 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
- *****Course must provide front – middle – back pin locations AND front – middle – back Teeing areas**
- Payouts in both gross and net total score.

Lone Ranger – 4-Person Team Event (Week 8)

- This is a 4-person Team event using the “Lone Ranger” score and one other best **NET** score of the remaining players.
- All players will play from their regular weekly tees (white for open league and gold for Champions Division)
- Each player will play as the “Lone Ranger” on at least two holes – If you are the “Lone Ranger” on the first hole, you will also be the “Lone Ranger” on the 5th and 9th holes (3 holes); Then the 2nd & 6th are the same player, the 3rd & 7th are same player, and 4th & 8th are for the same player. (The score card will be marked accordingly with who is the “Lone Ranger” and on which hole.
- Each team will assign players to holes based on league scorecard. Scorecard will have holes highlighted by color for hole assignments based on above. (1,5&9, 2&6, 3&7, 4&8)
- If a team has only three players, the “Lone Ranger” holes are 1,4&7 – 2,5&8 – 3,6&9 (The “Lone Ranger” score and 1 other best NET score is used)
- If a team has only two players, BOTH scores will be used on each hole.
- Payouts to the **Top 6 Teams in NET ONLY**.
- Individual Gross & Net Skins

Four Clubs Only **always be scheduled the week of July 4*****

- Individual Stroke play only allowing the use of four clubs from your bag. (Yes, the putter is considered one of your clubs)
- *****Course must provide front – middle – back pin locations AND front – middle – back Teeing areas**
- Payouts in both gross and net total score

League Championship

- The Flighted Championship (four flights plus Senior flight) will be a two week stroke play event

- Week one play will be with your regularly scheduled group
- Week two, "Championship Night", will be played in your respective flights based on results of week 1.
(highest scores and missing players will start first with leaders playing last)
 - Championship Flight will start at 2:15pm
 - First Flight will start at roughly 3:00pm
 - Senior Flight will start at roughly 3:45pm
 - Third Flight will start at roughly 4:30pm
 - Fourth Flight will start at roughly 5:30pm

Times are approximate
- Championship Flight will tee off from the **BLACK** tees both weeks and will be gross scores only
CHAMPIONSHIP FLIGHT IS AN OPTION UP ONLY - There will be 4 flights. After removing Senior division players, the remaining players will be divided into 4 groups based on handicap indexes. The lowest 2 handicapped groups will form the First Flight. Groups 3 & 4 will form the Second & Third Flights. This leaves us with three groups of players. The optional Flight will be called the "Championship Flight". There will be no players forced into the "Championship Flight". The "Championship Flight" will be an option only for those that want to compete at the highest level and from the "black" tees in a "GROSS ONLY" division. Many players in groups 1 & 2 will option up to the "Championship Flight", thus balancing the four flights. This allows those that were forced to play from the black tees to be able to stay in a lower flight from the white tees. (Must make declaration to Championship Flight by end of night on week 14)
- First, Second, and Third Flights will play from the **WHITE** tees both weeks (Net score only; Skins are combined with 1st, 2nd, & 3rd flights since all from same tee's)
- SENIOR Division will play from the **GOLD** tees both weeks and in a separate skins pool
- *****Due to "Pace of Play" the Gimme tape will be used in the First, Second, & Third Flights.**
(The Gimme Tape will not be used in the "Championship Flight")
- Payouts are to top 3 in each flight based on 18-hole results (First place tie in any flight will be determined by "Sudden Death" Playoff beginning on hole 1 with lowest net score determining winner (Gross in Championship flight))

Summer's Over Four Person Scramble – *****NO SHOTGUN***** – Played closely to regular tee time***

- TEAMS are based on your regular weekly group
- Normal scramble rules - All shots will be played as "winter rules" or "preferred lies" (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. Players may not use the club-length to move onto the putting surface. Players may not use the club-length on the putting surface. Players may use the club-length on any shot to get relief from a tree, divot, etc.
 - Teams missing one player can rotate the 4th shot. **MUST BE ROTATED EACH SHOT** a player
 - Teams missing two players, each player gets two shots
- For pace of play, the MAXIMUM ALLOWED SCORE ON ANY HOLE IS A **DOUBLE BOGEY**
- This is a NET ONLY event
 - Handicaps are determined by using the USGA recommended method: 20%+15%+10%+5%
 - 20% of the A player's Course Handicap
 - 15% of the B player's
 - 10% of the C player's
 - 5% of the D player's Course Handicap
 - Add the above 4 together and this is the handicap for that foursome
- ALL Players will play from the white tees
- **NET SKINS ONLY**
 - Team handicap is rounded to nearest whole number and strokes applied to those holes
- Payouts to top 5 net scores (20 total players)

*****RESULTS are considered official at 12:01am the following Monday. When scorecards are turned in and signed, scores are official. However, keying errors do happen and it is important to check results online at www.pondsatbattlecreek.com very closely and report any discrepancies in scoring ASAP.**

Prize Fund

- Prize Fund will now be distributed in THREE Flights.
 - Senior – for those that choose the Senior Division
 - A Flight
 - B Flight
 - Flights will be determined by dividing that night's field of Open League players in half by handicap. We will break ties by using decimal points to the 100th (0.00) If there are several tied handicaps at a certain number, this may make the two flights slightly unbalanced for that weeks prizes.

Open Flights

- Top four finishers in both gross and net in each flight will be paid.
- You can only be paid once. (cannot win a prize from both gross and net prize fund on same night)
 - First priority is in gross, however, more money overrules less money should a player qualify in both gross and net.

Senior Flight

- The top four finishers in both gross and net in the Senior division will be paid
- The Senior prize fund is based on number of Senior players in the league

****See the payout distribution list for a breakdown of the prize fund*

Two Person Scramble

- Top 3 teams in Gross & Net (6 teams total)

Lone Ranger – 4-Person Team Event

- Payouts to top 5 **NET ONLY** Teams

League Championship

- Payouts are to top 3 in each flight based on 18-hole results

Summer's Over Scramble

- Payouts to top 5 **NET SCORES ONLY**

Payouts are divided equally amongst total shares based on number of players in league

Ties will split money. If two players tie for first place, they will share both first and second place money. **The League Championship uses a sudden death playoff for any first place ties in each flight.*

Optional Games

Season Long Stableford Challenge

- This is for individuals only that runs from week one through the last week of the regular season
- Cost: \$20 Entry fee must be paid before teeing off week 3
- "Random" payouts. i.e. If 40 people participate, we pay places 1-5, AND 20th, 30th, and 38th to add a little chance at winning some money even if you have a bad season. Last year, the payouts were: 1st \$150, (tie for 2nd) 2nd \$110, 2nd \$110, (3 way tie for 4th) 4th \$76.67, 4th \$76.67, 4th \$76.67, 7th \$40, 14th \$40, 21st \$40, T28 \$20ea, T34 \$20ea.

- Stableford scoring is as follows:
 - ❖ Net Triple Bogey or worse... -3 points
 - ❖ Net Double Bogey.....-2 points
 - ❖ Net Bogey.....-1 point
 - ❖ Net Par.....+1 point
 - ❖ Net Birdie.....+2 points
 - ❖ Net Eagle.....+5 points
 - ❖ Net Double Eagle.....+8 points
- Points are accumulated on all scores that are turned in when playing your own ball; this includes the Range Ball.
- Because not all players can make all the events, we are only using your *****BEST 8 scores. (League Championship scores does not count)**
(If there are any rainouts, each rainout will reduce from the 8 best scores)

MATCH PLAY BRACKETS (See Men's Club Rules and Event Descriptions)

Weekly SKINS Games

- Every league night has a skins game. (On rare occasions, the Pro may throw some in another fun game as an alternative)
- Cost is usually \$5 per player and 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
- Pay attention to event rules as some nights skins are Gross only or Net only
- Events with no skins;
 - On individual stroke play night, the pool carries over to the next Individual gross/net week for only those that played
 - Players retain the same handicap as the week of the carryover
 - There are no refunds if you do not play the carry-over
 - On team nights, ties are broken by
 - (a) Team(s) with eagles will split based on number of eagles
 - (b) Team with birdies will split based on number of birdies
 - (c) There are no refunds if you do not play the carry-over

Men's Club

- Membership is **INCLUDED** for Wednesday Men's League members
- \$58.00 for all others
- Membership includes:
 - USGA Handicap Card
 - Twice monthly handicap revision and Online score posting
 - One year subscription to Minnesota Golfer Magazine
 - Eligible to play in all Club events (*unless restricted by age*)
 - MGA and MPGA dues
 - Monthly Handicap Revisions/Online Posting
 - Eligibility to play in **MGA tournaments** at courses like Wayzata CC, Northland CC, Dellwood CC, and Rochester GCC and member days at courses like Hazeltine NGC and White Bear Yacht Club
 - Administrative expenses (score cards/mailings/trophies/etc....)
 - Eligible for Club Championship (Must have played in at least one event/team/match play)
 - Eligible for 16-Man Team Match Play
 - \$3 goes towards "Hole in One" insurance
 - To be split (cash) with any & all "Hole in One's" at the end of the year
 - If there are no "Hole in One's", the pool will carry over to the next season