

Battle Creek Wednesday Night League Rules/Event Descriptions

(UPDATED 1/12/2017)

LEAGUE REGISTRATION: Returning members, having registered in the early member return period, have priority to claim their same tee time the previous season.

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

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

- 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

Practice Rounds

- Practice rounds are allowed for regular season play. This will not be allowed for League Championship rounds
- All practice rounds must be played from different tee area other than the competition tees used for that nights event **Excludes weeks where multiple tee areas are used*

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 returning players will have handicaps transferred from the previous season and applied to the new season. All handicaps will be based on your last eight league play scores only
- NEW members of the league; we can use a USGA handicap for the first three weeks until you will receive your "in-league handicap" index. If you do not have a USGA index, you will be required to play as a "zero" handicap for your first three rounds until you will receive your "in-league handicap"
- The following is how your league handicap is calculated:

Rounds Scores

| | |
|---|-------------|
| 1 | 0 |
| 2 | 0 |
| 3 | Best 1 of 3 |
| 4 | Best 2 of 4 |
| 5 | Best 2 of 5 |
| 6 | Best 3 of 6 |
| 7 | Best 3 of 7 |
| 8 | Best 4 of 8 |

- Holes not finished: If a player does not play a hole or doesn't record a score, the score recorded for that hole for handicap purposes must be *par* plus any handicap strokes the player is entitled to receive on that hole. Example: A player with a *Course Handicap* of 9 receives a handicap stroke on all 9 holes. If the player does not play the sixth hole, which is a *par* 3, because of whatever reason, the player must record a score of *par* plus one for handicap purposes, or X-4.
- Posting of all league scores to each players USGA GHIN Handicap is the responsibility of each player.

Weather – Cancellation/Postponements

- The Wednesday Night Men's Open 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
- 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 night round 1, if weather causes a postponement, we will play round 1 the following week with the final round played on the "Summer's Over" Banquet night (Week 17) with the banquet following 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
- Payouts in both gross and net total score.

Lone Ranger – 4-Person Team Event (Week 8) *****NEW for 2017*****

- 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 Senior league)
- 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)
- 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*)
- *****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.
- Must use at least ONE tee shot from each player
- Teams missing a player or 2 (3-PLAYER and 2-PLAYER TEAMS) will compete with other teams of equal size. (4-man teams are in one pool, 3-man in another, and 2-man teams in another) Payouts will be based and balanced by percentage based on how many teams in each pool. This eliminates rotating any extra shots. 3-man teams are in a 3-man scramble and 2-man teams are in a 2-man scramble.
- For pace of play, the MAXIMUM ALLOWED SCORE ON ANY HOLE IS A **DOUBLE BOGEY**
- This is a GROSS only event
 - Players will be split into five flights to determine which tee box they will hit from. (SEE SCORECARDS FOR TEE BOX ASSIGNMENTS)
 - ALL players, including Seniors, will be divided into five groups. Group 1 will tee from the black tees, group 2 from blue, 3 from white, 4 from gold, and 5 from red tees.
 - Players 60 AND over, do not have to play any further back than the white tees.
- **SKINS** We will play a **GROSS** only skins game which we call GIANT SKINS
 - 2 or 3 person teams will compete with all teams in skins game
- Payouts to top 5 gross scores (20 total players) – If 3 or 2 person teams, payouts are reduced to accommodate

*****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.pondsatabattlecreek.com very closely and report any discrepancies in scoring ASAP.**

Prize Fund

- *****NEW for 2017***** 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) ***This may change for 2017

Lone Ranger – 4-Person Team Event

- Payouts to top 5 **NET ONLY** Teams ***This may change for 2017

League Championship

- Payouts are to top 3 in each flight based on 18-hole results ***This may change for 2017

Summer's Over Scramble

- Payouts to top 5 **GROSS SCORES ONLY** – If 3 or 2 person teams, payouts are reduced to accommodate ***This may change for 2017

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)

SINGLES Season Long Match Play *****Gross & Net Brackets*****

- Matches start in June
- DEADLINE to signup is May 30th

- This tourney is for individuals only
- It will take place throughout the entire summer culminating at the end of August
- **Cost:** \$20 for the tourney plus any greens fees for each match
- **Payouts:** 1st Place 42%, 2nd Place 26%, 3rd Place 18%, 4th Place 14%
- **Location:** All matches will be played at The Ponds at Battle Creek
- **Eligibility:** Any member of the Wednesday Men's League or the Men's Club
- **Matches:** Match-play
 - **Gross Bracket** - All matches are 18-hole matches
 - **Net Bracket** - 9-hole match play (18-holes can be played if both players agree) **SEMI-Finals and FINALS will be an 18-hole match**
- **Ties:** All ties will be decided by sudden-death playoff holes. In the Net division, handicaps do apply in the sudden-death playoff. *(Please check with the course before moving on)*
- **Blue tees are the DEFAULT tee** – Players can decide to use any tee they agree on; if no agreement can be made, the blue tee is the default tee to be used
 - In the NET BRACKET: Those that have a USGA handicap Index of 25.0 or greater may choose to play from the white tees.
 - Handicap is calculated from white tees and you **lose one stroke** in 9-hole match and **2 strokes** in 18-hole match
 - **EXAMPLE:**
 - Player A (with index of 10.0) plays from blue tees.
 - Player B (with index of 29.0) plays from the white.
 - Player B has a handicap index of 29.0 and calculates to a 31 for 18-hole match.
 - Because Player B is playing from a different tee than his competitor, there is another adjustment based on course rating; blue 33.8 & white 32.9, a difference of 0.9 or 1 stroke in a 9-hole match, thus Player B's 9-hole handicap would be $29/2=14.5(15)$ less 1 stroke adjustment for different tee = 15.)
 - SENIORS that are 55 years old or older and have a USGA handicap Index of 14.0 or greater, you may also play the white tees
- **Net Bracket Handicapping:** In a 9-hole match (18-holes can be played if both players agree) using updated USGA handicaps, check the GHIN computer for each player's course handicap. Take the players "Course Handicap" (not the index) divide by two and round to nearest whole number. In an 18-hole match, the full handicap is used *(Unless player was eligible to move up tees)*
 - Handicaps are applied as follows: Scott Albright has an 18-hole course handicap of 6 and Mike Murray CH of 11. In an 18-hole match, Albright will give Murray 5 strokes on the toughest 5 holes as rated by the course handicap. In a 9-hole match, divide those course handicaps by 2; Scott $6/2=3$ Murray $11/2=5.5$ (round to 6) Scott will give Murray 3 shots in a 9-hole match.
 - **SEMI-Finals and FINALS will be an 18-hole match**
- **Rainouts/bad weather:** A match will be considered official after 6 holes have been completed. If you are forced off of the course because of weather before your round is done, even if you've completed 6 or more holes, you must allow one hour for the weather to clear before calling the match for the day

Before you go any further, a word of caution. If you are restricted to the day and time you can play your matches, or are planning a prolonged vacation this summer, you are strongly urged NOT to sign up for match play. There is normally a two-week time allotment in which to play your match. By sometime in August, this competition will be complete. You are responsible for arranging your matches. The Tournament Committee will monitor all matches. If both parties cannot agree to play the match in a reasonable amount of time, a coin flip will decide the winner of the match, regardless of which round it is. This is a fun competition that can be ruined by those that are habitual tardy matchmakers. If this describes you, save yourself the aggravation and do not sign up.

- **Scheduling Matches:** Matches must be completed by the scheduled deadline listed on bracket board. Both Members are responsible for contacting the opposing Member and scheduling the match. A roster sheet will be supplied at the start of the tourney. *The schedule will be made once we have the field set*

*****NEW for 2017*** TWO-Person Team Season Long Match Play ***Net Bracket ONLY*****

- Matches start in June
- DEADLINE to signup is May 30th
- This is a “**FOURBALL**” competition -- or “**BETTER BALL**” -- where two players from one team take on two players from another team, each playing their own ball. The lowest **NET** score for each side will be used as the score for each hole.
- To play better ball match play, two golfers - we'll call them A and B - partner against two others, C and D.
 - On the first hole A scores 4 and B 5. The A/B team's score is, therefore, 4.
 - C scores 6 and D scores 5. the C/D team's score is, therefore, 5.
 - So A/B wins the first hole against C/D, 4 to 5, going 1-up.
 - And so on, until one side clinches victory in the match.
- **Handicaps:** Handicap allowances for better ball match play are covered in the USGA Handicap Manual in Section 9-4a(iii). Here is what the USGA says to do if playing better ball match play using handicaps:
 - **Allowance:** The Course Handicap of all four players is reduced by the Course Handicap of the player with the lowest handicap, who then plays from scratch. Each of the three other players is allowed 100 percent of the difference.
 - The same allowance as the Singles match play allow players to move from playing blue tee to white tee. To qualify, Seniors 55 & over with 14.0 USGA index and ANY player with a USGA index of 25.0 or higher. The same rules apply as single losing 1 stroke per 9-holes (course handicap MUST be calculated from white tee)
- Either 9-hole or 18-hole matches can be played but must be agreed upon by both teams. If no agreement can be made, the default length of the match is 9-holes. (semi-finals and finals are 18-hole matches)

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

Weekly OPTIONAL Side Games

- Each week will be the opportunity to play in an optional \$5 side game. This could include any of the following: Best "Poker Hand", 2-person best ball blind draw partner, Lowest score on the par 3 holes, Lowest score on the par 5 holes, Lowest number of putts, Stableford, most greens hit in regulation, etc..

Men's Club

Membership/Dues

- \$55 Regular Member
- \$0.00 Wednesday League Members
 - ***Men's Club membership is included in League Membership fees!***

Membership benefits include:

- Official USGA Handicap Card
 - Except Associate Members
- Eligible to play in all Club events (*unless restricted by age*)
- MGA and MPGA dues
- Administrative expenses (score cards/mailings/trophies/etc...)
- Eligible for Club Championship (Must have played in at least one other event or team or singles match play)
- Eligible for 16-Man Team Match Play
 - Associate members do not qualify for 16-Man Team must have GHIN card from Ponds at Battle Creek