

2020 Emerald Greens Men's Club

9-Hole League Rules

Format:

2-Man Team Match Play.

USGA Governing Rules for Match Play.

Local Rules when applicable.

Disputes will be subject to the on-course rules committee. League chair(s) have final resolution.

Each week we will rotate Gold/Silver-Front/Back at Emerald Greens.

Scoring:

Lowest handicap from each team, play each other; higher handicaps play each other. In the event of a team with the same handicaps, they must declare who is playing as the low handicap PRIOR to the match.

(2) Points per Match per week.

(1) Point each player for TIE.

(4) TOTAL POINTS per week.

Handicapping:

Your scores will be calculated each week and computed per LEAGUE HANDICAP. You are solely responsible for entering your USGA (needed for tournaments) on the computer in the clubhouse or online/mobile GHIN APP (USGA is included with your fees paid).

USGA, prior league member or (2) rounds needed to establish week one handicap. If neither of the former applies, you will start out Week 1 as a 0 handicap.

Last 5 Scores used, with (1) score needed to adjust Handicap.

80% Rule for handicapping (Avg score – Avg Par) * 80%.

Round up at .5 or higher.

ESC is in play (League Rules) – Maximum allowed per hole is NET PAR + 2 strokes.

Missing scores on card will have 5(par 3), 6(par 4) and 7(par 5) entered and automatic loss of hole.

Scorecard:

COVID-19 RULES - Please text/email picture of match with points, teams, players (Last, First) and Handicaps within 24 hours of Match. Failure to do so could result in disqualification for all players in the match.

Scorecards must be signed by one player from each team.

Must include First and Last Name, TEAM numbers, Handicaps and points per team at the end of the match.

Handicaps must be accurately displayed on the cards. If there is a discrepancy whereby a player records their handicap as higher than it actually is on the card, they **could** be disqualified for that match, or at the discretion of the league chair, it may be adjusted to actual League HC. If a player records their handicap as lower than it actually

is, your card is final with no adjustments.

Teams and Divisions (Estimated – Final will be out after April 12th):

There will be (3) Divisions with (8) RED, (8) WHITE and (10) BLUE teams per division.

No interleague play.

There will be (2) 9-week halves.

Play-offs:

The winning team per half, per division is in the play-offs at the end of the year.

There will be a wild card for each half. This would be the next highest total points from all divisions per half.

First half handicaps will be used for Play-off handicaps (for the winners/wild card). If 1st half winner is also the 2nd half winner (division or wild card), we will use 2nd half handicaps for playoffs.

In the event of ties per half, tie breaker are in forces:

- Head to Head play from a weekly match.
- Blind match play from random week (with same 9 holes).
- Coin flip.

Pay-out for winner will be as follows (monies depend on total at end of year)-subject to change:

- 1st and 2nd half WILD CARD winners (can be the same team for money but 2nd half play-off berth will go to the next WILD CARD point leader with no WILD CARD dollars won).
- 1st and 2nd half DIVISION winners (can be the same team for money but 2nd half play-off berth will go to the NEXT DIVISION point leader per division with no DIVISION dollars won).
- 1st PLACE OVERALL
- 2nd PLACE OVERALL

On Course Events:

COVID-19 - No On course events until restrictions are lifted. When/if restrictions are lifted, we will do weekly catch-ups with additional hole prizes for weeks we did not do the,/

Each week there will be (2) on course events per division - \$15 each cash.

Substitute Players

Substitute players are allowed to compete for the ON COURSE EVENTS only if a \$25 fee is paid prior to the match.

Subs cannot be used for the playoffs unless a player is injured and must hold a similar league handicap within 1 stroke; or unless pre-approved by the league chair(s).

Absent Player Rules:

Both players on a team (or substitutions for team members) must be present in order to earn the maximum (4) points in a match.

For each opponent absent, (1) point is automatically awarded to the playing competitor present, who then plays a

match against PAR with their league handicap. Player must TIE or beat PAR for an opportunity to earn an additional (1) point.

***When playing against your handicap: Ties are counted as a win for the player.**

Examples:

If Team A has (1) player present, and Team B has (2) players present:

Team A plays the low handicap player from Team B. The high handicap player from Team B automatically earns (1) point, and plays against their own league handicap for an opportunity to earn (1) additional point. (Team A can earn a maximum (2) points, Team B can earn a maximum 4 points).

If Team A has (0) players present, and Team B has (2) players present:

Team B automatically earns (2) points. Each player from Team B plays against their own league handicap for an opportunity to earn an additional (1) point each. (Team A does not earn any points. Team B can earn a maximum (4) points).

If Team A has (1) player present, and Team B has (1) player present:

The player who is present on each team shall both play each other. Each team has an opportunity to earn a maximum (2) points for the match. (Neither team can earn more than 2 points for the match).

If Team A has (1) player present, and Team B has (0) players present:

Team A automatically earns (1) point, and the solo player plays against their league handicap for an opportunity to earn (1) additional point. (Team A can earn a maximum (2) points, Team B cannot earn any points).

If Team A has (0) players present, and Team B has (0) players present:

Neither team shall earn any points.