

2010 Newell Golf Club Men's League Rules

\$25.00 entry fee paid to team captain (A player). Team captains pay Kevin Bossman.

Play white tees on odd numbered weeks and blue tees on even numbered weeks. Players age 70 and older play from gold and white tees. If gold tees are not available then play from normal tees. This is a men's league rule only.

Match play format – 2 points for winning each hole, 1 point if you tie, 0 points if you lose the hole. Example – if you win 3 holes (6 points), tie 4 holes (4 points) and lose 2 holes (0 points), you end up with 10 points and your opponent gets 8 points. One extra point will be awarded to everyone who plays on league night (Wednesday). If you make up your match early you are still encouraged to play on Wednesday in order to get the bonus point. Also, if you get a sub to play for you on Wednesday, he will get the bonus point. There are a total of 20 possible points. **Since we have 13 teams, you will play against a dummy score on some league nights. The dummy score night counts as any regular league night.**

You give strokes on the hardest handicap holes. Use your 18-hole handicap and subtract that from your opponent's 18-hole handicap. The player getting strokes applies them to the hardest handicap holes on the 18-hole score card. For example, if you are playing from the white tees and the handicap difference is 3 strokes and the #1 hardest handicap hole is on the back 9 and the #2 and #3 hardest handicap holes are on the front 9, you only get strokes on those two holes. The same rule applies if you are playing from the blue tees.

Your foursomes will be assigned each week. If you cannot make it to your match, it is your responsibility to get a sub or make arrangements to make up your match by the end of league on the following Wednesday. If you can't get a sub or make up your match before the end of league on the following Wednesday, then you must play a round of golf before the deadline and declare the match as your league score before the deadline. Have a witness sign and date the card and write the week #, which you were suppose to play and your name and post it on the Men's league bulletin board. If your match is not made up by the deadline you will get a forfeit. A forfeit is scored as 11-0. If neither plays, both players will get a forfeit.

You may make up a match anytime in advance. Example - if you know you will be gone in August and the only time your opponent will be available is in July, go ahead and play the match, noting on the card that it is a make up match for week#. You do not get the bonus point if you do not play or have a sub on the Wednesday the match is scheduled for. If you opponent plays on the Wednesday of the scheduled match, he will get the bonus point.

Men's League play officially begins between 4:00 and 5:10. If your opponent has not notified you or left word at the clubhouse that he will be late you must wait until 5:10 before going out to play you match. If no notification is made by midnight, then the match is forfeited. Notification is to be made preferably by contacting your opponent directly. If this can't be done, then leave word at the clubhouse. It is for the two players to decide if they will match cards or play a make up match.

We will have a play-off to determine final winners based on a 14 team league. The winners of each session and the next 2 teams in the overall standings will draw a first round bye. The remaining teams will play off to advance to the second round. We will have 13 weeks of league nights and 4 weeks of play-offs if possible.

The league will be divided in to two sessions, each going 6 weeks. **We will pay two places in each session. The remaining money will be paid out in the final play-off standings and pay for flag prizes. You can only win first place in one session.**