

# THURSDAY NIGHT FUN LEAGUE 2018

.Non-Members: \$35.00 (\$25.00 Green Fees w / carts for all you can play rate) \$10.00 events, raffle and skins.  
Members: \$10.00 Events, raffle and skins.

Team captains are responsible for paying events fee-payable the week following if there is a forfeit.  
Special events will consist of the following and will be paid out in pro shop merchandise credit:

Front Nine:	2 Low Handicap Flags (1/2 the field)	\$18.00 each
	2 High Handicap Flags (1/2 the field)	\$18.00 each
	1 Long putt for all players	\$18.00 each
Back Nine:	2 Low Handicap Flags (1/2 the field)	\$18.00 each
	2 High Handicap Flags (1/2 the field)	\$18.00 each
	1 Long putt for all players	\$18.00 each
All Golfers:	Blind Bogey – 2 numbers drawn	\$150.00 each

Sponsors Fee is \$125.00 per team and must be paid to either League President John Miner or in the pro shop. Please make checks out to RiverEdge mens association

.Subs are the responsibility of the player needing the sub, then his team. If you call the pro shop for help finding a sub we will do our best but will never guarantee finding you a player. Please do your best to find them on your own.

Maximum league handicap will be 16. Both leagues will adjust to a maximum score on any hole of 8 after the cards are handed in. Players ages 65+ can hit from the green tees. Those players must hit from those tees for the duration of the season. When marking the card, players hitting from the green tees will take their strokes based on the hardest handicap holes from the white tees just like rest of the league.

Players will compete 1 on 1 and will play off the low handicap. Example if a 10 handicap plays against a 6 handicap the 10 handicap will get 4 total strokes on the card (based off the hardest handicap holes) Players will also not be allowed to receive any strokes on par 3 holes. Players will have the opportunity to receive 3 strokes on par 5's in the following circumstances: 0 handicap vs 16 handicap, 1 handicap vs a 16 handicap or a 0 handicap vs a 15 handicap.

If a player shows up late he will be allowed to play holes he missed up to 2 holes, if more than 2 holes the player shall forfeit any holes already played and the 6 points for the match. The person he plays will not be allowed to replay those holes, so play the first 2 holes as if you were playing a match.

New league golfers must establish a handicap and will receive 80% of the difference between par and their score.

Points: 2 points per hole available: 2 points-win, 1 point each-tie  
6 points for total available: 6 points-win, 3 points each-tie

Forfeits: 12 points automatic, plus match points up to 9 if you beat the course hole by hole with handicap, ½ point if you tie the course. You will receive an additional 3 points for winning the match against the course, 1 ½ for tie.

Quits: The points that were won by the player that quits will count as his points for the match. The player that is still playing will play the course under the forfeit rules as per above and only those points will count toward his match. Player who receives forfeit must complete round. If both players quit, no points are awarded to either player.

Rainouts will be called before 4:00 p.m. If rainouts happen during play, matches completed will count; uncompleted matches will split remaining points.

Playing rules will be “paradise” (move the ball 1 card length, no nearer the hole.) No moving the ball when located within a hazard.

