

# Team League Overview



## League Officials

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## League Fees

Registration fees = \$99 per player (\$198/Team) \$50 Men's League \$85 Ladies League

Weekly fees = \$34 per player \$25 for Men's & Ladies League Members

- Of this fee, \$5 is set aside to fund weekly and year end prizes.
- Qualifying Members pay a \$17 weekly fee.
- There is no adjustment in fees if you walk or ride

## Complimentary Summer Crab Feast & BBQ

- Join us on for a cookout on the patio from 5:30pm ~ 8:30pm. Typically this is held on a Tuesday in August. Both Non-Alcoholic & Adult Beverages (over 21) will be included.

## General Rules

- The USGA Rules will govern all league play.
- Local rules will be in affect and change based on course conditions, etc.
- Local rules will apply to both the Singles and Team leagues

## Penalty Rules

- All Out of Bounds will be played as a lateral hazard.
- You **MUST** take a drop two club lengths from the point the ball crossed the hazard. (one penalty stroke)
- If the course is marked OB you **CAN NOT** play the ball as it lies, you must take the drop. (Do not hit the shot from someone's back yard, please!)
- Water Hazards- All yellow water hazards stakes are played as a lateral drop (Red Stake)

## Alternate Players:

- Teams are allowed a maximum of **two alternate players**.
- Alternates may be recruited to play for another team.
- Alternate players must have an established USGA handicap, and be registered as an alternate before the season begins.
- If an alternate player dos not hold a USGA handicap or they will play to a scratch (0) Handicap.
- Each team that requires the use of an alternate must submit the alternates name & current USGA Handicap to the League Officials by 5pm the Friday before the league goes out. (3 days in advance)
- **Alternate Players can not play in playoffs**

## Tees

Tees must be designated before your first match; same tees are played for the remainder of the season.

- White Tees = Ages 18 – 59 (Seniors Welcomed)
- Gold Tees = Younger than 18, 60 or older (HCP adjusted accordingly)
- Red Tees = Any ladies!

## Handicaps

- Official USGA "League Play" handicaps will be used to score each competitor.
- 80% of the index will be used for the Waverly Woods contests.
- Your league handicap will be calculated based on league scores only. If you have a handicap through the MSGA, online site, etc., it will only be used for the first week of competition. After that, our "GolfLeagueSite" will take over and give you a league specific handicap using the same algorithm as the USGA.

## Maximum Hole Score (Gross Score)

DOUBLE PAR

6 on Par 3, 8 on Par 4, 10 on Par 5

## Start of Play

- A 5:30pm shotgun start will begin play each week unless otherwise stated on the official schedule (\*times vary based on time of year & sunlight) For a complementary bucket of range balls you must arrive 20 min before your tee time.
- League fees MUST be paid 15 minutes prior to the start time. A Substitute or that player will receive a 2 stroke penalty on their first hole. League fee must be paid before a player proceeds to the course or a disqualification will result.
- In addition, any player not physically present for the shotgun announcement receives a 2 stroke penalty on their first designated hole. If a player is not present on their starting hole before their group leaves the teeing ground, they will incur a double par for that hole, and any subsequent hole in which their group has already left the teeing ground before they arrive.

## Pace of Play

- All 9 hole rounds are required to be completed with score cards turned in NO more than 2 hours and 30 minutes after the shotgun.
- Failure to keep pace will result in a warning. Failure to return to pace will result in a timing of the players of that group.

## Inclement Weather Policy

If inclement weather (dangerous) is occurring before or forecast to occur during a match, a call will be made 1 hour prior to shotgun:

- League will start on time
- Match will be delayed 30 min – 1 hour
- Match will be postponed

If inclement weather occurs during a match –you can at any time, mark your ball with a tee, seek shelter, and or head back up to the clubhouse. We do not have a lightning detection system that alerts golfers while out on the course. Once you've hit your first tee-shot you're in charge of yourself. whether you stay out or come in. Remember golf is an outside sport and we play rain or shine. during the rain so be prepared!

## Course Care

- We ask that you fix your ball mark and any ball marks in your line of putt.
- When taking a divot, please replace your divot. Use the sand only if your divot has shredded.
- Rake any bunker that you walk into whether you play out of it or not.
- Please keep all carts on the path around tees and greens.

## Format Payouts

- Weekly payouts will be awarded in the form of Waverly Woods Gift Certificates.
- These can be used on non-league golf rounds, driving range, merchandise, and special orders.
- Regular Season: 1st, & 2<sup>nd</sup> Place Format winners will receive weekly payouts.
- Playoffs: 1<sup>st</sup>, 2<sup>nd</sup>, & 3<sup>rd</sup> Place playoff teams will also earn prize money.

## Points Systems

- Regular events will increase by 5% each week using a FedEx style point system
- "Major" Events will be worth 25%
- Points will be used to determine playoffs.
- Top 16 Teams will advance to the playoff bracket.
- Teams then compete in a head-to-head match play format to determine who the top three teams are.

# Team League Schedule

<u>Week</u>	<u>Date</u>	<u>Shotgun Start</u>	<u>Cup Points</u>	<u>2- Player Format</u>
1	April 1	*5:00PM	250 pts	Disaster
2	April 8	*5:00PM	262.5 pts	Modified Stableford
3	April 15	*5:10PM	275.6 pts	Quota
4	April 22	*5:10PM	289.4 pts	Hate' Em
5	April 29	*5:20PM	303.9 pts	Best Ball
6	May 6	5:30PM	319.1 pts	Las Vegas 2-Man
7	May 13	5:30PM	335 pts	Fewest Team Putts
8	May 20	5:30PM Major	439.7 pts	Combined Team Net Score (Stroke Play)
-	May 27	NO LEAGUE PLAY	Memorial Day	-
9	June 3	5:30PM	369.4 pts	Modified Stableford
10	June 10	5:30PM	387.8.8 pts	Odd Fellows
11	June 17	5:30PM Major	509 pts	Combined Team Net Score (Stroke Play)
12	June 24	5:30PM	427.6 pts	Criers & Whiners/Play It Again Sam
13	July 1	5:30PM	449 pts	Flag Day / Last Team Standing
14	July 8	5:30PM	471.4 pts	Las Vegas 2-Man
15	July 15	5:30PM	495 pts	Best Ball
16	July 22	5:30PM Major	649.7 pts	Combined Team Net Score (Stroke Play)
17	July 29	5:30PM	545.7 pts	Hate' Em
18	Aug 5	*5:20PM	573 pts	Quota
19	Aug 12	*5:20PM	601.7 pts	Criers & Whiners/Play It Again Sam
-	Aug 19	NO LEAGUE PLAY	Charity Outing	-
20	Aug 26	*5:10PM Major	789.7 pts	Combined Team Net Score (Stroke Play)

## Tentative Arthur Hills Cup Playoff Schedule

Top 16 Teams	Sept 9	5:00pm Shotgun
Round 2	Sept 16	4:50pm Shotgun
Round 3	Sept 23	4:40pm Shotgun
Round 4	Sept 30	4:30pm Shotgun
Championship	Oct 7	4:30pm Shotgun



\*\*All match time, dates, formats, and sides are subject to change.  
Waverly Woods will notify players via email in the event of a change. \*\*

# Format Descriptions

## Disaster

Definition: Disaster, aka Trouble, is a points game in which the winner at the end of the round is the player (or team) that has collected the fewest number of points. That's because points are "awarded" for bad shots. Hit a ball out of bounds, that's a point. Points in Disaster can be given any value, and what earns a point can vary from group to group - it's up to you. But a common point system is as follows:

- Water ball - 1 point
- Out of bounds - 1 point
- In a bunker - 1 point
- Failing to get ball out of bunker - 1 point
- 3-putt - 1 point
- 4-putt - 3 points
- Hitting from one bunker into another - 2 points
- Whiff - 4 points

## Modified Stableford

- Double bogey or worse: **minus-3 points**
- Bogey: **minus-1 point**
- Par: **0 points**
- Birdie: **2 points**
- Eagle: **5 points**
- Double eagle: **8 points**

## Quota

Quota format involves individuals or teams starting with a certain number of points, based on handicap, then adding points for achievements on the course. Each golfer begins the match with points equivalent to their handicap, so a 3-handicap golfer starts with 3 points and a 10 handicap golfer starts with 10 points. The goal is to reach 36 points, which can vary in some tournaments to 39. Points are awarded to golfers based on performance on the course, and are awarded as follows:

- Bogeys - 1 point
- Pars - 2 points
- Birdies - 4 points
- Eagles - 8 points

## Hate 'Em

Definition: On every course, there are a few holes that give every golfer trouble. The ones where, no matter how many times you play the course, you can never quite tame those holes. Don't you just hate those holes? In Hate 'Em, you get choose two of those holes and, before the round starts, write down a par on each. A stipulation is that the two holes must be comprised of one par 4 and one par 5. Hate 'Em is usually played with full handicaps. At the end of the round, add up the strokes (including the two pars on your Hate 'Em holes), deduct your handicap strokes, and the low player (or group) wins.

## Best/Better Ball

Each team member plays their own ball throughout the round. After each hole, the lower net score of the two teammates is the score that's counted for that hole. The team with the lowest net best ball team score at the end of 9 holes wins.

## "Las Vegas"

Is the name of a golf betting game for two teams of two golfers each in which a side's scores are put together (or paired) to form a double-digit number, rather than added together. Don't worry, it's quite simple once you see an example. Winnings and losings can add up quickly in Las Vegas, which is often played for \$1 per point, so it's a game preferred by better (or at least wealthier) golfers.

The team's two scores are not *added* together, they are put together or paired. What does that mean? Let's say Golfer A and Golfer B form one Las Vegas team. On the first hole, A scores 5 and B scores 6. Add them up and that's 11. But we don't add up scores in Las Vegas, we *pair* them to form a new number. Put "5" and "6" together and you get 56. Fifty-six is the score for Team A/B on Hole 1. In Las Vegas, the smaller of the two scores goes first when forming the bigger number. In our example above, if A had gotten the 6 and B had scored the 5, the team score on that hole would still be 56, because the smaller number (5) goes first.

A couple more examples:

- On Hole 2, both golfers make 4s. That becomes 44.
- On Hole 3, Golfer A makes 8 and Golfer B makes a 3. That's 38.

Here's one of the exceptions we mentioned to putting the smaller number first. If one of the golfers makes a 10 or higher, the higher number goes first. This is good thing! If A scores 5 and B makes a 10, the team score is 105 rather than 510. This is a safeguard against the numbers getting out of hand.

## Fewest Team Putts

Only strokes taken with a putter on the putting surface are counted. No handicaps are used to net down the number of putts made. The winners will be the player making the fewest (gross) putts.

## Combined Net Stroke Play (Played in all 4 Majors)

Definition: Stroke play is a round of golf in which the score is kept by adding the cumulative total of strokes taken throughout the round. Your league handicap is subtracted from the total strokes to give a net score.

## Odd Fellows

Definition: Odd Fellows is a variant of a Hate 'Em where you choose three holes and subtract them from your total. The difference is: you get to choose your two holes AFTER you golf instead of before. The two holes must be a par 4 and a par 5.

## Criers and Whiners / Mulligans Replace Handicap

Definition: Criers and Whiners is a game of do-overs, or mulligans that can be used from any point on the course. In Criers and Whiners, handicaps are converted into free shots that are used during a round. Say a player has a handicap of 14. Rather than applying the handicap in the proper manner, the player is instead given 14 free shots to use at any point on the course, at any time. Hit a bad shot off the second tee? Hit it again. Now you've got 13 left. The game can be played with full handicaps (as in the example above) but it most common to use only three-fourths or two-thirds of handicaps. That forces the player to be judicious in using his replay strokes. Two other conditions usually apply: The first tee shot of the day may not be replayed, and no shot can be replayed twice.

## Last Team Standing / Flag Competition

Flags - also commonly known as Last Man Standing or Tombstone - is a competition format in which golfers begin the round of golf with an allotment of strokes, then play the golf course until their strokes run out. The game gets its name from the fact that little flags are usually given to competitors to stick in the ground at the point from which their final shot is played. The golfer who stakes his flag the farthest around the course is the winner.

*Example: Your allotment is 42 strokes. You play the course until you hit your 42<sup>nd</sup> shot, which, let's say, comes on the 8th fairway. That's where you plant your flag. If no other player's flag is planted beyond yours - say, on the 8th green or 9th tee box - you are the winner. Flags will be played using your league handicaps to determine the stroke allotment. A player with a handicap of 6, for example, receives 42 strokes on a par-36 (nine-hole) course. Using handicaps often means that several golfers will reach the end of the 9th hole with strokes left; those players with strokes remaining can stop after 9 holes and the golfer with the most strokes remaining is the winner.*