

## MONDAY GOLF LEAGUE 2019 Guidelines

**As a reminder, because we attempt to play early in the season, if the temperature is going to be in the low 50's, or the weather is inclement, play will be pushed back to the next week. This decision will be made as promptly as possible.**

This year's league will have 18 weeks of play (weather permitting) beginning April 22<sup>nd</sup> and ending September 9<sup>th</sup>, which will also be our banquet night. Due to holidays, the Monday League will not play on; 5/27, 7/1 or 9/2. Please keep in mind that there is always a possibility that a last-minute golf outing could be booked on one of the scheduled play dates, which in turn, could cancel play that day. The first and last day of play will be scramble events. All the other times will be used for straight golf. Remember, we are here to enjoy ourselves with a little bit of competition thrown in.

We will start league competition with week #3. The first week will be the opening scramble event and the second week will be a practice round to help develop handicaps and get out all the winter kinks. **For those who are new to the league this year, please provide me with a couple scorecards from last year.** These will be used to establish a handicap. For the most part, handicaps will be carried over from last season.

### Two, 7-week periods of competition

**FORMATS: Individual Low Net within Flights.  
Team Total Ringer Score. No Flights. (Ringer scores will be explained)**

There will be individual competition within flights and a team competition that will not be flighted. There will be 3 flights and you will only compete against those in your flight. The flight you are in will be based on your HDCP. Due to the possibility that you are placed in a flight that is not indicative of your HDCP, we reserve the right to reposition players into correct flights up to the start of the 3<sup>rd</sup> week of competition. Therefore, results will not be posted until after the 4<sup>th</sup> week of competitive play.

As for the individual format, we will be playing LOW NET each week (Gross score – HDCP = Low Net Score). Each person will earn a specific number of points based on their finishing position each week. For example, if there are 20 players in a flight, the low scorer for that week will receive 21 points, the person with the next low score will receive 19 points. Incrementing down 1 point from here, points will be awarded to each remaining player within the flight. Each week you will earn points based on your net score. **At the end of the first seven (7) weeks of competition**, the player in each flight with the highest point total will be declared the winner for that 7-week period! In tabulating the points, only the 6 highest weekly point totals will be used. A runner-up will also be recognized! Beginning with week #11 of competition, we start all over using the same format!

When all said and done, there will have been played two, 7-week periods of competition independent of each other. Two winners and runners-up in each flight will be recognized. In order to 'spread the wealth' with prizes, you will only be allowed to win once (whether it is a first or runner-up prize). If you happen to finish 2<sup>nd</sup> in the first period of play and then proceed to win the second period of competition, you will be recognized as a 1<sup>st</sup> place winner in that event and relinquish your runner-up award, which will go to the next person in line.

As for the team format, we will implement the “RINGER” score to determine a team winner. What is a ringer score you ask?? This is the best score that you shoot (with HDCP), for each of the holes you play throughout the competition period. Each team member’s RINGER SCORE will be tallied to produce an 18 hole team total. The team with the lowest total will be declared the winner. 2<sup>nd</sup> and 3<sup>rd</sup> place teams will also be recognized. Here is an example of a ringer score for a lady league player: Let’s say that her HDCP for the front nine is a 12. As a 12 HDCP, she would be receiving a stroke on every hole and an additional stroke on holes 8, 2 and 7. These are the 3 lowest ranked HDCP holes on the scorecard (meaning most difficult). Using hole # 8 as the example, if you score an 8 on this hole, your net score would be  $8-2=6$ . Therefore, your ringer score for this hole is a 6. Now, the next time you play this hole and you score a 6. Your net score would be  $6-2=4$ . Because the 4 is lower than the previous 6, your new ringer score is a 4.

These calculations will be done for every hole you play, with you trying to generate the lowest score on each of the holes over the course of the competition period. No scores will be thrown out and if you miss a week or two, your score will carry over to the next week.

### **Miscellaneous information**

- **For the men, if you are age 72 and above, you will have the option to play from the forward tees. You will need to inform us if you decide to do this and your HDCP will be adjusted accordingly, per USGA guidelines.**
- There will be proximity contest this year based on your flight. Because of the three flights, there will be selected dates that we will have these contests. As in the past, you will only be allowed to WIN ONE (1) of the same contest during the season.
- Results will be posted in the pro shop and emailed to you after we review and make any adjustments to the placement of players in flights. This will take place after the 4th week of competition.
- A substitution list has been established for those who may not be able to play during a given week. These players have given me permission to use them and to distribute their phone numbers. Feel free to contact them to fill your place if you cannot play. Additionally, please remind them that they need to pay YOU for the green fee. They should leave it with a fellow player in your group or leave it in the pro shop.

- **Substitute’s scores and points earned may be used toward your point total. However, there are stipulations and limitations that need to be adhered to. See below:**
  - The substitute **MUST** have a HDCP on record with us.
  - The substitutes HDCP **MUST** fall within or be lower than the range of the HDCP of players within your flight. For example, if the players in your flight have handicaps from 10-15, your substitute’s HDCP cannot be any higher than 15.
  - Your substitute can only help you out a **Maximum of 3 times**. After this, a substitute’s score will not be allowed.
  - The substitutes HDCP will be adjusted downward by 10%.
  - **I strongly encourage that each of you have someone “lined-up” willing to substitute for you when you cannot make it.**
- Substitutes cannot participate in proximity contests
- Please keep in mind, the purpose of having a substitute is to help alleviate the cost of golf when you cannot play a given week!

**GUIDELINES:**

**Fees**

9-hole green fees - \$18.00.

9-hole cart fee - \$8.50 (optional)

Banquet Fee - \$18.00\* **must be paid by everyone**

Prize Fund Fee - \$ 23.00\* **must be paid by everyone**

\*\*if unable to attend the League banquet, concessions will be made at the end of the season.

As a Monday Night league participant, anytime you play golf during the “Regular Season” period, you will be given a discount on your green fees. This discount will be \$4.00 for 18 holes, and \$2.00 for 9 holes or twilight. This discount is only for you, not guests. You must identify yourself to the pro shop associate as being a league participant when checking in. **During the SPRING AND FALL rate Period the discount will only be \$2.00.**

**There will be no make-up rounds.** You will be allowed to miss three (3) league rounds before being affected financially. If by chance you cannot play during a given week and you have a substitute show-up to play in your spot, that individual’s green fee is considered paid by you (from your pre-payment). You must be reimbursed by that individual who played in your place. If no substitute fills in for you, you will be given a **rain credit for \$18.00** that can be used toward other golf fees during the season. You may not use this toward future Monday League green fees. ONLY when you “no show” and a substitute is not filling your spot will you be given this rain credit and marked off as a missed occurrence. After three missed dates with no substitute playing in your place, you will no longer receive a rain credit.

**Payment for the final portion of play will be due by July 8<sup>th</sup>, 2019.**

If you plan on taking a golf cart, payment must be made in the pro shop before teeing off. A receipt must be presented to the starter. For those who have pre-paid for golf carts, there is no need to go to the golf shop; the starter will have this noted. If you plan on walking, there is no need to check into the golf shop, but you must check in with the starter and make certain he records that you are present.

**WEATHER SITUATIONS:** If there is a concern with the weather, we will do our best to communicate a decision to you as soon as possible. As you know, it can be sunny in one place and storming in another! The notification will be either emailed to you or placed on the home page of the website. You may also give us a call. In fairness to all league players, **EVERYONE MUST** finish their round of golf for scores and points to count!! If only a portion of the field completes play due to weather issues, that round of golf completed participants will not count.

### **LOCAL RULES**

- All golf shots hit out-of-bounds (O.B.) or are considered lost on the golf course are to be played under the NEW adjusted Rules of Golf that came out January 1<sup>st</sup>, 2019. Here is the procedure for this LOCAL RULE:
  - First, you must not take more than 3 minutes to look for a lost golf ball.
  - The penalty is 2 strokes.
  - Determine the point you believe your ball was lost or hit Out of Bounds and draw an imaginary line through that point to the flagstick.
  - From the point where you believe your ball was lost or hit O.B., located the nearest point of the fairway of play, no nearer to the hole. Draw an imaginary line from this point to the flagstick.
  - Using these two imaginary lines of reference, you may extend your relief area by two club lengths on the outer side of these lines. This entire area is your relief area where you must drop a ball. There is no limit as to how far back you can go to take this drop. Keep in mind that you cannot drop nearer to the hole.
- When playing #11, if you happen to hit your tee shot into the water, you **MUST** proceed to the drop area and play your next shot from here. You will be playing your 3<sup>rd</sup> shot after your drop.
- **Eight** strokes maximum on any given hole (excludes putting). After eight strokes, pick-up your ball, place it on the front of the green, and putt out.
- **If you arrive late for your tee time and are taken out to your group and begin play, you must play the holes you missed in order to turn in a score. If you do not or cannot, you must post a score of nine (9) for the hole(s) you did not complete.**
- **If your group is not ready to tee off, possibly because you are waiting for them to arrive or they are checking in at the pro shop, the next tee time that is ready to start will be teed off in your spot! There will be no waiting for a group to show while there are groups ready to play!**

### **MISCELLANEOUS ITEMS**

- **One** scorecard must be turned into the golf shop with player's **first & last names and tee times**. Designate one player to turn in card. If there is a substitute playing with you, please make clear note of this on the scorecard and write down their first and last name.
- You can win only win 1 proximity contest for the specified contest type for the season. For example, you can only win one (1) closest to the pin contests, longest drive contests, etc. These contests will be divided into two flights based on handicaps.
- If available and time permits, you can continue to "play on" and attempt to complete 18 holes. If so, there is a small additional fee that you must pay in the golf shop before continuing. Green Fee - \$4.00 and Cart Fee - \$2.00.
- Our Loyalty program continues to be a success. If you have not registered with us, please do so in the golf shop and begin earning award dollars that can be redeemed for green fees outside on league and permanent tee time play.

### **HANDICAPPING**

Scores from last year's league will be used to give you a season starting handicap.

- For individuals who do not have a handicap, you will need to post two scores before a HDCP is established. If you happen to have scores from last season, you can bring them in and I will use these to establish your HDCP.
- Handicaps will be calculated using scores from your most recently posted **twelve** scores. This includes last year scores. If you currently have **twelve** scores posted, the **five** highest scores are discarded in calculating a HDCP. If the current number of scores posted is less than 12, the high scores that are discarded are proportional to this number.

## MISC. TOPICS

- **Banquet date – Monday September 9<sup>th</sup>, at 6:30pm. This follows our closing scramble event that will be a 4pm shotgun.**
- There will be NO Rain out dates scheduled. We will attempt to decide on days of inclement weather prior to the start of play. If in question, visit our website at [www.bloomingtonlegc.com](http://www.bloomingtonlegc.com) or call the pro shop to find out if you are playing.
- NO PLAY – 5/27, 7/1 or 9/2
- **Proper golf attire is preferred. Nice looking T-shirts are acceptable. Inappropriate attire includes; tank or halter tops, string tops, sleeveless shirts for men, etc.**
- NO GIMMIES – you must putt out. Remember to add any penalty strokes you incurred on a hole.
- Because we are a golf league, we need and will tee off within the designated times that represent the league. Players may show-up early for their time and, if possible, may start earlier **(10-15 minute's maximum)** depending on the situation.

# **SCHEDULE OF EVENTS**

(Subject to Change)

<b>DATE</b>	<b>EVENT</b>	<b>Proximity</b>
4/22	<b>Opening Scramble</b> (format to be handed out at tee)	
4/29	<b>Develop HDCP – General Play</b>	Long Drive
5/6	<b>Develop HDCP – General Play</b>	
5/13	<b>Competition #1</b>	Closest to Pin
5/20	<b>Competition #1</b>	
5/27	<b>Holiday – No Play</b>	
6/3	<b>Competition #1</b>	
6/10	<b>Competition #1</b>	Longest Putt
6/17	<b>Competition #1</b>	
6/24	<b>Competition #1</b>	Longest Drive
7/1	<b>Holiday – No Play</b>	
7/8	<sup>2<sup>nd</sup></sup> installment <b>Competition #1</b>	
7/15	<b>Competition #2</b>	
7/22	<b>Competition #2</b>	Closest to Pin
7/29	<b>Competition #2</b>	
8/5	<b>Competition #2</b>	
8/12	<b>Competition #2</b>	Long Putt
8/19	<b>Competition #2</b>	
8/26	<b>Competition #2</b>	Long Drive
9/2	<b>Holiday – No Play</b>	
9/9	<b>Closing Scramble (4pm Shotgun) and Banquet</b>	TBD

**You will be informed of any schedule changes if they occur.**

## **SPEED OF PLAY**

With the start of the 2019 golf season, I wish everyone a wonderful golf season. In order to start out the season on a good note, we as a group need to refresh ourselves with the following playing guidelines:

**All groups** need to be aware of their position on the golf course. By doing so, we should all be able to finish within a **timely manner** (2 hours and 15 minutes or better). This will make everyone's round of golf more enjoyable and get in all the players before nighttime settles in.

The lead groups are the PACE SETTERS. All groups that follow must keep up with the group in front of them. In order to accomplish this please abide by the following:

- No mulligans!
- Maximum number of strokes through the green is EIGHT (8). After eight strokes, please pick-up and place ball on the front of the green and putt out.
- Play "READY GOLF". This means going directly to your ball when it is safe to do so and prepare to hit your shot. If sharing a golf cart, select a few clubs and be dropped off by your cart partner by your ball (The person who dropped you off should go and play their ball). After hitting your shot, begin walking forward toward the green, while your cart partner comes and picks you up. DO NOT STAND and WAIT for your playing partners to hit, while you can be safely going to your golf ball.
- When on the putting green, continuous putt until the ball is holed. Avoid marking and re-marking your golf ball.
- Leave golf carts or bags to the side of the green on the way to the next hole.
- Move off the green as soon as last player holes out. Record scores on the next tee.
- If your group slows down let the one behind play through if there is a space ahead.
- Avoid excess social conversation on the course during play. Wait until the 19<sup>th</sup> hole.
- Watch your ball until it stops rolling. Line it up with a reference point beyond it.

Thank you for your help and consideration,

Dave

2/26/2019