

PRINCETON GOLF & COUNTRY CLUB
MEN'S GOLF LEAGUE
RULES AND REGULATIONS

Secretary: Buddy Cash

Info available at www.princetongolfandcountryclub.com

All members of the Men's Golf League must be active members of the Country Club and must be 18 years of age or older. No guests may play in league events. The Men's Golf League was started in 1995.

WEEKLY MATCHES

There will be weekly matches involving all league teams. A match will be between two different teams. The team matches will rotate in a round robin fashion so that each team will play all other teams at least once during the season. If there are an odd number of teams in the league, then each week a different team will play the bye and not play that week. The team match schedule will be posted on the Club website and circulated to each team captain.

League matches will be played on Thursday evening, starting the first Thursday in May and ending in August or September, depending on the number of teams in the league. Play will start promptly at 5:30 PM, anticipating completion about 7:30 PM. A "shotgun start" will be used. Meet at the practice putting green at 5:00 PM to organize your team for that match and to receive scorecards and starting hole assignments. Be on time. Late in the season, due to the earlier sunset, some matches may need to start at 5:00 PM.

A match will consist of 9 holes of play. The holes used might vary from week to week, depending on how many teams are in the league. We will try to alternate between playing holes #1 & 11-18 one week and holes #10 & 2-9 the next week. This allows for faster play (as opposed to playing holes 1-9 or 10-18 in sequence) and it keeps the 9 hole par at 36 each week, which makes week-to-week handicapping easier. Whichever holes are used will be closed to regular member play while the men's league match is in play.

The last match of the season will be a position round based on current league team standings. Team #1 will play Team #2, #3 plays #4, etc., on down the line. We will try to make-up rained out matches, using Alternate Play Format matches as rain out make-up opportunities.

TEAM PLAY

There will be a minimum of 4 and a maximum of 10 men on a team. Only 4 team members will play in each weekly match. An 8 to 10 man team is recommended to ensure that there will always be at least 4 men available to play each week, but still allow each team member ample opportunity to play. We would prefer that the league had ten to twelve teams of 8 to 10 men each (80 to 120 players) rather than more teams with fewer players on each team. No substitutions from outside the team are allowed.

Each team will need a name (Bogeymen, Parbusters, etc.) and each team will need to select a captain. The team captain is responsible for turning in an accurate initial team roster. He is also responsible for designating which 4 team members will play each week and for making sure that 4 team members show up for each weekly match. No new teams will be allowed after the deadline for turning in the initial team roster. Team roster additions during the season will be made only after notification of the league secretary and there will be a 7-day wait before any new team member can play in a match.

In late March there will be a pre-season Captain's meeting to discuss the upcoming new season and make preparations and any adjustments needed. Prior to the start of each new season, individual club members who want to play in the Men's Golf League but were not on a team last year, may sign up to play by contacting the league secretary and they will then be assigned to a team that is not already full. This assignment of individuals to existing teams will be done as fairly as possible by the league secretary. Team captains are expected to accept these assignments in the spirit of friendship which we are trying to foster with the Men's Golf League.

With each weekly match, the 4 team members playing will be designated as "A", "B", "C" and "D" players based on their handicap. "A" = lowest handicap and "D" = highest handicap. Players with identical handicaps can play in either position (Captain's choice). In the weekly match between two teams, the "A" player of one team will play the "A" player of the other team, "B" plays "B", etc. Each week the makeup of the foursomes will rotate between A, B, C & D players so that there is a wide variety of playing partners. Example: week #1 the "A" and "B" players will make one foursome and the "C" and "D" players will make another foursome. Week #2 the "A" and "C" players will play together and the "B" and "D" players will play together. This rotation will continue through out the season.

COMPETITION FORMATS

Competition will be based on net score utilizing the player's league handicap. Net score equals gross score (number of actual strokes taken plus penalties) minus handicap. Both match play and stroke play formats will be used with a point being awarded for each, based on net score.

For match play between two opponents, you must first determine the difference between the handicaps of the two opponents. This difference is given in strokes to the opponent with the highest handicap and is applied one stroke per hole, starting with the course's lowest handicap (hardest) hole among the holes being played for that match. The player with the lowest net score on a hole wins that hole. The player who wins the most holes in the match wins the match play format.

For stroke play between two opponents, subtract the player's handicap from his gross score for the round. The result is his net score for the round. The opponent with the lowest net score for the round wins the stroke play format.

In addition, each player will be competing against himself, trying to shoot his own handicap or better, with a point awarded if he does.

POINT SYSTEM

Individual Stroke Play Point - player wins 1 point for beating opponents total NET score for the round (1/2 point to each player in case of tie).

Individual Match Play Point - player wins 1 point for beating opponent in match play for the round (1/2 point to each player in case of tie).

Individual Handicap Point - player wins 1 point for shooting his handicap or better (total individual NET score of even par or better for the round).

Team Score Points - team wins 2 points for beating opponent team total NET score for the round (1 point to each team in case of tie).

Points will be awarded based on NET score. At the end of the season, the total accumulated team points will determine awards and cash prizes. Points are awarded to teams, not individuals.

With any weekly match between two full teams, there will always be a total of 10 points awarded. Plus, an additional 4 points per team are possible, depending on whether or not an individual player shoots his handicap or better. The maximum number of points that can be won by an individual in a match is 3. The maximum number of points that can be won by a team in a match is 14.

Each week the current league standings & match results will be posted on the Club website and distributed to team captains.

ALTERNATE PLAY FORMATS

See special rules sheet for this.

NO SHOWS

If a team has less than 4 players for a particular match, and if their opponent team is playing with a full team of 4 players, then the opponent team automatically wins the 2 points for team total net score. No team can win these 2 points unless they play with a full team of 4 players.

If an individual player plays a match against a no show, then he automatically wins the individual match play point. But, he can win the individual stroke play point ONLY if he shoots his handicap or better. No substitutions are allowed from outside the team.

In a weekly match, if a team shows up with < the needed 4 players, then it is Captain's choice as to which spots (A, B, C or D) the present players play in, keeping them in the required handicap order. If both opponent teams show up with < the needed 4 players, then players should compete against another player rather than a "no show" (if at all possible), and each playing group should have at least 1 member from each team (for score attestation).

FINANCES

The entry fee for league play is \$50.00 per league member per season. This fee will be collected from each member by his team captain, who will turn the money in to the league secretary. Other than for special events, this will be the only member fee for playing in the Men's League.

This \$50.00 will be spent as follows:

- \$28.00 for the Awards Banquet meal
- \$17.00 for prizes and awards
- \$5.00 for the league sponsored club project

CLUB PROJECT

This was started in 1998. Each year the Men's League will financially sponsor a project to benefit the Club. The funds used for this project will come from the above \$5.00 per league member per season. Assuming approximately 100 Men's League members, There should be about \$500.00 each year to spend on this project. There will be a committee of 3 league members who will entertain suggestions during the season on how to spend the money. It is preferred that this money be spent on projects other than club maintenance. At the season-end Awards Banquet, the committee will present the 2 or 3 best suggestions and a vote by the members at the banquet will decide how the money will be spent. One standing permanent option on how to use the money will always be to roll it over and combine it with next year's money to spend on a bigger project.

SPECIAL EVENTS (not all events will occur every year)

End of Season Awards Banquet - Will be paid for with league money (meals only). Awards and cash prizes will be presented at this banquet.

Position Round - The last match of the season will be a position round based on current league standings. There could also be a midseason position round match if desired, but only if there are an even number of teams in the league. Team #1 will play Team #2, #3 plays #4, etc., on down the line. If two teams are tied in the point standings, then the team that won when these two teams played earlier in the season will play up in the position round. If they tied previously or haven't played yet, then the winner of a coin toss will play up. If there are an odd number of teams in the league, then at the season-end position round, we will use the same above rule to determine which of the 2 last place teams will play up and which will not play in the position round.

Hole-In-One Contest - See special rules sheet for this.

Midseason Scramble - 3 or 4 players per team. Teams created by blind draw and matched as evenly as possible using league handicaps. Separate entry fee for this event to pay for a dinner followed by a calcutta auction of the teams. Calcutta money to be used for cash awards for the winning teams.

End of Season Individual Handicap Tournament - Played after the regular league season is over, usually on a Saturday in August or September. Separate entry fee. Individual play using league handicap and awarding cash prizes based on NET score.

HANDICAPS

League handicaps are for 9 holes only and are based on the average of the player's adjusted scores. The adjusted score is the same as the gross score except, for the adjusted score, the maximum score per hole is 2 over par (double bogey). The adjusted score will be used only for handicap purposes and has no bearing on net score or points awarded. The maximum nine-hole handicap for past players is 18 (this applies to members who have been playing in the league). The maximum starting handicap for a new player who has never played in the league previously is 14. The minimum handicap is 0 (zero). Each week the current league handicaps will be posted on the Club website and distributed to the team Captains.

The season beginning handicap for last years league players will be an extension of his last years league play with last years total number of adjusted strokes and rounds being brought forward to determine his season beginning handicap and to be included in this years handicap calculations. This helps prevent wide fluctuations in week-to-week handicaps. For new league players the season beginning handicap will be determined based on the individual's USGA handicap (if he has one) or his usual average score, adjusted if needed based on available past tournament scores, past league play or general knowledge about the individual's previous play. For purposes of calculating subsequent handicaps for new league players, the season beginning handicap will count as one match and handicaps will be based on an average of accumulated adjusted scores gathered during league play during the season.

EXAMPLE: Total strokes taken by an individual on a par 4 hole = 8. This is his gross score for the hole. His current handicap compared to his opponent results in him getting 1 stroke on that hole; so his net score on the hole is 7. His adjusted score on this hole is 6 (maximum of 2 over par).

EXAMPLE: Total adjusted score for a 9 hole match for an individual player = 43 (7 over par 36). These 7 strokes will be used with the previous league play adjusted scores to determine next week's handicap as follows:

Total number of adjusted strokes greater than par
divided by the number of matches played
equals current handicap.

PRIZES

At the end of the season, after the Awards Banquet and all plaques and other prizes and expenses have been paid for, then all money left over in the Men's League account (excluding Hole-in-One and Club Project money) will be awarded as cash prizes based on team point standings. Only the top four teams will receive cash awards as follows:

- 1st place: 40 %
- 2nd place: 30 %
- 3rd place: 20 %
- 4th place: 10 %

A plaque will be purchased on which to designate each year's winning team and individual team member names. The plaque will be displayed in the clubhouse.

SCORECARDS

Each opponent twosome is responsible for keeping their twosome scorecard (including total net and adjusted scores) and designating points won. Each should sign this card and turn it in to the team leader for that match. It is recommended but not required that you use the format shown in the attached twosome scorecard example.

Each match, one player member from each team will be designated as team leader (usually the team captain or the "A" player that day). The team leaders are responsible for completing the special team match scorecard and designating points won. Team leaders should sign this scorecard and turn it in for use in determining league standings and handicaps. These are the official results of the match. Turn in these scorecards to the league secretary or his designee at the bar after the match. Do not turn in the individual twosome scorecards with individual hole scores.

RULES OF PLAY

1. USGA Rules of Golf apply unless otherwise specified below.
2. Improve your lie except in hazards and on greens. Move ball no more than one club length no closer to the hole. No advantage to be taken away from trees, bushes or hazards (improve your lie but not your position).
3. Use white tees (except for seniors as below).
4. All holes to be played out. No exceptions.
5. Putts within 18 inches of the hole (white tape marker on pin) are "gimme" putts and may be picked up. All other putts to be holed out.
6. If you need a ruling during a match, play as many provisional balls as are reasonably necessary, and then after play is completed, a ruling decision can be made.
7. Senior players are encouraged to (but are not required to) play from the yellow front men's tee on all holes. For league purposes, senior players are defined as age 65 and older (regardless of handicap). Other league members may qualify for senior status after being given special consideration. A senior player must designate which tees he will play from at the beginning of the season (or the match after he turns 65 during a season) and then play from those tees for the remainder of the season (he cannot alternate between white & yellow tees).
8. Players arriving late to a scheduled league match will forfeit their individual match unless they join their designated group before the group leaves its first tee. If a player arrives too late to avoid forfeiture, he may play out with his group if he so desires, but his individual match is forfeit and his opponent will be playing against a "no show." During a match, if a player leaves his group and does not return before they complete their current hole, then his match is forfeit.
9. If a foursome is incomplete and a team is waiting on a player, then someone should wait at the practice green for that player and the foursome should not tee off before tee time (usually 5:30 pm).

LEAGUE SECRETARY

The league secretary has organizational responsibility for the league. This includes but is not limited to getting the league started in the spring and keeping it going through the season; for example, he will maintain communication with team captains and the website manager, maintain the handicap system and compile the scores after each match. He is also responsible for arranging the awards banquet at the end of the season and for managing the money and the bank account for the league.

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ALTERNATE PLAY FORMATS

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- Alternate play formats (2-man scramble and 2-man alternate shot) will be used for a few matches (usually 2) during the regular Men's League season to add some variety to the competition; and they can be used to make-up rain-outs. They will be evenly spaced out during the season to create a timely opportunity to make-up a rain-out.
- These matches will be in addition to the usual round robin individual play matches. This will then extend the season for a greater total number of matches.
- Alternate play format strokes will NOT be used for handicap purposes.
- It is imperative that each league team have four players present for an alternative play format match. A single odd player cannot compete in an alternative play format match. A team playing with less than 4 players will be very limited in the number of points they can win.
- Each team supplies four players, divided into two 2-man teams.
- The team captain decides who plays from his team and who is paired on the 2-man teams.
- The competition will be handicapped by using 1/2 of the total handicap strokes for the two players making up a 2-man team. If necessary round a half handicap stroke up to the whole number.
- The play of each 2-man team will result in a net score for the nine holes played. Gross score - handicap = net score.
- The two net scores for the two 2-man teams are combined to produce one final score for that league team which will be used to determined points won.
- The competition for points is tournament style rather than match play. The lowest league team score wins first place, next lowest wins second place, etc. Ties split evenly the points designated for those places.

1st Place 14 points	4th Place 9 points	7th Place 6 points
2nd Place 12 points	5th Place 8 points	8th Place 5 points
3rd Place 10 points	6th Place 7 points	9th Place 4 points
- Foursomes and starting holes for the alternative play format match will be determined by the current team point standings in the league:
 - Team #1 and Team #2 make up two foursomes
(one 2-man team from each league team makes up a foursome)
 - Team #3 and Team #4 make up two foursomes, etc.
 - If there is an odd team, then it plays by itself as a foursome

2-Man Scramble

- Each player hits his own drive on each tee. The 2-man team then chooses which tee shot to play; they then proceed in scramble format until the hole is completed.
- Each 2-man team must play at least three tee shots from each of their two players.

2-Man Alternate Shot

- On the first tee, each player hits his own drive. The 2-man team then chooses which tee shot to play; they then proceed in alternate play format until the 9 hole match is completed.

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Hole-In-One Contest Rules

1. For members of the Men's Golf League only.
2. This contest is optional.
3. You may sign up at anytime during the Men's League season.
4. You cannot win before you sign up and pay. Sign up and pay only with the league secretary or his designated representative at regular Thursday league matches or at other Men's League events.
5. \$10.00 registration fee per person your first year only.
6. A hole-in-one must be made while playing in a Men's League scheduled event.
7. A hole-in-one must be witnessed by at least one Men's League member.
8. The first person to get a hole-in-one wins the entire cash prize.
9. If two or more persons get a hole-in-one on the same day of play during the same Men's League event, then they will split the pot evenly.
10. If a hole-in-one is made during an event that is then canceled due to any reason, the hole-in-one still counts.
11. After a hole-in-one is made, we will start registering for a new hole-in-one contest.
12. If a hole-in-one is not made during the year, there will be a \$2.00 registration update at the beginning of the next year for those players already in the contest. You must have paid your update fee before you can win contest.
13. The cash prize for winning the contest will be awarded at the Awards Banquet at the end of the Men's League season.

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