

Week # 7

**MEN'S GOLF LEAGUE
ALTERNATE PLAY SCORECARD**

Date: 6-17-21

Starting Hole #

1 + 11

TEAM: The Assassins

	H'cap	Gross Score	1/2 H'cap Total	Net Score
1. <u>Dono McGregor</u>	<u>0</u>	<u>33</u>	<u>3</u>	<u>30</u>
2. <u>Mike Oliver</u>	<u>5</u>	<u>33</u>	<u>3</u>	<u>30</u>
1. <u>Brandon Knoth</u>	<u>3</u>	<u>35</u>	<u>4</u>	<u>31</u>
2. <u>Buddy Cash</u>	<u>4</u>	<u>35</u>	<u>4</u>	<u>31</u>
		Team Net Score:		<u>61</u>

Team Points: 5

Signed: _____
(Team Leader)

#8

TEAM: Shan Kapotamus

	H'cap	Gross Score	1/2 H'cap Total	Net Score
1. <u>iti</u>	<u>2</u>	<u>33</u>	<u>6</u>	<u>27</u>
2. <u>Randy</u>	<u>10</u>	<u>33</u>	<u>6</u>	<u>27</u>
1. <u>Sam</u>	<u>4</u>	<u>37</u>	<u>9</u>	<u>28</u>
2. <u>Rdy</u>	<u>14</u>	<u>37</u>	<u>9</u>	<u>28</u>
		Team Net Score:		<u>55</u>

Team Points: 11

Signed: _____
(Team Leader)

4/2021

Tie #2

At the conclusion of play, this scorecard must be completed and signed by one player (the team leader for that match) from each team. These are the official results of the match. Turn in to Buddy Cash or whoever is running the league that night or at the Club Bar or text a picture of it to Buddy Cash.

(over for Alternate Play Format Rules and Rules of Play)

**MEN'S GOLF LEAGUE
ALTERNATE PLAY SCORECARD**

Starting Hole #

13 + 14

Date: 6-17-21

TEAM: Putt Pirates

	H'cap	Gross Score	1/2 H'cap Total	Net Score
1. <u>Michael Proulx</u>	4	38	9	29
2. <u>Mike Mathis</u>	13			
1. <u>Bruce McAlister</u>	5	36	7	29
2. <u>Jeff Rousseau</u>	9			

Team Net Score: 58

Team Points: 8

#5

Signed: _____
(Team Leader)

TEAM: Sons of Pitches

	H'cap	Gross Score	1/2 H'cap Total	Net Score
1. <u>Taylor Curtis</u>		30	4	26
2. <u>Tanner Reed</u>				
1. <u>Michael Bryan Ott</u>		30	6	24
2. <u>Matt Tittle</u>				

Team Net Score: 55

Team Points: 11

Tie #2

Signed: Tab Cox
(Team Leader)

4/2021

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**MEN'S GOLF LEAGUE
ALTERNATE PLAY SCORECARD**

Starting Hole #

15 + 16

Date: 6-17-21

TEAM: Laid Back Bunch

	H'cap	Gross Score	1/2 H'cap Total	Net Score
1. <u>Jack</u>	<u>5</u>	<u>37</u>	<u>6</u>	<u>31</u>
2. <u>Ronnie</u>	<u>7</u>	<u>39</u>	<u>6</u>	<u>31</u>
1. <u>Steve</u>	<u>5</u>	<u>35</u>	<u>7</u>	<u>28</u>
2. <u>Mickey</u>	<u>9</u>	<u>40</u>	<u>7</u>	<u>28</u>
Team Net Score: <u>59</u>				Team Points: <u>6.5</u>

Tie #6

Signed: _____
(Team Leader)

TEAM: Up + Downers

	H'cap	Gross Score	1/2 H'cap Total	Net Score
1. <u>DAVID Sullenger</u>	<u>2</u>	<u>35</u>	<u>6</u>	<u>29</u>
2. <u>Rick Clay Farless</u>	<u>9</u>	<u>40</u>	<u>6</u>	<u>29</u>
1. <u>Joe McEnaney</u>	<u>8</u>	<u>33</u>	<u>6</u>	<u>27</u>
2. <u>Rick Lewis</u>	<u>4</u>	<u>30</u>	<u>6</u>	<u>24</u>
Team Net Score: <u>56</u>				Team Points: <u>9</u>

#4

Signed: _____
(Team Leader)

4/2021

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(over for Alternate Play Format Rules and Rules of Play)

**MEN'S GOLF LEAGUE
ALTERNATE PLAY SCORECARD**

Starting Hole #

17 + 18

Date: 6-17-21

TEAM: ~~Ed Cup~~ Rulers of the Ruff.

	H'cap	Gross Score	1/2 H'cap Total	Net Score
1. <u>Daren Sworer</u>	3			
2. <u>Chris Ramsey</u>	13	37	8	29
1. <u>Conrad Pressley</u>	7			
2. <u>Kenny Ames</u>	9	38	8	30
Team Net Score:				59

Team Points: 6.5

Signed: _____
(Team Leader)

Tie #6

TEAM: ~~Rulers of the Ruff~~ Tin Cup

	H'cap	Gross Score	1/2 H'cap Total	Net Score
1. <u>Drake VanHooser</u>				
2. <u>Austin Boaz</u>		34	7	27
1. <u>Lee Hughes</u>				
2. <u>Eli Pepper</u>		32	6	26
Team Net Score:				53

Team Points: 14

Signed: _____
(Team Leader)

#1

4/2021

At the conclusion of play, this scorecard must be completed and signed by one player (the team leader for that match) from each team. These are the official results of the match. Turn in to Buddy Cash or whoever is running the league that night or at the Club Bar or text a picture of it to Buddy Cash.

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ALTERNATE PLAY FORMAT RULES

1. It is imperative that each league team have four players present for an alternative play format match. A single odd player cannot compete in a 2-man alternative play format match. A team playing with less than 4 players will be very limited in the number of points they can win.
2. Each team supplies four players, divided into two 2-man teams.
3. 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.
4. The play of each 2-man team will result in a net score for the nine holes played (gross score - handicap = net score).
5. 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 determine points won.
6. 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

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.

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 senior players as below).
4. All holes to be played out. No exceptions.
5. Putts within 18 inches of the hole (black 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 play, play as many provisional balls as are reasonably necessary, and then after play is completed, ask the Golf Committee for a ruling.
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.
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."
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 5:30 p.m.