

## Tuesday Men's Day, (4-person Team League.)

### Days:

- Tuesdays.
- Team signs up for tee time any time throughout the day prior to league starting.
- League runs from May 5<sup>th</sup> – August 25<sup>th</sup>.

### League:

- 9-Hole League. Teams of 4.
- \$25.00/player – 100% payout.
- Golfers play their own ball. The league will be individual handicaps.
- Team posts all four golfers scores with top 3 scores used for team scores for that week.
- Teams play as a team each week.
- MGA rules.
- Teams will play their 9-hole league round to start their tee time.

### Rules:

- Teams can have an option for two additional subs per team. If a team needs an additional sub that's not on their sub list, that golfer will have to play with a zero handicap unless they have an MGA handicap or other league handicap.
- Golfers play the white tees, unless they are age 65 or older, then they may play the gold tees if they choose to.
- If a team has five golfers, they may play as a five-some, but they must designate which four golfers are playing in league **before** round starts and only their four scores have a chance to count for league points.
  - The fifth golfer may get in skins, proxies and have score count for handicap.
  - No 6 sums allowed.

### Handicaps:

- Each golfer will receive a handicap; this will be updated each week.
- Subs on your teams list will also be updated every time they play.
- Handicaps are calculated by teams last 7 weeks and will throw out highest and lowest scores and average the remaining.
- If golfers haven't recorded enough weeks, handicaps will be averaged the last three weeks until 7 weeks are recorded.
- Handicaps won't be posted till the team has recorded 3 weeks of scores.

### Scoring:

- Teams will post their individual scores.
- Individual scores are against player's handicap.
  - ex. Golfer with a 15 handicap on a par 36 for 9 holes, shoots 48 (12 over) that player is 3 under handicap and would have earned the team -3 for a score.
  - ex. A team posts Golfer 1 with minus 3 score (shot 3 strokes under handicap). Golfer 2 posts net 0 score (even with handicap, a 10 handicapped golfer shooting 46). Golfer 3 posts plus

2 score (two strokes over handicap). Golfer 4 posts plus 10 score (10 strokes over handicap). The Team score for that week would be -1 because Golfer 4 score would not be used that week for the team's final score.

- Team is awarded 1 point for every team that they beat that week.
- Lowest score wins.

**Winners:**

-The league will be broken into two different seasons. Season 1 ends after the league on **July 1st**. Second 2 season starts July 8th and ends at the end of the golf league on **August 26<sup>th</sup>**.

- Team with the most points at the end of each season wins.
- Handicaps will carry over to Season 2, points will start over.

**League fee \$25 per player.**

- Payout: 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>
- Subject to change depending on number of teams
- Payout after each season

\*Additional games will also run each week. These games are optional and are played individually. Players must sign up and pay \$5 cash to be entered into the games each week.

- Skins
- Proxies