

# WMGA THURSDAY NIGHT LEAGUE

## 2014 OFFICIAL RULES

### ○ Entry

- ✎ Entry fee is \$300 per Team and must be completed and paid for online by their Team Captain at [westwoodmensgolf.org](http://westwoodmensgolf.org).
- ✎ **All players and substitutes must be current 2014 WMGA members and must be registered online before they can be placed on a team by the Team Captain. It is the player's responsibility to verify he is registered. In any case, all players must be registered online no later than the Wednesday following their first league play or their scores will not count and they will not be eligible for skins.**
- ✎ Returning teams from 2013 (3+ returning players) must enter by April 4th to reserve last year's tee time.
- ✎ Tee times are 3:30 to 6:30. Please note your earliest possible tee team on your entry. Special requests will be honored only as available. Tee times will be posted on the WMGA website by April 10<sup>th</sup>.

### ○ General

- ✎ League play starts April 24<sup>th</sup> and continues per the current league schedule. Rainout decisions will be made per the WMGA Thursdays Nights rain policy. Rainout and updated schedule information will be posted on the WMGA website.
- ✎ Six players may be listed on a team, with **the top three player point totals counting towards the standings.**
- ✎ Substitutes are encouraged and must be WMGA members. After the 9<sup>th</sup> week, subs must have previously substituted in the league.
- ✎ Proximities will be played every week and they most definitely won't always be fair. An optional weekly net and gross skins game will be played for \$5 per event. You must be playing on or subbing for a team to play in these events
- ✎ Overall prize money will be paid to the top 50% of the teams. Proximities (\$25/team) and skins will be paid weekly.
- ✎ All prizes will be paid by Merchandise Credit in our award-winning Golf Shop.
- ✎ Results and standings will be posted in the grill weekly.

- All disputes will be resolved by supplying cold adult beverages to the Rules Committee comprised of Jeff Marley, Rick Davis, Chris Strait and Tiger's current girlfriend - *so leave the Westwood Staff alone!*

### ○ Rules of Play

- ✎ The USGA Rules of Golf apply unless noted otherwise - but we will absolutely always play the ball up no matter what!
- ✎ Play the ball up within **one** club length, no closer to the hole, from everywhere except hazards, greens and the pool.
- ✎ Out of bounds per USGA rules is penalized stroke and distance. Hit another one from the spot you hit the first one out
- ✎ Teams which are late for their tee time must pay-off the starter and be worked-in as time allows. Absolutely no team will be allowed to tee off before the first scheduled league tee time *unless Chris or Jeff plays with them.*
- ✎ Play from the back tees. Teams will alternate each week on the front and back nines.
- ✎ **Slow play will not be tolerated. Play ready golf.** If your team is behind, have a couple of players go to the next tee while you plumb-bob that three footer- per USGA Rule 32-1.b Note 3, the Rules Committee may deduct two points per player from the score of any team that delays the pace of play.
- ✎ To help speed play - putts "inside the leather" of a standard length putter are good.

- **Scoring** will be by the Modified Stableford point system using net scores per hole. Additionally one point will awarded to each player for showing up that week.

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|------------------------|------------------|-------------------|
| ♦ Double bogey -3 pts. | ♦ Par 0 pts.     | ♦ Eagle +5 pts.   |
| ♦ Bogey -1 pt.         | ♦ Birdie +2 pts. | ♦ Double Eagle +8 |

- ✎ **Adjusted Gross Score - USGA Equitable Stroke Control Method (Sandbaggers read carefully)** A score for any hole is reduced to a specified number of strokes over par based on a player's handicap, as indicated below:

<u>Handicap</u>	<u>Stroke Limit per Hole</u>
4 or less	Double Bogey
5 - 9	7
10 - 14	8
15 - 19	9
20 and up	10

- ✎ **Maximum gross score on any hole is the lesser of double par or as shown on the USGA chart above.**

### ○ Handicaps

- ✎ Initial handicaps will be carried over from last year for returning players. Instantaneous handicaps will be calculated based on your 1st league score for new players.
- ✎ Handicap = Adjusted Gross Score - 35 x 90% based on the **lowest three out of your last four scores.**
- ✎ Handicaps will be rounded down, i.e. 7.99 = 7. There is no maximum handicap.