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## ADMINISTRATION

The Thursday Golf League is governed with three Administrators:

NAME	CONTACT
Mike Harbin	<a href="mailto:harbin.mike@yahoo.com">harbin.mike@yahoo.com</a>
Bill Ackerman	<a href="mailto:billackerman98@yahoo.com">billackerman98@yahoo.com</a>
Matt Orsie	<a href="mailto:wvbirders@comcast.net">wvbirders@comcast.net</a>

## ENTRY REQUIREMENTS

- Must be a Class A member
- WMGA membership strongly encouraged
- Must join Woods GHIN handicap system
- A per year entry fee of \$40.00 (100% Supports prizes and banquets)

## PLAYING FORMATS

- Playing formats will be determined, with a rotating schedule of TEN playing formats:

Game Format
2-Person Stableford
Stableford
Better Ball
Skins
One Two Three
Limited number of clubs
Yellow Ball
Best 2 of 3
Three of four
Stroke play

- Complete rotating schedule and explanations of formats can be seen in the posted document below (this web page)

*NEXT PAGE FOR RULES AND LEAGUE POINT SYSTEM*

## PLAYING FORMAT RULES

- Competitive rounds will begin on Thursday, April 4, 2019 @ Mountain View Course. Season ends September 26, 2019 with the year-end banquet.
- Tee Times are scheduled throughout the playing season
- USGA Rules govern all play.
- Player's handicap (net scores) determine scores to be used for match purse.
  - There will be place winners
  - Closest to Pin on all par 3's or total putts is part of the competition
- **Local League Playing Rules:**
  - League Administrators can declare "Lift, Clean and Place," because of adverse playing conditions. "Lift, Clean and Place" is automatic if "Cart Path Only" is in effect
  - There is no drop zone for any of the par 3 holes.
  - Rolling ball in fairway (see below)
  - A lost ball is determined after 3 minutes of searching
    - Proceed under USGA rule 27-1 and 20-5

### League Handicap System

Thursday Men's Golf will follow the USGA recommendations (Section 9-4) regarding handicaps as follows:

- Players will use 90% of the USGA computed course handicap based upon the tees from which they are playing
- When there are players playing from all tees (gold, green and white), Green Tee players will add two strokes to their handicaps and White Tee players will add 5 strokes to their handicaps to compensate for course rating difference.
- When there are players playing from just the green and white tees, white tee players will first apply 90% add then add three strokes to their handicaps to compensate for course rating difference.

### "Rolling the Ball" Recommendation / Policy

Generally, players will be allowed to "Roll the Ball" when it has come to rest on any area of the golf course which is cut to fairway height or less. The ball may not be touched by hand during the "rolling" process and it cannot be cleaned. The distance it is rolled should be kept to a minimum (recommended one club head width or less) and never closer to the hole/flagstick. Balls coming to rest in areas of the golf course where the grass is normally maintained at a height greater than that of the fairway shall be played as they lie. If it is possible to play balls which have come to rest in a hazard, they shall be played as they lie.

## GOLD CUP POINT SYSTEM - League Championship

First, it's important to understand that the "Gold Cup Point System" is a season long point system, stands by itself and is not part of the daily "game" being played. The "Gold Cup" winner is deemed to be the league champion golfer. The "Gold Cup Point System" is designed to reward league members for season long superior golf performance and is roughly based upon the Stableford scoring system. Gold Cup Points will be awarded on each hole played based upon a golfer's "net" score for that hole as follows:

Par - One point  
Birdie - Two points  
Eagle - Three points  
Double Eagle – Four Points

There is no deduction in the Gold Point System for net scores on a hole higher than par.

At the end of the season the **sum of each golfer's top 10 weekly Gold Point** scores performances will determine the **player's** standing in the Gold Cup race.

**How to track on Score card** - All scores for a golfing group (foursome, threesome or twosome) shall be recorded on one score card. Gold Cup Point scores shall be noted by placing one pencil dot for each point earned in the score box for the respective hole. e.g. A golfer achieving a net birdie on a hole would receive two pencil dots in scoring area "Gold Cup Points."

## IN THE EVENT OF TIES

### MATCHING SCORECARDS

An acceptable method of matching cards is to determine the winner on the basis of the best score for the last nine holes. If the players with identical total scores have the same score for the last nine, determine the winner on the basis of the last six holes, last three holes and finally the 18th hole. If this method is used in a competition with a multiple tee start, it is recommended that the "last nine holes, last six holes, etc." is considered to be holes 10-18, 13-18, etc.

*USGA Ref - 9-6. How To Decide Ties In Handicap Competitions*

## DETERMINING MATCH PAYOUT

Each player provides a total of \$5.00 at the beginning of each match, \$3.00 for the match game format and \$2.00 for closest to the pin/low putt competition (optional).

- Determining closest to the pin/low putt prize:
  - The purse will be divided by the players who get their ball closest to the pin on holes, 3, 9, 11, and 13.
  - Or
  - The purse will be divided by the four players with the lowest putts. Ties for 4<sup>th</sup> place will be decided by low net score for the round
- Determination of prizes for match game formats are provided in the following 4 tables

*See payout matrixes on the following 4 pages*

## INDIVIDUAL PLAY

Individual Play Prize Payouts								
		Pay Out						Remainder
		Place						
Players	Money Collected	1st	2nd	3rd	4th	5th	6th	
5	15	10	5					-
6	18	13	5					-
7	21	13	8					-
8	24	16	8					-
9	27	17	10					-
10	30	20	10					-
11	33	20	10	3				-
12	36	22	11	3				-
13	39	24	12	3				-
14	42	25	13	4				-
15	45	26	14	5				-
16	48	27	15	6				-
17	51	28	16	7				-
18	54	29	17	8				-
19	57	30	18	9				-
20	60	31	19	10				-
21	63	31	19	10	3			-
22	66	31	19	10	6			-
23	69	32	20	11	6			-
24	72	33	21	12	6			-
25	75	33	21	12	9			-
26	78	34	22	13	9			-
27	81	35	23	14	9			-
28	84	35	24	15	10			-
29	87	35	24	15	10	3		-
30	90	36	25	16	10	3		-
31	93	36	25	16	10	6		-
32	96	36	25	17	11	7		-
33	99	36	25	18	12	8		-
34	102	36	25	20	12	9		-
35	105	37	25	20	13	10		-
36	108	38	26	21	13	10		-

## TWO MEMBER TEAMS

Two Member Team Play Prize Payouts							
		Pay Out					
		Place					
Players	Money Collected	1st	2nd	3rd	4th	5th	Remainder
6	18	18					-
8	24	18	6				-
10	30	22	8				-
12	36	22	8	6			-
14	42	24	10	8			-
16	48	26	12	10			-
18	54	28	14	12			-
20	60	28	14	12	6		-
22	66	30	16	14	6		-
24	72	30	18	16	8		-
26	78	32	20	18	8		-
28	84	34	22	18	10		-
30	90	36	24	18	12		-
32	96	38	26	20	12		-
34	102	40	28	20	14		-
36	108	40	30	22	16		-

### THREE MEMBER TEAMS

Three Member Team Play Prize Payouts							
		Pay Out					
		Place					
Players	Money Collected	1st	2nd	3rd	4th	5th	Remainder
6	18	18					-
9	27	27					-
12	36	27	9				-
15	45	27	18				-
18	54	27	18	9			-
21	63	30	21	12			-
24	72	30	21	12	9		-
27	81	33	24	15	9		-
30	90	33	27	18	12		-
33	99	36	30	18	15		-
36	108	39	30	21	18		-



## FOUR MEMBER TEAMS

Four Member Team Play Prize Payouts							
		Pay Out					
		Place					
Players	Money Collected	1st	2nd	3rd	4th	5th	Remainder
4	12	12					-
8	24	24					-
12	36	24	12				-
16	48	28	20				-
20	60	28	20	12			-
24	72	32	24	16			-
28	84	32	24	16	12		-
32	96	36	28	20	12		-
36	108	40	32	20	16		-

## SLOW PLAY PREVENTION PROGRAM

Thursday Men's Golf League will be experimenting with a system, at the beginning of this season, to meet the objective of completing a round within 4 ½ hours. We will be asking for your feedback in the first 2 weeks.

### THE SLOW PLAY PREVENTION PROGRAM WORKS BY ADDING STROKES FOR SLOW PLAY AS FOLLOWS:

1. If a playing group (threesome, foursome) completes round within 4 ½ hours, no slow play strokes added.
2. If a player group completes round beyond 4 ½ hours but within 12 minutes of the Thursday Group in front of them, no slow play strokes added.
3. If a player group completes round beyond 4 ½ hours AND more than 12 minutes behind the Thursday Group in front of them, there will be a stroke(s) for slow play awarded to the group as follows:
  4. 12 – 15 minutes behind – one stroke
  5. 15 – 18 minutes behind – two strokes

### EACH PLAYING GROUP REQUIREMENT

Record the round START, END and TOTAL time on the scorecard.

### HOW SLOW PLAY STROKES WILL IMPACT INDIVIDUAL PLAYERS

1. In individual play each player will incur a slow play stroke.
2. Skins – player will be assessed the slow play stroke on a competing hole. For example, if slow round player scores a Net 3 on a hole and the playing field's best is a Net 4 then the slow round player score would be 4 with the slow play stroke. If the slow player's score was 2 and the field was 4 then the slow player would still win the Skin.
3. In team play, 2-man, 3-man, or 4-man the team's total score will be assessed the slow play stroke.
4. Stapleford – 1 or 2 points will be deducted according to 3a or 3b.

### NOTE

Slow play stroke(s) only apply to league play. The slow play score adjustment is not applied for handicap or Gold Cup purposes.