

League Rules

Dates: The week following Thanksgiving-First week of April

Format: The first four weeks of league play will be qualifying. Matches will begin the first week of January. Each match will be worth 2 points. Formats will change weekly.

League Rules:

Playing

1. Ball must be dropped in the rough and sand
2. All shots that do not register must be replayed (no penalty)
3. Putts must be hit from even with the tee
4. Asphalt and Pine Needles are played from the fairway
5. OB must select "Rehit"
6. No Mulligans (unless authorized by BIGC Employee)
7. CLUB SLAMMING WILL RESULT IN FORFEIT OF MATCH

Substitutes/Make ups

1. Each team may have 2 substitutes
2. Subs must play 18 holes to get handicapped before they play a match
3. If you cannot play during league time you must make up the match before the next week of league
4. You are required to call the BIGC if you are not going to be able to play your match at the assigned league time
5. If a team does not have a team present on league night or does not reschedule their match to play with the opponent at another time said team will lose 0.5 pts off their team total.

Simulator:

1. If the simulator stops registering shot please notify the staff
2. If the ball goes way right or left and you do not think that you hit the shot like that please notify the staff before hitting another shot or check baffles.

League Matches

Matches each week are worth a total of 2 points. Matches will be played at different courses each week with varying difficulty. League matches will consist of 5 different formats rotating each week. The formats will be: scramble, alternate shot, best ball, total net, and high vs. high- low vs. low. The following is a description of each format.

Scramble: Each player will hit a shot and teams will pick their best shot and play from there. In the scramble format teams will receive 75% of their average handicap. This will be a **stroke play** match.

Alternate Shot: Both players will tee off the first hole. The team will choose the tee ball they would like to play. The player's drive that is chosen off the first tee will tee off all of the odd holes and the other player will tee off on all the even holes. Players will alternate shots with one ball throughout the rest of the match. Teams will receive their total combined handicap. Each team will play 18 holes of **match play**.

Best Ball: Each player will play his/her own ball throughout the 9 holes. On each hole the team will chose the best NET score. Handicap strokes will fall on holes according to rating of each hole. This will be a **stroke play** match.

High vs. High-Low vs. Low: Team members will face off in a **match play** format against one player from the other team. The two players with higher handicaps from each team will play against each other. Players with the two lower handicaps will play a separate match. Each match is worth one point.

Total Net: Team members will combine their total net score for 9 holes and add them together. This will be a **stroke play** event.

League Playoffs

At the end of the regular season there will be one round of playoffs within each league. Your final standing in the league will determine what tees you will start on during the playoffs (see tee positions below). At the end each league will send two teams on with a chance to win a prize package. One team will be the regular season champion and the other will be the playoff winner. The regular season champion can win both spots. The league playoff format will be a scramble.

Playoff Tee Positions

<u>Place</u>	<u>Player #1</u>	<u>Player #2</u>
1 st	Ladies	Ladies
2 nd	Ladies	Junior
3 rd	Junior	Junior
4 th	Junior	Men's
5 th	Men's	Men's
6 th	Men's	Pro
7 th	Pro	Pro
8 th	Pro	Champ
9 th	Champ	Champ
10 th	Champ	Champ

Inter-League Championship Prizes

Championship prize packages are still being determined. Prize packages will consist of golf clubs, lessons, free golf. Because of the different types of league offered at the BIGC this season the final playoff for the prize packages will be a 2 part competition. The first part will put all the eligible teams into a net scramble format (non handicap league players will receive a handicap). Both playoffs will be held on Thursday April 5^h at 6:00pm. Your team will receive points determined by its finish in the scramble format. You must be in attendance for the final playoffs. There will be no makeup for the playoff format. All ties will be broken by carding back (strokes will not apply).

1 st -3 rd	6pts	10 th -12 th	3pts
4 th -6 th	5pts	13 th -15 th	2pts
7 th -9 th	4pts	16 th -18 th	1pt

The second part of the playoff will be a team closest to the pin. Each team member will be given three shots. The best shot from each team member will be totaled up for a final distance. Once again you will receive points determined by your finish.

1 st -3 rd	6pts	10 th -12 th	3pts
4 th -6 th	5pts	13 th -15 th	2pts
7 th -9 th	4pts	16 th -18 th	1pt

After both formats are complete the team with the highest number of points will be awarded the first prize package. In the event of a tie each team member will get one shot at the closest to the pin. Only first place ties will be broken. All other ties will be broken by carding back using scramble format (strokes will not apply). The lowest team total will win. The team in first place will have the first choice of prizes. The second place team will pick next and so on until the prizes are gone. The number of prizes will be determined by the total number of teams in league.

Handicaps

Handicapping will start after the first 3 qualifying rounds. Handicaps will be adjusted following each week of league play. You will post a total of 10 individual rounds and 5 team rounds. Handicaps will be calculated in the following manner:

Individual rounds:

<u># of Rounds</u>	<u>Scores thrown out</u>	<u>Calculation</u>
1-4	1 high	$0.9(\text{Avg} - 36) = \text{Handicap}$
5-7	1 high	$0.9(\text{Avg} - 36) = \text{Handicap}$
8-9	2 high/ 1 low	$0.9(\text{Avg} - 36) = \text{Handicap}$
10	2 high/ 1 low	$0.9(\text{Avg} - 36) = \text{Handicap}$

Team Rounds:

Over the past three seasons the BIGC has put together a large amount of team scores (scramble & alternate shot). Using these past scores your team will be handicapped accordingly.

- If your team score falls in the top 33% of net scores each team member's handicap will go decrease one stroke
- If your team score falls in the middle 33% of net scores each team member's handicap will remain the same
- If your team score falls within the bottom 33% of net scores each team member's handicap will increase one stroke

These team strokes will remain throughout the entire season. However since 1 stroke is a higher percentage of a low handicap players score than a high handicap players score the following will be the season maximum reduction/addition:

<u>Handicap</u>	<u>Max/Add Strokes</u>
0-5	2 strokes
6-15	3 strokes
16-25	4 strokes
26+	5 strokes

League Keep Pace Policy

Some league players have voiced a concern over the time league is finishing. To ensure that each and every player fully enjoys his/her league experience we must adhere to the posted league times. In order to keep to the pace moving we will invoke a new keep pace policy. Each player will have 30 seconds for each shot. If each player sticks to this time frame it would allow for an average of 60 shots per player while still finishing on time. For the 5:30pm leagues if you would like to hit balls you must show up early or you will not be able to hit balls. As we get busier there may not be any simulators open, players may hit balls in the net located in the rear as long as there isn't a lesson in progress. Players must be teeing off by no later than 5:30pm. For players in the 7:30pm league you will be allowed 5 minutes to hit balls. Matches must begin by no later than 7:35pm. Again players may use the back net to warm up. Please share range time with fellow competitors (about 1 minute per player). If players are not on time they will be skipped the first hole. Remember players will have 30 seconds to hit each shot this means you must be ready to hit when it is your turn. After you hit the simulator will tell you how far your next shot is think of the club you will be using ahead of time so when it is your turn you are ready to go. Make sure take your putter out and keep it ready when you reach the green. Players taking more than the allotted time will be subject to a penalty stroke. 30 seconds should be more than enough time to hit each shot. Any discussion between players on strategy must be kept brief. Be helpful to your competitors if they need to use the washroom utilize the skip player button to keep play moving if while they are away. The BIGC employees are here to help you keep play moving so if you need a drink or food just call the bartender over and he/she will be more than happy to bring you whatever you need so you do not have to come up to the bar. Every player has a different routine so if you normally stand over the ball a little longer make sure to be ready to go as soon as it is your turn and limit your practice swings. Please help us make this league enjoyable for all participating. If you have any problems or concerns with this Keep Pace Policy please talk to your golf professional. Thank you for your cooperation.