League Officials: The League Committee will consist of a League Director (Ken Plam) and a League Co-Director (Marc Goldberg), with the Men’s Club President (Bruce Marley) and Tournament Chairman (John Long) as ad hoc members of the Committee, working with the League Director and Co-Director as required, especially on any issues needing a third party resolution.

League Teams: There will be 14 Teams, 7 in each of two Conferences, American and National. Teams will be assigned to Conferences by the League Director, based on previous year’s Final Standings. Each League Team shall consist of not less than 6 players or more than 10 players. Exceptions may be approved by the League Director. The deadline for registering a League Team is October 1, 2017. After that date, registered players may not change League Teams. Players may be added to bring a League Team up to the 10 maximum at any time during the season. If a League Team wishes to permanently remove and replace a player during the year for the duration of the league schedule, the team captain may petition the League Committee for permission to make this change. The League Committee may grant or deny the request, and their decision is final.

Competition Teams: Captains will designate 4 players from their teams each League Play Event to compete in each scheduled League Match. The 4 designated players will compete against 4 players from their respective League Team opponent, in two foursomes.

Frequency: League play will consist of 7 Qualifying Matches and one Championship Match over the course of the season, with play taking place on Monday mornings during the 7:30 shotgun. The season will consist of two 3-Match Sessions, Match 7 and the Championship Match. The days of Qualifying Matches will be:

2. Session 2: 01/22/2018, 01/29/2018 and 02/12/2018;
3. and Match 7 on 02/26/2018.

The Championship Matches (Conference Winners will compete for 1st and 2nd Place; Conference Runners-Up will compete for 3rd and 4th Place) will take place on 03/12/2018. The date of 03/19/2018 has been reserved in case play has to be cancelled on any specific day. Should that happen, all Matches will be moved back one slot.

Deadlines: Team Captains must provide the League Director the names of their 4 players by 5:00 PM on the Tuesday preceding the next scheduled League round. Any substitutions team Captains make before the Monday tee-off must be reported in advance to the League Director. Substitutions may be reported either by email or by phone to the
League Director. Substitutions can be made without penalty up to **5:00 PM on the Saturday preceding** the League round. Any player substituted after 5:00 PM on the Saturday preceding play, will play to his own handicap or to that of the player he is replacing, **whichever is lower.** The team Captain must justify to the League Committee the reason for the substitution. The League Committee will usually allow the change only for such matters as medical or family emergency by the originally selected player.

**FAILURE TO MEET THE 5:00 PM TUESDAY DEADLINE FOR SUBMITTING THE NAMES OF THE 4 PLAYERS, MAY RESULT IN THE FORFEITURE OF THAT WEEK’S MATCHES, WITH THE LEAGUE COMMITTEE HAVING SOLE AUTHORITY FOR THIS DECISION.**

**Pairings Rule:** As noted, prior to each scheduled match, team Captains will submit a list of 4 players who will play in the scheduled matches. The player with the lowest index will be designated the “A” player; second lowest the “B” player, etc. If the index of any two or more players is identical, we will use previous handicaps to determine which will be the A player, the B player, etc. For the GREEN TEES ONLY Matches, the designated A and B players from one team will compete against the A and B players from the other team, and the C and D players will compete against the C and D players of the other team. Once submitted, a team may only be changed according to the Substitution Rule above. For the two GREEN/WHITE TEE Matches, the Team Captain may specify which 2 players will play from the WHITE TEES and which two players will play from the GREEN TEES, regardless of handicaps. If the Team Captain fails to specify TEE selections, it will be done in accordance with the GREEN TEES ONLY procedure, above. Once published, TEE selections may not be changed.

**Handicaps:** Current, full handicaps will be used to determine “stroke allocation” in the match. There will be no limit on the difference in handicaps between the two A/B partners or C/D partners. All players from the GREEN TEES will use their current, full GREEN TEE handicaps. All players from the WHITE TEES will use their current, full WHITE TEE handicaps.

**Format:** **This is important:** Each Team will play four players, two players in each of two different foursomes, the two lower handicappers from each team will compete in one foursome, while the two higher handicappers will compete in the second foursome. **Within each of these foursomes, there will be A, B, C and D players when setting up the two-man best ball competition, for stroke allocation.**

As noted the weekly format will consist of foursomes, playing two individual matches, A players versus A players, B’s versus B’s, etc., for one point each, and a two-man best ball completion for one point, for a total of three points for each foursome. Ties will be worth ½ point. The League Director will establish the Individual matches each week, based upon current handicaps. The PRO SHOP will prepare the cards for each match, clearly marking the holes where a player will “get the strokes” should there be a handicap difference, i.e. if the A player match has a handicap differential of 4 strokes, the higher handicap player will get strokes on the 4 holes with the lowest handicap rating.

**Read this carefully:** The strokes for the two-man best ball match will be based off the lowest handicap player’s handicap of the foursome, regardless which team he may be on. This may
very well result in that player’s team mate getting stokes for this aspect of the match. If the lowest handicapper is an 8, and his team mate is a 12, the team mate will get 4 strokes for the best ball match. **In the two-man format, only the lowest score on each hole for each team will be used. The second ball will not be used to break a tie.**

**Order of Play:** In Qualifying Matches (A vs A, B vs B and Better Ball), after the initial tee shots, the player furthest away from the hole **must** play next, unless otherwise agreed upon by all players. In Championship Matches (Better Ball only) the player furthest away from the hole may ask his partner to play first.

**Late and No-Shows:** **Individual Matches.** A player who arrives late may join his competitor at the completion of a hole but not during play of a hole. The late player is deemed to have lost each of the holes in which he did not compete, i.e. if he joins the foursome after the second hole he has lost those holes and is two down in the match.

**Two-man Matches.** A player who arrives late may join his partner at the completion of a hole but not during play of a hole. His partner must play against the better ball of the opposing team, for either a win, lose or halve of that hole or holes. If neither player from a team shows up on time, that team is deemed to have forfeited the Two-man Match. If only one player of a pairing shows up, he may elect to either forfeit the match, or play against the other pairing’s better ball as described. Finally, if only one player from each team shows up, they will compete for 1 point, with no best ball competition.

**In no case can a match be picked up after two holes have been played. The offending player or players forfeit the entire match in this situation.**

**Penalties and Disputes:** Players are responsible for knowing the Rules of Golf and for assessing penalties on their scorecards as applicable. If a doubt or dispute arises between the players on any given hole, follow **Rule 2-5 and Rule 34-1a.**

“2-5. Doubt as to Procedure; Disputes and Claims; In match play, if a doubt or dispute arises between the players, a player may make a claim. If no duly authorized representative of the Committee is available within a reasonable time, the players must continue the match without delay. The Committee may consider a claim only if it has been made in a timely manner and if the player making the claim has notified his opponent at the time (i) that he is making a claim or wants a ruling and (ii) of the facts upon which the claim or ruling is to be based.”  
“A claim is considered to have been made in a timely manner if, upon discovery of circumstances giving rise to a claim, the player makes his claim (i) before any player in the match plays from the next teeing ground ...” (parts omitted ... see Official Rules for complete explanation)  
“....Note 2: In match play, if a player is doubtful of his rights or the correct procedure, he may not complete the play of the hole with two balls.”

**Conditions of the Competition:** In the absence of a posted notice or announcement to the contrary, such as ground under repair or casual water, players are to play the ball as it lies (down) through the green. Competitors may concede puts to one another.
Scorekeeping: Separate scorecards will be prepared by the pro shop for League play. Enter gross scores only for each player. **DO NOT ENTER NET SCORES!** To avoid disqualification, the scores must be totaled, and signed by one member of each team verifying the accuracy of the card.

Scorecards and Posting of Scores: Scorecards for League Play must be turned in to the pro shop upon completion of play. **DO NOT DROP THE CARDS IN THE BOX BY THE COMPUTER.** Members of the League Committee will collect the cards for review and calculation of points earned. Each player is responsible for posting his score at the completion of the round.

Hole-in-One: Any golfer scoring a hole-in-one during League play will **not** be entitled to receive the proceeds in the Hole-in-One Insurance Fund. The Men’s Club will not provide any additional subsidy.

**COMPETITION FORMAT & TIE-BREAKING RULES**

**Competition Format**

The season format will have some similarities to a “Nassau” format. The Qualifying Matches will be divided into 2 SESSIONS … Session 1 will be the 1st Three (3) Qualifying Matches … Session 2 will be the next Three (3) Qualifying Matches … Match 7 is not part of either Session … counts only towards overall, season record.

Qualifying Match Cash Prizes will be awarded to winners and runners-up in each Conference for each Session 1 and Session 2.

Overall Match Cash Prizes will be awarded to the top 2 Teams in each Conference. Conference Winners will compete for 1st and 2nd Place Awards and Conference Runners-Up will compete for 3rd and 4th Place Awards.

**Tie-Breaking Rules for Qualifying Matches**

As there are only a few games in each of **Session 1 and Session 2**, chances of ties are quite possible. To break a two or three way tie …

- First look at head to head competition to determine the winner … if still tied …
- for a two way tie … compare results against the 3rd place team … then 4th place … 5th … 6th … still tied, split the money.
- for a three way tie … compare the total points scored in the 3 matches played against each other … if 2 or 3 are still tied … compare results against 4th place team, then 5th, then 6th … still tied, split the money.
- although unlikely, for a 4 or 5 way tie, use similar procedure.

Should the **Overall Conference** competition (all 7 matches) come down to a tie … for the Conference Winning Team or the Conference Runners-Up, the winner will be determined by playing a “Tie-Breaker,” as follows … Team Captain will select 2 players from his Roster to
represent his Team as the A and B player, playing as follows: FIRST, in a 3-hole, aggregate score play-off, Better-Ball-of-Partners, stroke-play, using net score with full handicaps, where they fall; If still tied, playoff continues in a similar manner in a "Sudden Death" format.

**Championship Matches**

Championship Matches will compete the 2 Conference Winners for 1st and 2nd Place ... and ... the 2 Conference Runners-up for 3rd and 4th Place. Format will be Match Play, Better-Ball-of-Partners, adding the holes won by the A/B players to those of the C/D players. In case of a Tie after 18 holes, the A/B players will continue: FIRST, in a 3-hole, aggregate score play-off, Better-Ball-of-Partners, stroke-play, using net score with full handicaps, where they fall; If still tied, playoff continues in a similar manner in a "Sudden Death" format.

**PAYOUTS**

**Budget**

14 Teams x $200.00 = $2,800

**Payout**

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<th>Trophies</th>
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