

BRIARWOOD THURSDAY NIGHT 2-MAN GOLF LEAGUE

ENTRANCE FEE & PRIZE MONEY - \$110.00 per team. Twenty dollars of this is for handicap processing, the balance is for league prizes.

COST - \$20.00 walking, \$27.00 riding.

GOVERNING BODY - One representative from each team.

RULES COMMITTEE - Three (3) elected members of the league.

TEAM ROSTER – A player (regular or substitute) can only be listed on one team roster. *Contact the league secretary to have players added/deleted to/from your team roster.*

COMPETITION - Handicap: One point for each hole played and one point for total score. A total of 10 points/man and 20 points/team.

Team line up will be determined by the player’s handicap differential. Player with the lowest differential will play the “A” position. If the differentials are the same, team members can make the decision. A player without a handicap must play the “A” position. *A player playing without a partner must play in the “A” position since he is the lowest handicap present.*

100% of the handicap will be used for stroke allocation and total point.

PLAY-OFFS – The number of teams making the playoffs will be determined by division size as follows:

- Up to 10 teams – 8 teams make the playoffs
- 11 to 13 teams – 10 teams make the playoffs
- 14 to 16 teams – 12 teams make the playoffs
- 17 teams and up – 16 teams make the playoffs

A player, to be eligible for play-offs, must have played at least two (2) matches during the season. **Eligible substitutes from the team roster or eligible players from a team that is not in the playoffs are eligible for playoffs (substitute’s name must be listed on the check-in sheet).**

For playoff matches a team *may not miss* more than three (3) matches during the season *and* two (2) eligible players for the team must be present or a forfeit will result.

In the event of ties at the end of nine holes, a sudden-death play-off will commence from the next hole. If the match cannot be completed due to darkness or weather, the match will be continued the next week as scheduled. Both teams will tee off with the team already in the playoffs and play as a 6-some until the previous weeks match is decided.

ABSENT PLAYERS - In the event that a team is short of players the evening of league play a substitute player may play that evening. If the substitute is not a registered league player, he/she must verify his/her handicap at the pro-shop counter before play. A player that is registered to play in the league may play for another team, provided the team he is signed with is not short of players that evening.

When a player is absent, the “A” player on the full team will play the player present of the absent team. The “B” player on the full team will be matched with the present player from the other team. The “A” player on the absent team will not win points from the “B” match.

Players not present at Tee Time will forfeit all holes they miss and the Total Score Point. When a player that was not present at Tee Time arrives for play, he/she will play as the “B” player that evening since his partner became the “A” player at the start of the match, even if his handicap is lower than his partner.

When a team is absent, play the match and record the actual score for the present players. The league handicap software program will then match the card with a random team in the same division.

If a *team or player quits during a match*, the match will be scored as follows: Points will be determined for the team/player that quit the match for their holes played. The team/player completing the match will play a ghost team/player for the remaining holes for points and will be awarded the total point for the match.

HANDICAP SYSTEM - Handicaps are based on average of the lowest 3 out of the last 5 scores. Until a player records 5 scores the following table is to be used.

<u>SCORES AVAILABLE</u>	<u>SCORES TO BE USED</u>
2 -----	1
3 -----	2
4 -----	2
5 -----	3

Handicap shall be based on 96% of the differential between average score and course par using the above table as to the number of scores to be used. *Note – The handicap system will adjust scores with a maximum of 2 over net par. Adjusted scores will be noted with an “R” on a player’s record to indicate the score was reduced.*

One of the following handicaps will be acceptable for new players. A verified USGA Handicap, a handicap established in another Briarwood League (*i.e. Briarwood AARP, Penguin Tour, Verizon League, Victory Club, Friday Nite Men’s League, or Briarwood’s Monday 2-Man, Tuesday 2-Man, Wednesday 2-Man, BeWell or Fall Better Ball Leagues*) or two nine hole scores played at Briarwood. A player without an acceptable handicap will play "scratch" handicap. I.e. "no handicap" until he establishes one. **Players with established handicaps, choosing to switch play to the Gold tees (62 & over), must reestablish their handicap by submitting a scorecard with two nine-hole scores played at Briarwood by the first night of league play.**

INCLEMENT WEATHER - In case of rain, all teams are to show up. The Rules Committee **must** be in the clubhouse at 5:00 pm and will make a decision as to whether or not the league will play. *If they decide the league will play that evening, any team that does not play will forfeit the match and the present team will play by the absent team rule as stated above.*

If play is suspended and cannot be continued due to weather, the rules committee will determine the number of holes to be counted for that evenings play.

If a team or player quits during a match, the match will be scored as follows: Points will be determined for the team/player that quit the match for their holes played. The team/player completing the match will play a ghost team/player for the remaining holes for points and will be awarded the total point for the match.

RULES - All play will generally be in accordance with USGA Stroke Play Rules of Golf except the following rules adopted by this league:

"Winter Rules" will apply in fairway and rough. The ball may be lifted, cleaned and replaced within one club length of original lie, but not nearer the hole. Ball must remain in original condition. (*i.e.- if ball lies in the rough it must remain in the rough, if ball lies in the fairway it must remain in the fairway*). A ball in a water or bunker hazard must be played as it lies with no relief. If a ball comes to rest in a footprint in a sand trap, it may be lifted, the footprint smoothed, and the ball replaced at the same spot. Notify your opponent that you are making use of this rule prior to moving the ball.

A two club-length relief may be taken from the following:

1. Fence around the driving range
2. Staked Trees

The 2 club-length relief cannot be used to move a ball from the rough to the fairway. If a ball lies in the rough it must remain there.

Lost Ball - No more than **three minutes** shall be allowed to locate a ball. Another ball may be dropped within two (2) club lengths from the point of entry into the condition where the ball was lost, no closer to the hole than the point of entry and with a one (1) stroke penalty.

Out of Bounds - When ball is out of bounds outside a penalty area (*bunker or water hazard*). **With a 1 stroke penalty**, player may place a ball (2) club lengths not closer to the hole from the point where the ball last crossed the out of bounds marker.

Embedded Ball – Ball embedded in its own pitch mark in the ground through the green (the whole area of the course except teeing ground & putting green of hole being played and all hazards) may be lifted, cleaned & placed without penalty, as near as possible to the spot where it lay but not closer to the hole.

Casual Water – Any temporary accumulation of water on the course that is not in a hazard and is visible before or after a player takes his stance. If a ball is lost in casual water through the green, using the spot where the ball last crossed into the condition, player may substitute another ball, **without penalty** and place it within one club length of and not nearer the hole than the nearest point of relief. The nearest point of relief must not be in a hazard or on a putting green.

Driving range is played as a lateral hazard. Two-club length relief provided from point of entry with one stroke penalty. Shots may not be played from inside the driving range fence.

Range Finders/GPS Units are permitted for distance only.

A player may change balls anytime on the green.

MEN (61 & under) play from white tees, MEN (62 & over– *as of the first night of league play*) may play from the gold tees, WOMEN may play from red tees.