

**CHAMPIONS**  
**Thursday Night Men's Golf League**  
**2024 Season Rules**

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## League Roster/Setup

The league will consist of 14 five-man teams split into two divisions. Matches will be played at Red Tail Golf Course located in Lakewood, IL. League play will be on Thursdays starting in early April of each year. Please refer to the schedule for the exact start date and time.

## League Time

Shotgun tee times will start at 4:30 or 5:00. Please refer to the schedule to determine your shotgun starting hole and designated start time.

## League Tee Off Procedure

Once your foursomes have arrived at your assigned starting hole, the lower handicap group should tee off first unless that foursome is still waiting on one of the competitors.

## League Matches

Each week four players from each team will compete against an opposing team based on the season schedule. Individual matches shall be determined by handicap. Each match is worth a total of two points, one for match play (holes) and one for medal play (NET). There shall also be two team points awarded to the team with the Lowest Team Net. In case of a tie, one half of the points available will be awarded to each player and or the team.

If a player cannot make a given Thursday night, an effort should be made to notify the team captain and/or the “off-man” in order for him to take the place of the absent player. If a player is going to be late to the match, the player’s captain should be advised so he can notify the applicable foursome to tee off last in your group. **If the late arriving player does not get to the match by the time his foursome completes their first assigned hole, the late player forfeits the match. (See section “Missing Man”)** If a late player arrives to the match prior to completion of their first assigned hole, the player’s opponent must make accommodation for the player to complete the hole. This can be done by either a) traveling back to the previous “missed” tee and allowing the late player to play the hole, or b) after the group’s 9<sup>th</sup> hole is completed, accompany the late arriving player while he completes the hole he missed.

A golfer will forfeit all individual and team points if he leaves the course, or ceases his match before completion of his round, If this situation is later deemed to be an emergency situation and is approved by a majority of the league officers, the team points can be re-assessed and not forfeited provided at least three players of that team completed play. (See section “Missing Man”)

## **Missing Man**

Should a team field less than Four team members and an opponent has “No Match”, that player shall play against the “course”. The player shall automatically be awarded one point for Match Play. (Holes), and additionally if the player shoots no higher than THREE strokes over their current handicap they shall receive one point for the Medal Play (NET). (“Rule of 39”: For example, if a player’s handicap is a 10, it means his average score for 9 holes is a 46. In order to get the second point, he’ll have to shoot no higher than a 49. (Gross Score 46 + 3 = 49, Gross Score 46 – 10 HDCP = 39 NET )) If a team only fields three players, Team Low Net will be determined by the opposing team using its lowest 3 net scores. If a team only fields two players, or less, the opposing team automatically is awarded the Team Net points.

## **Teams**

Teams will consist of 5 players each. All players must be at least 21 years of age. Each player on a team will be assigned a player letter (A-E) at the start of year based on his known or “spoken” handicap at that time. These assigned letters are used to determine your weekly rotation between “playing” and being “off” (not playing that week). Your player letter does not change throughout the season.

Four players out of five from a team are scheduled to play in a match each week. The players on the team will play their individual matches against another player on the opponents team ranked in order by their handicap. (Players are re-ranked each week based on the previous week’s play and you may see your position within your team go up or down.)

The team member not playing will be marked “OFF” on the schedule sheet. However, he may sub for another player on his team who cannot play due to absence of injury. A player may not substitute for another player just because it presents a better match or opportunity to gain individual or team points; this is considered bad sportsmanship and a team may be penalized team points for the week if discovered.

## **Off Nights**

Your player letter used to determine your “Off” nights does not change during the season even though the player’s ranking (based on handicap) on their team may change. If you are Player A at the beginning of the season, you are player A for the entire season.

OFF night schedule for 2023 had player D as the first night off. 2024 will have player E as the first night off. In the event where a team is missing two or more players and the other team is missing one player, the off man substituting must play

the match closest to his handicap from among the players unopposed. If the handicaps are the same, the team with the greater number of players chooses who the off man will play.

If two or more players are missing on both teams, the remaining players matchup with the closer handicaps. However, for those players whose matches are present, play the man who is posted on the schedule. In other words, if you are supposed to play “John” and he’s available to play, you play “John”.

### **Posting Your Score**

When your match is complete, your official scorecard should be noted with the time of completion and deposited in the lockbox marked “THURSDAY NIGHT CHAMPIONS LEAGUE” located in the clubhouse or hand it to a League Officer. Prior to turning it in, each player in the match should confirm their score with the other player and initial the scorecard.

Any match or matches that are played incorrectly that are not in accordance with the schedule or handicap ranking will be reviewed by the League Officers. The respective team captains will be notified of the infraction, the outcome and any penalties, if assessed.

### **Schedule**

Teams will follow a pre-made published schedule consisting of a 1<sup>st</sup> half and 2<sup>nd</sup> half seasons. The top point earning team in each division from each half will compete against each other in the end of season Championship. **If a team wins the 2<sup>nd</sup> half after winning the 1<sup>st</sup> half, another team in the division will be invited to play in the Championship based on the total points earned in the season.** Non-competing teams will play various contests or mini games designed by the league officers. Please refer to the schedule.

All ties to determine which teams qualify for the year end competition will be broken down in the following manner:

- Total net from last head-to-head match-up (if none exists go to next)
- One hole play-off consisting of the lowest and highest handicapped player on each team , starting hole shall be the first hole on the front or the back (team captains or course to decide) gross score to be counted. If still tied after one hole the teams will each pick a player to compete in a 3 hole putt off.

## League Championship

The four playoff teams shall compete for 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> and 4<sup>th</sup> place in a team low net competition with the winner being named “League Champions” for the season.

All players on each team will play. Based on player handicap rankings, #1s will all play together in a foursome, the #2 rankings will all play together, etc. Each team will add their lowest four NET scores together, throwing out the highest (worst score) of the five.

The team with the lowest team NET score will be first, the second lowest will be second and the third lowest will be third. Team prizes will be awarded accordingly. In case of a tie, the teams will compare the four lowest players, starting with hole number one and continuing until a winner is determined.

## Weather Cancellations:

In the event of inclement weather Champions golf may be cancelled earlier in the day if the forecast warrants such a decision. A decision to play under questionable weather conditions will be made by officers and captains present before 4:30pm unless the course is closed for play. The vote will be conducted by league officers present. It is the responsibility of the members to be present at the course and ready to play. Once the matches begin, if the weather conditions become unplayable after the match has started, the weatherman to rule will be the PRO SHOP, who will inform all players of the announcement over the loudspeaker.

Matches will continue until this announcement is made. Matches will be considered valid if all players have completed at least 5 holes. The scorecards must be turned into the secretary in this event. All matches will be cancelled if everyone has not completed at least 5 holes. The three minute warning for tornadoes will terminate all matches. If lightning becomes a hazard, any individual may halt play and leave the premises and seek shelter at the Pro Shop and return to the match to resume play.

**Rain will not necessarily terminate matches.**

## Weekly Contests

There will be a two skill contests each week (Long Putt, Proxy, Closest to the Pin) offered, based on HDCP range (TBD). In addition to these contests, scheduled matches have an individual “Low Net” monetary award based on the scheduled flight you are assigned as well as a “Team Low Net” monetary award. **(Note: players who are filling in for a missing player are not eligible for the individual “Low Net” award).** The league may also run other games (league sponsored or non-league sponsored) of various types where league members may have to pay a fee or a partial fee to join.

## **Scoring**

Ten points are possible each night for each team in all matches.

Two points are awarded for each individual match; one point for match play (hole) and one point for Medal (Net). Each player receives a half point for a tie.

Two points are awarded for Team Low Net score. Each team receives one point for a tie. Low Net Total shall be determined by adding up the net scores of all the matches played from each team. Exceptions: If one of the teams in the match only has three players, the opposing team will use their lowest three scores to determine which team wins the team net. If each team playing has only three team members, they may only win a maximum of 8 points. A team with less than 3 players cannot win team net points.

## **Handicaps**

Updated handicaps will be posted weekly and will be based on the average of your last seven scores where the two highest rounds are thrown out. At the beginning of each year, player's previous year's scores are averaged and their first 3 weeks of league play double entered to establish a playing league handicap.

If a new player enters the league and no pre-existing scores are available, a "spoken" handicap provided by the player will be used. However, after the first round of play from the new player, the "spoken" handicap may be adjusted after consulting with the player's team captain.

All handicaps will be rounded up or down accordingly. (E.g. 9.4 = 9, 9.5 = 10)

No player can be assigned a handicap in excess of 25. No match may award in excess of 9 strokes. In other words, in the "match" section of your contest with an opponent, the maximum strokes that can be given per hole is one.

Stroke Control: In order to authenticate handicaps, the league will adopt a modified USGA's Equitable Stroke Control (ESC) procedure for adjusting gross scores when posting for the handicap assignment. Adjustments are made after the match and do not apply to match or medal play. The adjustments only affect your gross score for handicap calculations. See below:

## Adjustment Chart

<u>HDCP</u>	<u>Score on Hole Cannot Exceed:</u>
1-4	6
5-9	7
10-14	8
15-19	9
20-25	10

The league secretary will be responsible for checking for and making the proper adjustments to player's scores before entering them into the handicapping system.

## Pace Of Play

In order to facilitate and encourage a good pace of play, please play "Ready Golf". Do not search for your ball for more than 3 minutes. Once a score of 12 has been reached on any hole players must "pick-up" and record a 12 on the scorecard. A player may play their ball closer to the hole if their opponent allows.

## Awards

Team awards will be given to the top 3 teams after Championship play. The winning team from the Championship will be League Champions and their team name will be added to the League Champions' plaque. MVP (Most Valuable Player) and other awards may be given out as determined by the League Officers.

## League Dues

A \$100 League Dues per member shall be paid to the League Treasurer no later than the 2<sup>nd</sup> week of league play, or by a date communicated by the League Officers. Dues go towards contests, prizes, and general league expenses. Failure to make this deadline may cause the loss of individual and team points until the due is paid.

## ADDITIONAL LEAGUE RULES

Any rule dispute not covered by USGA or modification not listed in the rules shall be decided by the Officers of the league.

**"Gimmes"** - All putts must be holed out unless conceded by your opponent in match play. **No putt in excess of 2 feet can be conceded or accepted.**

**No Winter Rules** - Play the ball as it lies and follow the USGA guidelines. Consult your opponent to discuss the situation before you remove the ball from the playing surface. Exception: If the course has declared a "cart path only" situation for the course, players may "lift, clean and place" throughout. Ball must be replaced within

one club length of its original location and no closer to the hole and a similar lie.  
(Can't move the ball from rough to fairway, from fairway to green)

**Senior Tees** - League members who have reached 70 years of age before the league starts have the option of using the Senior Tees (Red). The decision to play from the Senior Tees must occur before the league begins. A player cannot switch tees during the season and the player must always play from his chosen tee area during any given round.

**Traps** – Please follow the USGA guidelines. Please consult with your opponent before taking any kind of relief due to washout conditions or other. As a rule, play the ball as it lies in the traps.

**Out of Bounds** – White Stakes are out of bounds. Player has the option to rehit the ball from its original position with ONE stroke penalty. The player can alternatively elect to drop the ball at the point of entry of “Out of Bounds” with a ONE stroke penalty. Consult with your opponent before taking a drop.

**Lost ball** – A player has the option to rehit the ball from its original position with ONE stroke penalty. The player can alternatively elect to drop the ball at the approximate location as to where the ball should or could have come to rest with a ONE stroke penalty. Please consult with your opponent before deciding on the location of your drop.

**Hazards** - Do not play out of a hazard as these areas have been designated “Nature Areas” or “Environmental Areas” by the course.

## **USGA RULES**

Champions Golf league play is NOT a casual round of golf. Rules provide a fair structure for an honest competition. All members must follow these rules and should encourage others to do the same. League play is governed by all USGA rules except those noted above. It is our responsibility to know the rules of golf. Posting an incorrect score for a hole or the nine holes can result in a loss of a hole or the entire match. Players should consult the USGA website and/or check with the pro shop for rule interpretations.

## **League Officers**

League President – Kirk Wiggerman, Vice-President – Ken Hall, Treasurer – Jason Burns, Secretary – Bill Bergman and Rules Commissioner – Mark Piedmonte. Officers are elected by a majority vote each year during the league meeting held at the end of the year. Please refer to the Champions League ByLaws for more information regarding the current Office holders as well as the Officer's roles and responsibilities.