

Welcome to the 2018 Wednesday Night Men's League

Season: 16 Weeks of play, April 25th - August 15th with No Play on July 4th.

You will keep the same tee time and same foursome the entire 16 weeks of play. There is no warm up week so April 25th will be Week #1 of league.

Last Week of League is August 15th, pending no rain outs there will be a BBQ after golf.

** Men's league is subject to shotgun starts (**6:30 p.m.**) OR tee times will be adjusted to start later when the club is accommodating golf tournaments on Wednesdays.

Rain Outs: No emails will be sent when league is rained out. All league updates and results can be found on our website. It can be found on the league page called Wednesday Night Men's League.

A decision will be made by 2:30 pm. If you are on the golf course and lighting in the area, a horn will be sounded and you must come off the golf course. All rain outs will be made up adding extra weeks to the end of league.

Schedule (Subject to Change)

Checking In: Please check in at the Golf Shop to pick up scorecards and for daily game information.

1st Half

Week #1: April 25

Week #2: May 2

Week #3: May 9

Week #4: May 16

Week #5: May 23

Week #6: May 30

Week #7: June 6

Week #8: June 13

2nd Half

Week #1: June 20

Week #2: June 27

No League July 4th- Happy 4th of July

Week #3: July 11

Week #4: July 18

Week #5: July 25

Week #6: August 1

Week #7: August 8

Week # 8: August 15 End of year BBQ pending no rain outs.

Format: Split into 2 Seasons: Weeks 1-8 and Weeks 9-16

2-Person Stable Ford: Both players points will be added together to determine the total team points.. The team score will be cumulative for each half of the season. Points are as follows:

- 1 point for Net Bogey
- 2 Points for Net Par
- 3 Points for a Net Birdie
- 4 Points for a Net Eagle or better

Tees: All play will be from the WHITE tees unless otherwise noted on your scorecard. Any player over 60 years old may play from the GOLD tees. YOU MUST DENOTE THIS ON YOUR SCORECARD EACH WEEK IF YOU PLAY THE GOLD TEES. Please denote this on your scorecard so the handicap can be adjusted accordingly.

Tee Times: Foursomes will tee off every ten minutes on both the front and back, alternating sides every week. Please be on time for your tee time and keep pace with the group ahead of you. **If you have a late team member we will take him out to meet your group. You will not receive any points for the holes you miss.**

Carts: The league fee does not include riding carts. If you wish to purchase a cart for the 16 weeks the fee is \$99 plus tax- per person. If you choose to pay on a weekly basis the cost is \$8.00 plus tax per rider. Please keep your receipt to show to the starter. If you paid for the cart fee for the year it will be denoted on the tee sheet.

Prizes: All winnings will be distributed as Prize Money that can be used towards **golf shop merchandise only**. No special orders. Prizes awarded to 1st half and 2nd half team winners, skins and weekly games. For the season long skins there will be both gross and net. **For net skins no strokes are given on par 3's**. Along with the Game of the Week, there will be prizes for Low Net and Low Gross, Please remember you can't win both low gross and low net, you will be awarded which ever is the highest payout. When you win an event, prize money will be posted to your account in the golf shop. Please ask a member of the golf shop staff if you would like to know your balance. Weekly results will be posted online at <https://www.stonebrooke.com/leagues/wednesday-9h-mens> by Monday afternoon and will also be posted on the back of your scorecard.

ALL PRIZE MONEY EXPIRE on SEPT. 30, 2018.

Cheating: Golf is a game of integrity. Cheating will not be tolerated and if your team is caught, you will forfeit your league eligibility with no refunds.

Pace of Play: For the enjoyment of everyone in the league please be aware of your pace of play. Please keep the following in mind, "Your place should be directly behind the group ahead of you, not directly in front of the group behind you." The league is a nine hole league but if time permits you have the option to continue on for the second nine at no additional charge. The second nine is not a part of the league and pace of play is not monitored. Each week we will post pace of play times for each group.

Here are some recommended tips for speeding up your pace of play.

- Be on the "Go" when it is your turn. Play ready golf.
- Keep your cell phone use to a minimum.
- If you think your shot may be lost or out of bounds hit an extra one- called a Provisional ball- before looking for the other ball.
- Track shots of everyone in your group so you do not waste time looking for them.
- Record your scores at the next tee, not on the green or near the green.

We are here to help and make your time on the golf course as enjoyable as possible.

Course Etiquette: Our Grounds Crew does a wonderful job to maintain the golf course. Please remember to do your part and fix divots and repair ball marks. Please repair your ball mark plus one more. Thanks and we appreciate you taking care of the golf course.

Handicaps

This league will be handicapped by using a league manager software and NOT your USGA index. New players will receive 80% of league handicap, until three rounds have been completed at that time the subs will receive 100% of handicap. Returning players will receive their ending handicap of 2017.

- **Substitutes:** Subs will receive 80% of league handicap, until three rounds have been completed at that time the subs will receive 100% of handicap.
- **WHEN HOSTING A SUB IS IMPORTANT THAT YOU CROSS OUT THE PLAYER THEY ARE PLAYING FOR AND PRINT THE FIRST AND LAST NAME OF THE SUB.** Without this information we will not allow points for the sub.

How is my handicap determined? Your handicap is based on only the last 5 scores. Of those 5 scores, the highest 2 differentials are not used. So it will take your last 3 best scores to determine your weekly handicap. Also remember that depending on if you play the front or the back nine the course ratings are different and your handicap could vary by 1 stroke. Below is an example.

Date	Event #	Adjusted Grs Scr	Course Played	Course Tee	Course Rating	Slope	Differential	Used
	Practice Score	38	35.6	137	2.0	Used		
	Practice Score	45	34.3	131	9.2			
	Practice Score	42	35.6	137	5.3	Used		
	Practice Score	42	34.3	131	6.6	Used		
	Practice Score	42	34.3	131	6.6			
Only the last 5 scores are considered for handicapping.								
	Practice Score	46	35.6	137	8.6			
	Practice Score	37	34.3	131	2.3			
	Practice Score	40	35.6	137	3.6			
	Practice Score	41	34.3	131	5.8			
	Practice Score	40	35.6	137	3.6			

The equation for calculating a differential is ...

$$\text{Diff} = (\text{Adjusted Gross Score} - \text{Rating}) \times (113 / \text{Slope})$$

3. Use the differentials to calculate a handicap.

Out of the 5 available calculated differentials the 2 highest differentials are discarded (not used).

Differentials 'used' are added together...

$$2.0 + 5.3 + 6.6 = 13.9$$

Then divide by the total number used.

$$\text{Pre-Handicap} = 13.9 / 3$$

$$\text{Pre-Handicap} = 4.633$$

Tom is a regular player, so according to the handicap setup the Handicap Percent is 100

$$\text{Handicap} = 4.633 \times 100$$

Handicap = 4.63 (Digits after hundredth place are deleted)

Convert the handicap to a 'course' handicap using the slope of the course being played. (Front Nine)

$$\text{Handicap} = \text{Handicap} \times (\text{Slope} / 113)$$

$$\text{Handicap} = 4.63 \times (131 / 113)$$

$$\text{Final Handicap} = 5.37$$

A Few Common Golf Rules

Hole #7 and #8- Tee ball is hit into the lake.

Local rule on #8 allows a player to use the drop zone across the bay. The player can proceed with a stroke and distance penalty and a drop penalty. The player will be hitting third shot from the drop zone.

Hole #10: Ball hit into the woods left side of fairway. IF YOU HIT YOUR BALL INTO THE WOODS, PLEASE DECLARE TO HIT A PROVISIONAL BALL.

(27-2) Provisional Ball

A ball to be thought of lost or OB outside of a water hazard to save time a player may declare a provisional ball.

(28) Unplayable Ball

Under a penalty of 1 stroke a player may deem his ball “unplayable”. Relief options are...

- go back nearly as close to where original ball was last played.
- Drop ball behind line where ball lay as far back as you wish
- Drop ball with in 2 club lengths from where ball lay, no nearer hole.

(27) Ball Lost or Out of Bounds.

- OB is defined by WHITE Stakes
- Under a penalty of one stroke , if ball is lost or goes OB, go back nearly as close to where original ball was last played.

Ball Hits Power Line

(19.1) Ball in Motion deflected by outside agency, stroke is cancelled and **MUST** be replayed. At Stonebrooke this occurs when a ball hits a power line.

Other Common Rules

(26) Relief from Water Hazard

- No Penalty – play it as it lies
- 1 stroke – Play ball as close to original spot
- 1 stroke- Drop with in 2 club lengths from hazard line – no nearer hole.
- 1 Stoke- Drop along a line back from flag and point of entry.

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- Replay the shot from the original position incurring a stroke and distance penalty.
- Drop ball behind line where ball lay as far back as you wish
- Drop ball with in 2 club lengths from where ball lay, no nearer hole.

Improving Swing Path: You cannot bend or break anything growing or fixed if it improves your lie, stance or intended swing.

Unplayable Lie in a Bunker:

-Option 1- Take a drop of no more than 2 club lengths no closer to the hole but you must remain in the bunker incurring a 1 shot penalty.

-Option 2- Replay the shot from the original position incurring a stroke and distance penalty.

-Option 3 – Go back as far as you like in the bunker and drop keeping that spot where your ball laid between you and the hole. This incurs a 1 shot penalty.

Removing Objects in a Bunker

You may NOT move or remove any loose impediments in a bunker unless they are foreign to that area. Example: you may remove a candy wrapper but not a pine cone or tree branch.

Casual Water

Find your nearest point of relief no closer to the hole where neither you or your ball lie in water that can be seen without pressing your feet up and down. You may then drop your ball within 1 club length from that point no nearer to the hole at no penalty

Grounding Your Club in a Hazard

Practice swings may be taken inside a hazard as long as you don't touch the ground, sand or water with your club. The penalty for grounding your club is loss of the hole in match play or a 2 shot penalty in stroke play.

Accidentally Moving Your Ball

There is a 1 stroke penalty for accidentally moving your ball and it must be replaced in its original position before hitting. There is another 1 stroke penalty for hitting the ball from the wrong place if it is not replaced. There is no penalty for accidentally moving the ball when on the tee.

Removing Loose Impediments

If, in moving loose impediments, you accidently move your ball, you must return the ball to its original position and penalize yourself one stroke

Ball on a Cart Path

You are entitled to free relief.

Step 1 – Determine the “nearest point of relief”. This is the point where the ball would lay affording the player both swing and stance from the cart path.

Step 2 – you are entitled to 1 club length relief from the point where the ball would lie once full relief is taken.

Step 3 – After dropping, the ball may roll up to 2 club lengths no closer to the hole.

Repairing the Line of your Putt

You may repair any ball marks in your line and removed any pebbles or foreign objects in your line, provided you do it with your hand or club. You may not fix spike marks or fan the ground with a towel or cap to remove sand or foreign objects. The penalty for doing so is loss of hole in match play or a 2 shot penalty in stroke play.

Hitting the Wrong Ball

The penalty for hitting the wrong ball in match play is loss of hole. If both players hit the wrong ball, only the first player to do so would be penalized as that would be the end of the hole.

The penalty for hitting the wrong ball in stroke play for either player is 2 strokes and the original ball must be replayed from its original position

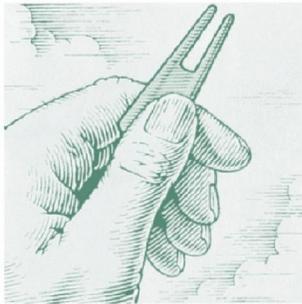
With any rules questions play two balls and seek a decision from the golf professional.

Did You Know..... A properly repaired ball mark heals completely in 2-3 days, will an unrepaired ball mark takes 15-20 days! Thanks for repairing your ball marks!

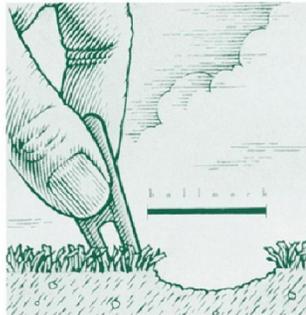
The Proper Way to Repair a Ball Mark



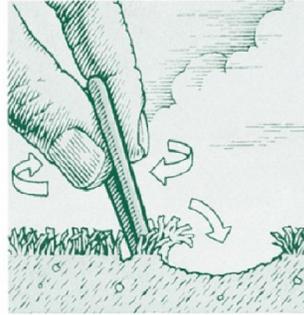
1 Use a prolonged ball mark repair tool (preferably), knife, key or tec.



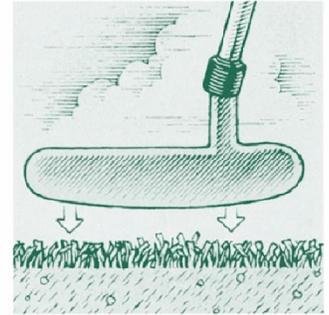
2 Insert at the edges of the mark- not the middle of the depression.



3 Bring the edges together with a gentle twisting motion, but don't lift the center. Try not to tear the grass.



4 Smooth the surface with a club or foot. You're done when it's a surface that you would putt over.



Source: Golf Course Superintendents Association of America