

Welcome to the 2019 Wednesday Night Men's League

Season: 16 Weeks of play, May 1st - August 21st with No Play on July 3th.

You will keep the same tee time and same foursome the entire 16 weeks of play.

Last Week of League is August 21st, 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: May 1
Week #2: May 8
Week #3: May 15
Week #4: May 22
Week #5: May 29
Week #6: June 5
Week #7: June 12
Week #8: June 19

2nd Half

Week #1: June 26
No League July 3th - Happy 4th of July
Week #2: July 10
Week #3: July 17
Week #4: July 24
Week #5: July 31
Week #6: August 7
Week #7: August 14
Week # 8: August 21 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.
New for 2019: Any player over 60 years old may play from the GOLD tees. However, they must all season long, due to handicapping purposes. Please denote which tees you will play for the season on week #1 scorecard.

Rules: 2019 USGA rules will govern play.

New League Rule: Out of Bounds/Lost Ball: If you can't find your ball within 3 minutes of searching, you may drop a ball in the general area in which you and your playing partners agree that it is with a 2 stroke penalty (instead of going back to the tee/previous shot) and you may drop your ball in the fairway equal to where you think it was lost. See this video for more information,
<https://www.usga.org/content/usga/home-page/rules-hub/rules-modernization/major-changes/golfs-new-rules-stroke-and-distance.html>

New League Rule: Maximum Score of Net Double Bogey: This year we will be implementing a maximum score of **net** double bogey. If a player does not hole out on or before their net double bogey, please pick up and record net double bogey on scorecard. Reminder you only get points for Net bogey so picking up will just help with pace of play.

Other rule changes include:

1. The golf flagstick no longer has to be attended, and there are no penalties incurred if a golfer hits the ball into the hole while the flagstick is standing.
2. If you have to drop a ball, you now do so from **knee height rather than shoulder height.**
3. You are now allowed only three minutes, instead of the previous five to find a lost ball. To speed up play, players may drop a ball in the vicinity of where it was lost or went out of bounds- See local rule above.
4. Golfers in the bunker and hazards are allowed to remove loose impediments, rocks, sticks, etc. Must do so without ball to move.
5. Golfers are now permitted to repair spike marks on putting greens prior to putting.
6. Golfers shall play quickly, with a recommended 40-seconds established to play your stroke.
7. No penalty occurs for accidentally striking your golf bag or your caddy post stroke.
8. If you accidentally move your ball while searching for it, you can replace it where it was, and incur no penalty.
9. The penalty for a double hit is removed. Golfers simply count the one stroke they made to hit the ball.

All in all, the USGA changed 20 total rules this year, all designed to encourage more seamless play when on the golf course. So please visit the USGA website for a complete list of new rules.

Hole in One Challenge – Hole #4: If you are scheduled to play the front nine for your “league 9” you are automatically entered to win \$1,000. If your league 9 is on the back and you continue on to play 18, if you want to be entered to win you would need to pay \$1 to the golf shop BEFORE teeing off for league. If you play before league and you play the front nine, you only have one shot.

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. We will track your tee time each week and it should be the same as 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, 2019.

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: New USGA rule for 2019- Your ball is lost if not found in 3 minutes (rather than the previous 5 minutes). It is recommended that you play "ready golf" and make each stroke in no more than 40 seconds. 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 2018.

- **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)

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

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

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