

2023 DEGC Tuesday Men's League Rules

Scoring:

Team: Total both team scores and subtract total team handicap. Low team wins hole. Two points for each hole won, tied holes - each team gets 1 point. Team winning match gets 2 bonus points. Tied match - each team gets 1 bonus point. Each team match worth 20 points. Prize money to the top 6 teams or 25% of teams. (See Other Rules #7 & #8 below)

Individual: Lowest handicap player from Team A plays lowest handicap player from Team B. Highest handicap player from Team A plays highest handicap player from Team B. Two points for each hole won, tied holes - each player gets 1 point. Player winning match gets 2 bonus points. Tied match - each player gets 1 bonus point. Each individual match worth 20 points. Prize money to the top 12 individuals or 25% of participants. (See other Rules #7 & #8 below)

Only put scores in Team Portion of scorecards - if scores are placed in both the team and individual sections of the scorecards and they are different - **the scores in Team portion will be used - NO EXCEPTIONS.** Check your cards.

Scorecards **MUST be reviewed** by both teams - both teams are responsible for verifying card before signed / sent in.

No Shows:

If only one player shows up for a team (no sub found) that player will play best ball against both members of the other team to determine team points; they will also play against both members of the other team head to head to determine individual points (no forfeits). The player playing two opponents will have their points calculated only on their primary match (i.e. A vs. A or B vs. B), the player that does not show up receives the points his partner had against the other player up to 8 points - if more than 8 points won those points will be forfeited (**max points for no show implemented for the 2023 season**).

If neither player for a team shows up (no subs found) that team will receive the lowest team points for that night and both individual players will receive the lowest individual points for that night, the other team receives the average points of the winning teams for team points and average points of the winning individuals that night for individual points, team that shows up **MUST PLAY** to get points. (Lets hope this **NEVER** happens).

Subs:

A sub must be a current Durand Eastman Golf Club member

The sub's own handicap determines who they play. If their handicap is low for their team, they play the low handicap on the other team. The handicap of the person they are subbing for does not matter.

Subs must pay the 9 hole greens fee if they are subbing for a person with an unlimited pass and don't have one themselves.

The Parks:

Only alcohol provided through The Parks is allowed on the course or in the parking lot. There is a **Zero Tolerance** policy - violators will lose their league privileges.

Please treat the cart person and all other staff with respect.

Weekly Game:

\$1.00 - \$10.00 per participant. To participate, write your name on the sign up sheet in the Pro Shop, select which of four (4) games you will be participating in, and place your money in the box before you begin your round. Participation is voluntary.

The 4 games being offered are: scratch skins, handicap skins, CTP, and low net / low gross. Breakdown and Rules:

Scratch Skins: \$4.00 per entry - pay the lowest gross score on each hole (even pars or bogies pay if it is the lowest score out of all players participating); all birdies pay.

100% HDCP Skins: \$4.00 per entry - This game pays lowest gross score and lowest NET score for each hole with a maximum of one (1) net and one (1) gross skin per hole (two tie all tie). Natural birdies will be cut by net birdies, and there is no guaranteed payment for natural birdies.

CTP (Closest to pin): \$1.00 per entry - pay closest to pin on both Par 3 each night

Low Net / Low Gross: \$1.00 per entry - the person who has the lowest Net score & lowest GROSS score each week will split the pot. All players with lowest gross and net scores will be paid - there is no tie breaker.

Other Rules:

1. No gimmes for pars or better (need to keep the integrity of the skins game)
2. Max on a hole - double par. Once you reach that score - pick up.
3. **New Players** - if a new player joins the league and does not have an index, until that player establishes an index, they will be treated as a "No Show" - this is to encourage that player to establish their index ASAP.
4. **Position Round** - there will only be 1 position round at EOY
5. **Rain Outs:**
 - a. There will be a maximum of four rain outs. The 'No Cart, No Play' rule will be in place for the first two rainouts. After the second rainout, if the course is open we will play even if carts are not allowed. After the fourth rainout if the course is closed those weeks will be canceled.
 - b. If at least four (4) groups complete their matches (all 9 holes) prior to any rainout, those matches will count. The matches not completed will be made up on one of our rain dates. However, if eight (8) or more groups complete their round, NO make up will be scheduled - holes completed will count, those not completed will be split.
6. **Tees** - all players will play from the White tees
7. **EOY Ties** - if a tie occurs for first place (team or individual) the first tie breaker will be head to head - providing no sub was used. If teams / individuals did not play each other, if a sub was used when played, if head to head match was tied, or teams / individuals played more than once and matches were split, the team / individual with the best overall winning % will be declared the league champion(s). If still tied, co-champions will be declared.
8. **Prize Money** - a player MUST play at least 2/3 of the matches (12 of 18) to be eligible to collect EOY prize \$.