

2008 BRENTWOOD'S INDEPENDENT GOLF LEAGUE

RULES AND GUIDELINES FOR LEAGUE PLAY

League Information

Golf Course:	Brentwood Golf Club - 2450 Havenwood Rd White Lake, MI 48383 (248) 684-2662 Gated entrance code: #216 (pound 216) Entering off Carey Rd.
League Director:	Matt Rocha (248) 666-4679
League Night:	Wednesdays (May 7 th – September 3 rd , if no rainouts) No Golf July 2 nd (17 Weeks)
Tee Times:	4:07, 4:15, 4:22, 4:30, 4:38, 4:45, 4:52
League Banquet:	Wednesday September 24 th (if no rainouts)
League Entry Fee:	\$460 per player (includes golf, cart, tournaments, prizes, banquet and skins fees)
League Day Replay:	\$10 - 9 holes and cart + \$10 per week after end of golf league season through 2008.

League Format

- Fourteen, 2-man teams. (28 players)
- Two divisions of seven teams. Divisions are determined by a blind draw at the league meeting.
- 17 week schedule of league play, team vs. team low-net stroke play matches.
- Each team plays every team once during the first 15 weeks of the season, plus 2 position nights.
- Week 16 is the divisional position night, to determine the 2 division champions and runner-ups.
- Week 17 is the championship night, to determine the league champion, second place and third place.
- League play is sorted between Blue and White Tees: Front nine = 2907 yards, Back nine: 3153 yards.
- League rotates between the front nine and back nine every other week.

League Awards

Listed below are the awards that will be presented at the end of season league banquet:

- League Champions
- League Divisional Champions (Second Place)
- League Third Place
- League Match Play Champion
- League Players Tournament Champion
- League Player of the Year

Weekly League Scoring Per Match

- 2-man teams playing one scheduled opponent team.
- 6 point matches. (A) players match = 2 pts, (B) players match = 2 pts and team low-net match = 2 pts.
- Matches are total 9-hole score minus handicap. Lowest net-score wins 2 points. Ties are 1 point each.
- The (A) player for each team plays each other and the (B) player for each team plays each other.
- The (A) player for each team is the partner with the lowest handicap.
- Team low-net is the total score of a team's partners, minus their handicaps.
- Maximum score per hole is double par plus one on all holes. Par 3 = 7, Par 4 = 9, Par 5 = 11

Weekly League Scoring Per Match – Absent Player

- Absence results in the loss of absent player's match and team totals match.
- The absent player's partner may still take 2 points by winning his match.
- Team low-net points (2) will not be awarded to any one man team.
- To WIN 2 points against an absent opponent you must record a score not more than 3 strokes higher than your year-to-date scoring average. All scoring averages at (.5) or higher will be rounded up.
- 2 points for team low-net are earned even if players shoot more than 3 strokes above their scoring average.
- Four or more absences will result in the absent player being ineligible for the following season.
- NO substitute golfer's scores will replace any player's official score.

League Tee Times

- a) All team members must be ready for play at the scheduled time.
- b) Teams on the tee must not wait for late players or ask other teams to "move up".
- c) A late player may join his group at the next tee and take the maximum score for each hole missed.
- d) Maximum holes missed allowed is two.
- e) Carts are mandatory for league play at Brentwood Golf Club.

League Rain-outs

- a) All weather related decisions will be made no later than 4:15 pm.
- b) Every effort will be made to play.
- c) It is recommended that every player come to the course to avoid forfeits.
- d) In the event all teams cannot finish all 9 holes of league play, matches and skin games will be cancelled for the day and will be rescheduled after week 15 of the league schedule.

League Handicaps

- a) Handicaps are calculated to 70% of your year-to-date scoring average.
- b) Handicaps are rounded to the whole number.
Example – Player's scoring average is 41.6, minus par for nine holes 36 = $5.6 \times 70\% = 3.9$. The handicap is rounded to the whole number = 3.
- c) Maximum handicap for any player is 10, which is a nine hole average of 50.3.
- d) Handicaps are established after 2 weeks of league play.

League Scorecards

- a) A scorecard for each team will be on the pro shop desk prior to league play.
- b) Use the official league scorecard with all the details of the weekly team matches:
 1. Each Player, tee time, handicaps, (A) players, (B) players and opponents.
- c) Each team has their own scorecard.
- d) At the conclusion of your weekly team match:
 1. Compare the scores of each hole and the addition of the total scores of each player for accuracy. Resolve inaccuracies within your foursome before signing the scorecard.
 2. A player from each team must sign one of the scorecards attesting to an accurate scorecard.
 3. You must submit the scorecard to the league director before leaving the golf course.
 4. Once submitted, an incomplete or inaccurate signed scorecard will result in the disqualification of both teams from the week's league team matches and weekly skins awards.
 5. It is very important that you double check your scorecards before turning them in. This is a firm rule and if your scorecard is inaccurate you will be notified prior to the next week's matches to the error and the disqualification of your weekly match.
 6. Submit one signed and attested scorecard per match.

League Standings

- a) The standings are divided into 2 divisions of 7 teams.
- b) A weekly league flyer will be with the scorecards on the pro shop desk detailing the current league standings by divisions, previous week's team match results, previous week's skin winners, this week's team matches, next week's team matches, player year to date averages with handicaps and league notes.
- c) A running point total of weekly match points won by each team.
- d) Ranking the teams with the most points, 1st place through 7th place per division.

League Skins

- a) All players are eligible (fees are part of the league entry fee, \$5 a week = \$85 for the year)
- b) An incomplete or inaccurate signed scorecard will result in the disqualification of both teams from the week's league team matches and weekly skins awards.
- c) \$140 skins payout per week
 1. \$25 Closest to the Pin
 - a. Must be on the green to qualify to win. Sign the marker.
 - b. In the event that no one hits the green the \$25 rolls over to the next week's payout.
 - c. The par 3's are rotated evenly throughout the year.
 2. \$25 Low-Net
 - a. Low-net is awarded to the player(s) with the lowest weekly score minus your handicap.
 - b. Ties are split evenly from the \$25 weekly prize.
 3. \$80 Weekly Skin Pool
 - a. A "skin" is won when a player has the lowest score for a hole with no ties.
 - b. Lowest score ties cancel out any "skin" winner for that hole.
 - c. Each of the nine holes can have a "skin" winner.
 - d. Individual "skin" payouts are divided equally from the weekly pool, by the number of hole winners. It is possible for a player to win more than one hole or "skin".
 - e. If no skins are won in a week, the \$80 rolls over to the next week's payout.
 4. \$10 per week goes towards League Banquet = \$170
- d) Payouts of skins, closest to the pin and low-net will be awarded the following week of league play.

Hole-in-One Insurance

The league has agreed that if any player within the B.I.G. League scores a hole-in-one during league play is rewarded \$20 per league player. That is \$540 from the other 27 league players, hopefully that will cover the bar tab.

League Match Play Tournament

- a) The Match Play Tournament starts Week 5 and ends Week 9.
- b) Format – Each match is 9-holes of match play with full handicaps.
 1. All players will play to their current weekly league handicap.
 2. Strokes will be given on the lowest handicapped holes as listed on the scorecard.
 3. Opponent's scorecards will be matched at the conclusion of weekly league play and winners will advance to the next round.
 4. Any scorecard error results in disqualification for all involved players.
- c) Matches – Bracketed, 28 player, 5 week event.
 1. Brackets are seeded by blind draw
 2. Individual one-on-one matches, matching scorecards after weekly completed league play.
 3. Single elimination, winner advances to the next week of play.
 4. All matches are played concurrent with league play.
 - a. This Match Play Tournament doesn't affect league play.
 - b. You will continue to play with your partner against your regularly scheduled league opponents.
- d) Absence – for any reason, results in forfeiture of your match.
- e) Ties – First tiebreaker starts with the sudden death best score minus handicap on the #1 handicap hole, #2 handicap hole, #3 handicap hole, etc. until a winner is determined.
- f) Putting – Every player must hole out on every hole during the Match Play Tournament! Do not concede, or accept, any putts.
- g) Awards - will be presented for first and second place at the year-end league banquet.
 1. All players are eligible; this event is included in your league entry fee.

League Tournament Players Championship

- a) The Tournament Players Championship starts Week 14 and ends Championship Night Week 17.
- b) Format - Add up the total of each of the 4 week's scores and the lowest score under (your league average) par wins the Player's Championship.
 1. All players will play against their own average as par for the tournament.
 2. Your average will be rounded off to the closest whole number
(40.0 – 40.4 = 40 and 40.5 – 40.9 = 41).
 3. Your average could change each week and your player par for that week could too. Example of a players score:
 - a. Players Average 44.6 rounded off = 45 par for this player
 - b. Players Week Score = 39
 - c. Players Championship Weekly Score = - 6
- c) Tournament play runs concurrent with league play.
 1. This Tournament doesn't affect league play.
 2. You will continue to play with your partner against your regularly scheduled league opponents.
 3. There is no cut for this tournament.
- d) Absence - If any player is absent one of the four weeks of this event will be disqualified.
- e) Ties - In the event of a first place tie, a sudden death playoff will be played on hole #9 after play on the final week of the tournament.
- h) Awards - will be presented for first and second place at the year-end league banquet.
 1. All players are eligible; this event is included in your league entry fee.

League Inner Divisional and Cross Divisional Position Night

- a) Matches are determined by the divisional team standings following week 15.
- b) Inner division position matches are as follows: 1st vs. 2nd, 3rd vs. 4th, 5th vs. 6th, 7th of each other division.
- c) Cross division position matches are as follows: 1st Red vs. 1st Blue, 2nd Red vs. 2nd Blue, etc.
- d) If teams are tied in the standings the tiebreakers are as follows:
 1. Winner of the most recent head-to-head match.
 2. Most points won within matches to divisional opponents.
 3. Most individual points by any of the tied players.
 4. Weeks 12 – 15 total points (last 4 weeks of the regular season)
- e) 6 point matches. (A) players match = 2 pts, (B) players match = 2 pts and team low-net match = 2 pts.
- f) After week 16 divisional position night matches, the team with the most points within each division is the divisional champion and will play each other head-to-head in week 17 championship night. Tiebreakers see below.

League Championship Night

- a) Matches are determined by the divisional team standings following week 16.
- b) Championship night is division vs. division matches as follows: 1st vs. 1st, 2nd vs. 2nd, 3rd vs. 3rd, etc.
- c) If teams are tied in the standings the tiebreakers are as follows:
 1. Winner of the most recent head-to-head match.
 2. Most points won within matches to divisional opponents.
 3. Most individual points by any of the tied players.
 4. Weeks 13 – 16 total points (last 3 weeks of the regular season and position night)
- d) 6 point matches. (A) players match = 2 pts, (B) players match = 2 pts and team low-net match = 2 pts.
- e) **Championship match** is the first place champions of each division playing head-to-head.
 1. The team that wins the most points in this match is league champion.
 2. If the match is a tie, the team with the most points entering the match is league champion.
 3. Loser of this match wins second place.
- f) **Third place** is determined by the team with the most year-to-date accumulated points at the end of the season other than the 2 divisional champions.

LEAGUE RULES OF PLAY

Rolling the Ball

- a) Players may roll the ball no more than 6 inches, but no nearer to the hole, without penalty.
- b) At no time may the ball be rolled from one surface to another (from rough to fairway, fringe to green, etc.)
- c) Ball cannot be rolled to improve a line of play from behind any obstacles.
- d) Players cannot roll a ball in a hazard or sand trap.

No Gimmies

- a) All players must putt out until ball is holed on every hole.
- b) Exception: When player is taking the maximum score for that hole.

Ball Hit Out Of Bounds

- a) Any ball hit out of bounds must be played two club lengths, no nearer to the hole, from where it crossed the out of bounds line.
- b) One Stroke Penalty
- c) When in doubt of where ball crossed boundary, confer with your opponent on proper drop.
- d) Players DO NOT re-hit from the previous spot.
- e) Obey the out-of-bounds stakes and take the proper drop and penalty. DO NOT play from private property.

Lost Ball

- a) Ball must be played two club lengths, no nearer to the hole, from the last seen location.
- b) Confer with your opponent on last seen location and drop from the agreed spot.
- c) If you can't find your ball within 5 minutes, you must take a drop and penalty.
- d) One Stroke Penalty

Disagreement on How a Ball Should Be Played

- a) The player must play a ball, taking the relief and/or drop he believes applies and must also play a second ball, taking the relief and/or drop his opponent believes applies.
- b) The player must then complete the hole by holing out with both balls.
- c) Before attesting the scorecard, both players must meet with the Rules Committee and explain the situation.
- d) The Rules Committee will then consult the latest "USGA Rule Book" and the "USGA – Decisions on the rules of golf book" to render a decision by majority vote. If the ruling is not clearly defined by the rule books, all the facts will be submitted to a PGA teaching professional and his decision will be final.
- e) **2008 Rules Committee: Rob Zelinski, John Keblaitis, Matt Rocha, Al David and Gerry Logue.** Rules Committee members can not vote on decisions that affect the match they are associated with.

All Other Rules of Golf

- a) The rules and guidelines for league play are used in combination with the 2008 USGA Rules of Golf and are intended to speed up league play.

Termination from Golf League

Any behavior which threatens the good standing of Brentwood's Best Golf League with Brentwood Golf Club, or deemed detrimental to league play, will result in the offending players being immediately disqualified from further league play. Failure to comply with Brentwood Golf Club rules and regulations including, but not limited to: all alcohol consumed on the premises must be purchased from Brentwood Golf Club, damage to the course or equipment, repeated slow play, illegal activities and abuse of cart policies will result in the immediate and permanent termination from our league and Brentwood Golf Club.