

# MNL Golf League

2011 Season

President, Dennis Oskarek, 313-320-5791

Administrator, Steve Miles 734-307-9624

1. **LEAGUE FEE:** \$300.00 per player

2. **SCHEDULE OF PLAY:** 16-week schedule

- **The first day of league play is May 2<sup>nd</sup>, 2011** – we have 5 tee times (4:34 to 5:02).
- **We do not play on May 31<sup>st</sup> (Memorial Day) or July 4<sup>th</sup> (Independence Day)**
- Weekly pairings, foursomes and tee times are automatically generated and random
- Weeks 1-7 and 9-15 will be played as normal league play with members playing against one another scoring points
- Week 8 will be our 2-man Tourney (Hi-Lo partners based on week 7 averages)
  - (1) Members do not have to pay for skins/greenies this day (\$20.00 per greenie and \$160.00 for skins)
  - (2) 1<sup>st</sup> place team wins \$50.00 (\$25.00 each)
- Week 16 will be the position week determining the league champion.
  - (1) The champion will be awarded:
    - (a) \$100.00
    - (b) The league traveling trophy (which he must pass on to the new champion one year later)
    - (c) A champion trophy which he may keep

(2) The 2<sup>nd</sup> place member will receive \$60.00 and the 3<sup>rd</sup> place member will receive \$40.00.

In each foursome, the top ranked person plays the 2<sup>nd</sup> ranked person and the 3<sup>rd</sup> ranked person plays the 4<sup>th</sup> ranked person. Tee times will be arranged from lowest points-ranked foursome (tee time 4:34pm) to highest ranked foursome (tee time 5:02pm).

All sub fees collected throughout the season will be used for skins/greenies of week 16. If, for the number of players present, the fees collected is short of \$10/player average, the players must split the difference if they wish to participate (e.g. 15 players requires \$150.00, 16 players requires \$160.00 and so on)

3. **SCORING:**

- **Points:** There will be 21 points for each match (scored AFTER handicap is applied)
  - 18 Points for match play (2 points per hole)
  - 3 Points for net score
- **Mercy:** If a player has not finished a hole after scoring double par (e.g. 8 on par 4, 10 on par 5), the player's score should be marked as ONE MORE THAN double par (e.g. 9 on par 4, 11 on par 5) to indicate the score has exceeded double par and distinguishing these scores from those that completed the hole with an actual score of double par.
- Skins are scored based on the player's handicapped score (no handicap for greenies)

4. **AVERGING:** Averages will be computed based on an average consisting of 7 rolling scores with each week's actual score replacing one of the pre-determined scores.

The member's average for the first day of league play will be his final average from last year (or 45 if undetermined and that player's average will be adjusted as needed to compete in the league).

5. **HANDICAP:** Members and substitutes without an established average will be handicapped for their first time playing based on league average. Following play, the average will be calculated to better suit the member's / substitute's future play. During play, the lower handicapped player receives a handicap of 80% of the difference between averages. Fractions of a handicap will be ignored:

- Example 1: 48 vs. 50, 2 strokes at 80% = 1.6, handicap is 1, not 2
- Example 2: 49 vs. 50, 1 stroke at 80% = 0.8, there is no handicap awarded

6. **ABSENCES:** If a member is absent, three (3) strokes will be added to his average and pro-rated for determination of individual hole play with the strokes being applied to the holes in order of handicap on the card (hardest holes first). Three (3) strokes will be added to his average for determination of his net score. Points will then be awarded based on the playing member's score and the absent members pro rated score, awarding the non-absent player the 3 points for low net score. In the event both members in a match are absent their scores will be based on their pro rated scores, each splitting the 3 points for low net score.

**7. SKINS / GREENIES:** Weekly entry into skins/greenies will be \$10.00 (and is optional), with payouts as follows:

- 25% divided among greenies winners (1 greenie gets 25%, 2 greenies gets 12.5% ea.) – if no greenies, this portion will be rolled in to the skins payout
- 75% divided among skins winners – if no skins, this portion will be returned to the players (not rolled in to greenies)
- If no greenies or skins are awarded, all collected money will be returned to the players

**8. WEEKLY SCORE CARDS:** The league administrator will fill out the weekly score cards with the current matchups for the week. The score cards will be available at the Taylor Meadows Pro Shop and should be picked up by a member of the first foursome teeing off and passed on to the remaining foursomes – at the pro shop, ask for the MNL folder.

**9. COLLECTION OF SKINS MONEY:** Each foursome is responsible for the collection skins/greenies entries (the foursome can decide who will collect). Skins/greenies entries must be decided upon and paid to the foursome's collector BEFORE the foursome's tee time. Money will be given to the league coordinator / president after the foursome completes play. When all foursomes have finished play and the money has been collected, determination and payout will proceed.

**10. SUBSTITUES:** Substitutes may play in place of members for a fee of \$10.00. The mandatory \$10.00 collected of each sub will be used for the cost of trophies and/or payment of skins during our week 16 position week. An additional entry into weekly skins (\$10.00) is optional.

**11. LEAGUE RULES:** The league will play strictly by USGA and LOCAL CLUB rules with the following exceptions:

- **Maximum Hole Score (Mercy):** To keep play moving, a player is to stop play and pick up ball after reaching a hole score of double par (e.g. 8 on a par 4, 10 on a par 5). **See #3 above (SCORING – MERCY) on how to score a mercy hole (e.g. ONE MORE THAN double par)**
- **Ready Golf:** To keep the pace of the game, 'ready golf' is played (if you are at your ball and can hit without adversely affecting the other players in your foursome or the foursome ahead of you, do so... do not wait, regardless if you are furthest from the hole or not – this applies to putting as well).
- **Fluffing:** Unless allowed by USGA or LOCAL CLUB rules, there will be no 'fluffing' of the golf ball during play – a player doing so will take a one (1) stroke penalty. Lie of a ball may only be improved if allowed by USGA or LOCAL CLUB rules
- If any question, your foursome should agree with your choice of play and location of drop

**12. FUNDS DISTRIBUTION:** The following table shows the expected money to be collected and the budgeted expenses for the season (based on 20 league members):

**Amount Description**

\$6000.00 League dues (\$300.00 x 20 members)  
- ( \$5440.00 ) Taylor Meadows course fees  
- ( \$75.00 ) Administration / website fees  
- ( \$250.00 ) Week 8 payouts (skins and winners)  
- ( \$200.00 ) League Champions (1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup>) prize money  
- ( \$35.00 ) Champion Trophy  
0.00 Balance as of end of season

**WEBSITE:** Weekly schedules, standings, etc. go to <http://www.mygolfleagueonline.com/yourfirstname>