

# MINSTER MERCHANTS MONDAY NIGHT GOLF LEAGUE

Amended 3-2017

The following rules and regulations shall govern the Minster Merchants Golf League.

1. The league shall consist of two-man teams.
2. League play for the season shall consist of league matches and two round robins. Dinners and any other events will be shown on the Master schedule.

3. SUBS:

Each team will submit 2 substitutes.

Number 1 sub will be listed with regular players. If a sub is required the regular sub will be used if available. If another team wishes to use the number one sub you must ask the team for permission. The regular sub should never play against his own team. If the regular sub drops out the team's second sub becomes the number one sub. The number two sub will be placed in a pool for the league and should be asked if the regular sub is not available. If neither of the team's subs are available a sub can be selected from the pool subs. All subs that play in the last 3 weeks of the season should have played a minimum of 3 rounds in the current league.

4. HANDICAPS

Handicaps are based upon the previous 5 weeks of play. The five weeks are totaled, divided by 5, fractions dropped. Handicap figured at 90% from score of 35. Triple bogie is the maximum score used in computing handicaps.

Players returning from the previous year will use their last year's league handicap to begin the season. Each subsequent week, the player's new score will replace one of the average score from the previous year. After the first 5 weeks of the league the current year's scores will be used to compute the handicap. Maximum handicap per individual is 20.

New players shall use:

- (1) Previous years handicap with another Arrowhead league
- (2) Established handicap with Arrowhead Park Golf Club
- (3) Handicap assigned by the golf pro/ league officers based on members play that evening  
Gross score -  $35 \times 90\%$  = Handicap. Round up .5 or more. Round down if .5 or less
- 4) Last 3 weeks of season, if sub used with NO established handicap, then use 80% instead of 90% to establish the handicap.
- 5) Maximum league handicap of 20

5. USING HANDICAPS:

Players will subtract the low handicap from the high handicap. The strokes will be taken on the lowest handicap holes (Most difficult). For example:

Player A has a 4 handicap

His opponent, Player B, has a 6 handicap

Player B will receive 2 strokes (6-4) and will receive a stroke on the #1 and #2 handicap holes

6. SCORING:

Each player can win up to 18 points per match -2 points per hole won and 1 point if hole is halved. The overall winning player will also receive 4 extra points for medal play. Maximum total player points is 22.

Maximum team points -44/match

Lowest handicap team player will be the #1 player and will oppose the lowest handicap (#1) player on the opposing team. This rule applies no matter if a sub is used or not. If a player does not have an established handicap and must establish a handicap that evening he will automatically be the #2 player for that night.

7. Any **team** missing any two weeks per season may be subject to being voted out of the Monday Merchant League by the league members themselves.
8. For possible lost ball—Hit a provisional. If after 3 minutes search—Play as a lost ball, take the penalty, drop a new ball and move on to the next stroke.

8. SCORECARD:

A completed card (Totaled) shall be signed by a member of both teams. All are final. Questions pertaining to score shall be asked of the Club Pro or League President prior to signing. Cards are to be turned into the league president.

9. RULES:

Rules of golf will prevail. Questions will be settled by Club Pro/League President  
Winter rules apply during league play. You can improve your life in your own fairway only.  
Must play from where the ball lies all other places. Conceding putts is at discretion of opposing team player.

10. The Club Pro/League President will be responsible for schedules, weather decisions, handicaps, and league standings

11. LATE FOR MATCH/NO SHOWS:

If a player or team is late for starting time the opposing team shall wait for one foursome to play through. It is then at the discretion of the players present to either begin play or continue to wait.

If a player shows up after players present have hit their 2<sup>nd</sup> shot on a hole he loses the points for the hole. The late player also loses the 4 medal points

If a player does not show up the opposing player will be awarded 16 points. The team would be awarded 32 points if neither opposing player showed up. The non-participating player will receive 6 points. Handicaps will not be adjusted for play against a no-show.

If a player quits mid-round while others complete the round, the player receives the points earned and forfeits the remainder. If both the player and opponent quit they keep respective points earned and split all remaining points.

12. INCLEMENT WEATHER:

Club Pro is responsible to decide if play will be stopped due to weather.

If 5 holes or more have been completed by all players, that night's scores shall be considered complete. Match points are kept. Medal points are dropped. Handicaps would not be adjusted for a match cut short.

13. LEAGUE DUES:

Dues are payable to Arrowhead Park Golf Course. Dues not paid by the 2<sup>nd</sup> night of league could result in disqualification of the team. Dues are used to purchase prizes and pay for dinners.

14. AGE LIMITS:

All players shall at least be 18 years of age or graduated to compete.

Players 65 years of age and over before the league begins may use the white tees, provided they do so consistently and use the white tee handicap.