



Jefferson Country Club

Men's League Rules

1. INTRODUCTION: Jefferson Country Club Men's League, consists of a team captain and five team members. League members must be male and abide by all league rules.
 - 1.1 The NUMBER ONE RULE is PLAY FAST! Be Ready to Hit! Keep it moving.
 - 1.2 The League will play on Wednesday; shotguns start promptly at 5:30 p.m. beginning May 9, 2018.
 - 1.3 Nine-hole matches will alternate nines each week starting week one (1) with front nine, week (2) with back nine, etc. and ending week (11) with front nine.
 - 1.4 All USGA and course rules apply.
2. RULES COMMITTEE / DISPUTES / DECISIONS
 - 2.1 All Rules will be reviewed, by the Golf Committee before the start of the Men's League. All rules established by the Golf Committee are considered final including any decisions made during the Men's League season.
 - 2.2 The Golf Committee can make the league and local rules about league play at any time including but not limited to matters which affect points, standings, rule interpretations, etc. All league disputes, violations, and penalties are subject to review by the Golf Committee.
 - 2.3 The Golf Committee may consult any outside party including but not limited to, the parties involved, any witnesses, and the course Head or Assistant Professionals. Decisions made by the Golf Committee are final. Major changes in League rules are proposed and voted on in the preseason Golf Committee meetings.
3. LEAGUE FEE
 - 3.1 The season-long fee per player is \$85.00 for 11 – 9-hole rounds with two teams making it to an additional nine (9) for the Shoot Out. The League will be played over seventeen (17) weeks with the last week being the Shoot Out. Substitution fees are \$10 each time they sub. Subs are not eligible for prize money.
 - 3.2 The season fee will be billed to the member's account on the start date of the League. Sub fees will be billed at the time of substitution.

4. LEAGUE SCHEDULE

May 8th (F)	May 15th (B)	May 29th (F)
Week 1	Week 2	Week 3
2 vs 1	10 vs 2	4 vs 9
3 vs BYE	11 vs 8	3 vs 10
4 vs 11	6 vs 1	5 vs 8
5 vs 10	7 vs 4	6 vs 7
6 vs 9	5 vs 3	BYE vs 1
7 vs 8	9 vs BYE	2 vs 11
June 5th (B)	June 12th (F)	June 19th (B)
Week 4	Week 5	Week 6
6 vs 11	3 vs 6	7 vs 11
BYE vs 2	4 vs 5	8 vs 3
5 vs 9	10 vs 1	1 vs 9
4 vs 3	11 vs 9	5 vs 6
1 vs 7	BYE vs 8	BYE vs 10
8 vs 10	2 vs 7	4 vs 2
June 26th (F)	July 10th (B)	July 24th (F)
Week 7	Week 8	Week 9
5 vs BYE	3 vs 11	1 vs 5
11 vs 1	2 vs 5	6 vs 4
2 vs 3	4 vs 1	9 vs 3
10 vs 4	9 vs 8	8 vs 2
6 vs 8	10 vs 7	7 vs BYE
9 vs 7	BYE vs 6	10 vs 11
July 31st (B)	August 7th (F)	
Week 10	Week 11	Rain Date #1
8 vs 1	5 vs 7	August 14th
9 vs 2	9 vs 10	Rain Date #2
10 vs 6	1 vs 3	August 21st
11 vs 5	2 vs 6	
BYE vs 4	8 vs 4	Shoot Out And
7 vs 3	BYE vs 11	League PARTY
		August 28th

5. LEAGUE SETUP

- 5.1 League composition consists of seventy-two (72) players split into twelve (12) six-man teams. Each player will be selected on draft day, April 26, 2019, by designated team captains for their corresponding team.
- 5.2 League competition will last eleven (11) weeks and one (1) week for the League Shoot Out. Play will be a round robin format; all teams will play each other once for the season.
- 5.3 Team matches are head-to-head nine (9) hole individual matches. For example, player "1" for team 1 will play head-to-head using their updated handicaps against player "1" for team 2 and player "2" for team 1 will play head-to-head vs. player "2" for team 2 and so forth. Each team will play a maximum of four players each week with two players on reserve. Except the league Shoot Out all six players will play. Captains will decide the order of their team. Handicap has no relationship to order of play.
- 5.4 The League point system for each match is worth a total of nine (9) points.
- 5.5 Individual matches will be played for one (1) point per hole. In the case of a tie, each player receives a half (1/2) a point. A maximum number of points a player may receive during a match is nine (9) points.
- 5.6 Team points are the number of points each team receives from each match. A maximum number of points a team may receive is thirty-six (36) points. With exception to the Shoot Out; the maximum number of points a team may receive is fifty-four (54) points.

EXAMPLE

TEAM 1	Player 1 Wins 6 points	Player 2 Wins 3 points
	Player 3 Wins 2.5	Player 4 Wins 7 points
TEAM 2	Player 1 Wins 3 points	Player 2 Wins 6 points
	Player 3 Wins 6.5 points	Player 4 Wins 2 points

TOTAL TEAM POINTS: TEAM 1 = 18.5 POINTS TEAM 2 = 17.5 POINTS

6. LEAGUE PLAY "The Golf Rules"

- 6.1 Players will play the tees from which they play the majority of their rounds from at Jefferson. The Golf Shop will use posted scores to determine a player's tee for Men's League. The tees a player plays from in his first match will be the tees he plays from in every match. Handicaps will be adjusted using USGA Rule 3-5 if players play different sets of tees.
- 6.2 If there is a breach of rules or questionable rules violation, you must notify your opponent before teeing off on the next hole. Otherwise, the questionable or breached rules violation will be ignored and may not be used against your opponent after the match.

7. MATCH

- 7.1 Each match consists of a foursome, four (4) players, which shall consist of two (2) players from each team pairing up against their opponent determined by the position your Team Captain decided on. For example, designated player one (1) of team one (1) will play the designated player (1) of team two (2) and so forth.
- 7.2 Each team will field four (4) team members chosen by the captain before the matches. Team Captains should send their starting lineup for the week at least twenty-four (24) hours before match day.

7.3 All individual matches will be scored using our standard point system. See section 5.4 and 5.5.

7.4 USGA match play rules will govern all play subject only to the league and local rules.

7.5 If a league member or substitute is late, he will forfeit any hole(s) that have been completed by the group or teed off from. He may not tee off on the hole if the group has already proceeded to their second shots, that hole will be considered a forfeit to the late league member or substitute. The opponent of the late league member or substitute receives half (1/2) a point for every hole the late league member or substitute is absent for. The opponent (using his handicap) will play against par until the late league member or substitute arrives to try and increase his point total. For instance, if the opponent receives a stroke on hole #1 and pars the hole for a net three (3), he will receive one (1) full point. In the match against par, the player must beat par (net) to win a full point. If the player does not beat par, they will receive ½ point regardless.

7.6 If a team is unable to secure a sub or if their teammate is a “no show,” his opponent will receive four and a half (4 ½) points and will play against par to try and increase his point total.

7.7 If a league member or substitute is unable to complete the match the same rule will be applied as if the player was late — section rule 7.5.

7.8 If a match is discontinued for inclement weather or course conditions the rules committee has decided that all league matches must complete a minimum of (6) holes to consider the match complete. If all league matches a complete minimum of six (6) holes, each player will receive one half (1/2) of a point for the remaining holes not completed. If all teams do not complete the minimum of six (6) holes, the week will not count and holes played will be canceled. The entire week will be made up on a rain date.

7.9 After the match, all scorecards must be signed and turned into the golf shop or assistant pro running Men’s League for that night. The golf shop will post all scores.

8. SUBSTITUTIONS

8.1 A substitute (sub) player must be an amateur golfer at least eighteen (18) years old, male, and abide by all league rules. Securing a sub is the responsibility of the team captain. Any player who is not a League member is considered a substitute (sub).

9. HANDICAPS

9.1 USGA Handicaps will be used to determine handicap for the league. Specifically, the rule found in section 3-5 as it relates to playing from different tees.

9.2 League players must have an established handicap before the start of the season.

9.3 Equitable Stroke Control will be used for all league rounds played where the league member conceded and did not complete the hole for score posting purposes.

10. RAINOUTS/LIGHTNING

League play will not be canceled unless the course is unplayable or there is lightning. The Golf Shop will determine if league play may resume or if league play will be cancelled. All matches will be deemed complete if all matches finish six (6) or more holes before the cancellation. If any match has not completed six (6) holes or more all matches will be canceled. If there is a cancellation, we will use a rainout date. See Section 4 for league rainout dates.

11. SHOOT OUT

- 11.1 The Shoot-out consists of the top two teams that accumulated the most points for the entire season.
- 11.2 The Shoot-out all six players are eligible to participate in the shoot-out, however only the top four (4) point totals will count towards the final match total. The team captains will determine which players will play in the 1-6 spots. Original team members must play in the shootout; **substitutes may not play**, no exceptions! If a team cannot field all six (6) of their players, they must forfeit each match that they cannot fill, and the opposing team's player will play against par to determine that player's points.
- 11.3 Shoot-out rules will follow the same structure as the regular season matches with the exception that only the top four (4) scores out of the six (6) scores for each team count to determine the final point total and the overall winner of the Shoot-out. Please reference Sections 5.4, 5.5, and 5.6.

12. PAYOUTS

Weekly Payout Pool: Top 6 teams per week receive \$45 for 11 weeks	\$2970
Final Overall Standings	
1 st Place	\$600
2 nd Place	\$480
3 rd Place	\$390
4 th Place	\$270
Shootout Winner	\$985+ (any sub fees will be included in the final amount)
Shootout Runner-up	\$425+