

Tuesday Night Golf League League Setup/Rules

Officers:

President - The primary responsibility of the President is to make final decisions upon discretions in the league, organize the draft night meeting, make announcements to the league. Will handle any complaints the league may have or need to discuss.

Treasurer - The primary responsibility of the Treasurer is to keep the league finances in a “positive” position, Contact the city and arrange the contract for the league to play at the designated course, collect the sponsor fees, collect yearly dues from the captains, arrange and make purchases for the trophies and door prizes for tournament night, and arrange the final week dinner.

Secretary - The primary responsibility of the Secretary is to keep track of all players and substitutes in the league (names and contact information), to create and distribute the yearly schedule to all captains, provide player statistics to the captains for draft night, record player scores, provide reports on the league standings and player handicaps on a weekly basis, prepare the weekly flag prizes, distribute the flag prizes as time allows, calculate MVP of the year and league champions for the tournament night, and help distribute the prizes and awards on tournament night.

Team:

The league is currently comprised of eight teams, one captain and five members for total of six players. Captaincy is an volunteer position. Any issues which may arise with captains please send to league President. Teams will draw for sponsor names at draft.

Captain:

Contact previous year’s team members before the draft meeting to see if they are playing again and let league secretary know of any changes. Attend yearly draft meeting to pick players. Attend yearly league meeting to discuss rules changes and anything else they may need to be discussed. Make yearly schedule for team and also give to league secretary. Collect yearly dues from players and pay league treasurer. Complete weekly team roster by 4:50 PM or delegate to someone on your team or call league secretary with roster. Collect weekly green

fees for league when assigned and pay golf course, must be able to be at golf course by 4:30 PM or delegate to someone on your team and let league secretary know. Complete league score sheet when assigned after league play at bar or delegate to someone on your team.

Season:

When the league has eight teams, the season will be set up to run 18 weeks. The season is set up to have two rounds, each consisting of seven weeks so that each team plays each other once each round. The final weeks will be the tournament/playoff night.

Members:

Must be 21 years old or older. Full time members are consider as playing 9 rounds of golf each year.

Sponsors:

Sponsors are consisted of local bars that want to sponsor a team. League treasurer will collect sponsor fees. We will have 4 sponsors each paying \$125 each.

Fees:

Members fees are \$30, which will be \$25 for league expenses and \$5 for individual tourney.

Draft:

Draft night will be 4 weeks before the season starts and will include the opportunity for captains and officers to bring up any issues or concerns regarding the league rules and regulations. Rule changes will be added to this documentation as time permits. During the draft, all players who qualify for the draft will be drafted before any other players are considered. Each captain will be provided with a roster of all players showing the number of rounds played and the number of points earned by each player. A player (on a team or as a substitute) qualifies for the draft if he has played six times during the season. The order of the draft will be reverse order of the season ending point totals from the previous year with the exception that the league champions will be the last to select (starting in 2025). The teams have 6 members on each team.

League Meeting:

League meeting night will be 2 weeks before the season starts and will include the opportunity for players to bring up any issues or concerns regarding the league rules and regulations. Any rule changes will be added to this documentation as time permits. All members' dues are expected to be paid in this meeting.

Scoring:

Each week there will be a total of 11 points possible. This includes 2 points for each individual match 1 for match play and 1 for medal play with handicap. There will be 3 points for team low net. There is 14 weeks of regular play during the season with rain-outs made up at end of regular season (playoffs will be adjusted).

Playoffs:

Each team makes the playoffs with the following pairings for first round – highest point team plays lowest point team so 1 vs 8, 2 vs 7, 3 vs 6 and 4 vs 5 for the first 2 weeks of playoffs. The top 4 point teams will advance to next round. The top 4 winners in the regular season will receive a .5 point advantage in the first round of playoffs to avoid any ties for round one. In the second round of playoffs the seedings will be based off of the highest point winners vs lowest point winners of round one. Ties will be done by highest point winner in regular season for final 2 rounds of playoffs.

Individual Tourney:

All 48 players are entered into a single elimination tournament that will run during regular season. Scheduled matches will be drawn at the league meeting. It is the responsibility of each player to schedule match and finish by completion date for each round or both players will forfeit.

Fun Nite:

Fun night will be 2 weeks after the final playoff night. Will be a game of some sort.

Banquet:

Banquet night will be 2 weeks after the final playoff night. It will be at Benson Golf course and consist of dinner and drinks supplied by the league.

Awards:

Award night will be 2 weeks after the final playoff night. Will give regular league champion a prize. Playoff league champions will receive a towel. Other awards will be given too. MVP plaque will be displayed at Benson Golf Course. To qualify for MVP award you must play 7 rounds of competitive play.

Weekly Prizes:

Flags – each week there are 4 flag prizes which player winning prize receive a golf ball (do not need to be present to win). Two flags closet in one on par 3 and two flags will be longest putt.

Bar – each week there is three cash prizes:

Low net – $\frac{1}{3}$ total cash collected from the night (do not need to be present to win).

Low twosome – there are cards with each person name on it, and 2 cards will be drawn and whoever has the lowest combined score will when $\frac{1}{3}$ total cash collected divided by 2 (MUST BE PRESENT TO WIN) and (low net winner is not eligible).

Bar Cash – there are cards with each person name on it, and 1 card will be drawn winner to receive $\frac{1}{3}$ total cash collected (MUST BE PRESENT TO WIN).

Skins – each week if a player has the lowest gross score on a hole they win a skin. Total number of skins earned will be divided equally with skin money (do not need to be present to win). If no one wins a skins it will carry over to next week. This is an optional game which cost \$10 payable at league meeting night.

Two Pot – each week if someone is the only player to get a 2 on the score card will receive cash prize (do not need to be present to win).). If no one gets a 2 it will carry over to next week. This is an optional game which cost \$10 payable at league meeting night.

Birdie Pool –This is an optional game which cost \$10 payable at league meeting night. This pool is finished when a player birdie's all 18 holes on the golf course. A new pool will start every two years.

Note - New players to the league do not qualify for low net or low twosome until 4 rounds have been played to establish handicap.