

# 2024 MEN'S LEAGUE RULES

## PROCEDURES:

- We will have a 9:00 Shotgun Start on Opening Day and the last day of the season. Starting times for all other Monday's begin at 8am with 10-minute intervals between tee times. (Please arrive at least 30 minutes before your tee time in the event of a schedule change)
- Like last year, we will be signing up online through our website. PLEASE SEE THE ONLINE SIGNUP PROCEDURES ATTACHED. IF YOU NOT HAVE ONLINE SERVICE, YOU CAN ASK A BUDDY OR RELATIVE TO SIGN YOU UP OR CANCEL YOUR TEE TIME. Tee times will be posted online on Sunday so please check your starting time at **Fairwaysgolfclub.com**.
- If you are unable to carry your clubs to the clubhouse, please pull up to the area in front of the clubhouse and drop your clubs at the bag drop and then park the car. You can put your clubs on your cart after you park. This will avoid excessive parking lot congestion.
- To avoid slow play, you must keep up with the group in front of you.
- No carts should leave the starting area until advised to do so.

## FORMAT:

We will be playing 18 holes of Tournament golf every Monday. Players will keep scorecards as usual. All ties are decided by comparing the Back 9 holes. If the score remains tied then we will use the last 6 holes, then the last 3 holes and finally the individual holes starting on 18 and going backwards. Please be sure to SIGN & DATE your scorecard and put it the designated box in the Pro Shop. ALL SCORECARDS WITHOUT FIRST INITIAL & FULL LAST NAMES & DATES WILL BE DISQUALIFIED.

## HANDICAPS:

We use the same Golfsoftware.com handicap system as we did last year.

## FLIGHTS:

The Flights are as follows:

- A - Handicap 0 to 19
- B – Handicap 20 to 26
- C – Handicap 27 to 34

## PLAYOFFS:

All players are eligible to qualify for playoffs if they have played in at least 9 Tournaments in the season. The number will be adjusted lower for any canceled tournaments. At the end of Tournament play you will be divided into 3 Flights. The 8 lowest net scores in each flight at the end of the 3 Qualifying Rounds will be eligible to play in the Playoffs. You do not have to play in all 3 Qualifying Rounds. In the event of a tie, the lowest net scores from 2 of the Qualifying rounds will be used. Those 8 players will compete in match play in the Quarter-

Final match. If there is a last-minute cancellation due to illness or emergency for the Quarterfinals that person will be replaced by an alternate. The winning 4 players will compete in match play in the Semi-final match. Should someone not be able to make the Semi-Finals or Finals they can ask their opponent to reschedule before the following Monday. If that is not possible for both golfers to reschedule the golfer that originally could not make it loses by forfeit. The two winners will then play match play in the Championship Match for 1<sup>ST</sup> & 2<sup>nd</sup> place. The other two will play for 3<sup>rd</sup> & 4<sup>th</sup> place. A tie in match play will continue to play until there is a winner (Handicaps will be used). If Qualifying Rounds are rained out all 3 days, your last Tournament net score will be used.

### **TOURNAMENTS:**

We will be playing tournaments throughout the season. (See Schedule & Results on website). Scores will be calculated each week and tournament winners will receive prizes at the end of the season luncheon.

### **WEATHER:**

If the weather is questionable and the course is open, league play is on. If there are 12 or more golfers there will be one Low Net winner. Otherwise, you can play but there will be no winners. Please check the course website the morning of your scheduled round for updates on the course condition (i.e., cart path only restriction)

### **RED TEES:**

If you turn 75 yrs. old before 12/31/24 you are eligible to hit from the red tees. You must decide before you start the season and play the red tees the entire season. (You cannot hit from red tees during team tournaments unless you have been doing so from the start of the season)

### **CLOSEST TO PIN & CHIP IN:**

Each week players have the option to put \$1.00 in the Closest to the Pin (CTP) envelopes. Only players who sign the envelope and put in \$1.00 are eligible to win CTP on Holes #3, #9 & #12. **There will be separate CTP competition for the golfers using either the red tees or the white tees. Please be sure to place your money in the weekly envelope marked red or white. Also, Fairways will donate a free green's fee each week for another CTP on Hole #15 limited to one free round per golfer per season unless you get a Hole-in-One. Your ball must be on the green to qualify for any CTP holes. We will use a combined red/white tee box for the CTP competition for Hole#15 to ensure only one weekly winner.**

Chip in - put \$1.00 in the marked envelope and print your name on the outside. Anyone who chips their ball in a hole wins money. (Cannot be on green when you get it in) It is the players responsibility to circle their name on the envelope located in the clubhouse if they get a chip in. If you should get more than 1 chip in write down next to your name along with the number of chip-ins, you made.

## **GENERAL RULES:**

- You may roll the ball anywhere within 6” of where it lies. Do Not Pick Up Except if there is water in the sand trap.
- Please count all strokes. Whiffs count as strokes. All putts must be putted out. No Gimmies.
- If you hit the ball out of bounds. You may drop the ball within two club lengths from where it went out of bounds. No closer to the hole. (1 stroke penalty)
- Out of bounds on the left side of 11th & 18th Fairways - no stroke penalty. You must drop the ball in the rough on your hole.
- Unplayable lies. Drop ball no closer to the hole. (1 stroke penalty)
- If you hit the ball in a water hazard. Drop your ball behind the hazard along a line formed by the hole & the point where the ball last entered the hazard. (1 stroke penalty). Please note that there is a drop area on the 1st hole.
- A lost ball should be played near where you think the ball was lost with 1 stroke penalty.
- Pick up your ball after double par.
- If a pole or tower obstructs your line of flight or you hit a pole, tower, or electrical wire, you may take relief no closer to the hole (no penalty) or you may play it as it lies.
- The roped off area behind the 16<sup>th</sup> green is out of bounds.

Let’s all have a great season, play well and most of all have fun.

If you have any questions concerning the above, please feel free to contact me at [tpjmaher@gmail.com](mailto:tpjmaher@gmail.com)

Regards,

Tom Maher