

Rules for TGA Wednesday Night League 2021

For any questions or concerns please email Steve Livingston (sfliving@msn.com). These are post-able rounds. Play the ball down unless conditions warrant a change; there will be a notice in the golf shop for Wednesday rounds that will be played *lift, clean and place*. When we do play *lift, clean, and place*, the ball will be placed within a club length, no closer to the hole, and in the same condition (fairway to fairway, rough to rough). In the bunkers, if you are on any disturbed surface, you may lift and place the ball in an undisturbed location in the trap, as close as possible to the original position of the ball and no closer to the hole. Also, if your ball is lying on a root or a root will interfere with your swing (not stance), you may place the ball as close as possible away from the condition. **Note:** If the original position included a tree between you and the green, do not take this opportunity to improve your position on the hole. In ALL cases, check with your fellow competitor(s) before touching/moving the ball.

You must play with another TGA member to validate your scores for the league. You must post your 9-hole score (applying ESC as needed) using the USGA GHIN mobile app or website. We will audit round posting to assure adherence to this important rule.

Handicaps: Prior to coming to the course, check your Course Handicap (C.H.) on the USGA GHIN App for the scheduled course and the tees that you plan to play. To get your course handicap using the app, click "Handicap Calculator", select the course, select "9 Holes", and select the tees you plan to play (the front side will be used for all rounds). For ease of scoring, the best practice is to use a dot to indicate those holes that you will get a stroke on before starting the round. For higher handicap golfers, you may receive 2 strokes per hole; please mark accordingly.

Scoring using the Stableford System: Points for each hole will be determined based on the NET score, but write down both your gross and net score with a slash mark between them (i.e. 5/4). PLEASE make sure your handwriting is legible. Scoring will be determined by the modified Stableford scoring system using the NET score for each hole. See below:

5 points for Double eagle

4 points for Eagle

3 points for Birdie

2 points for PAR

1 point for Bogey

-1 point for Double Bogey or higher

Score Card:

- Indicate the tees that you are playing.
- Make sure you print your name and everything else legibly!
- Write your 9-hole handicap on the card by your name.
- Record both your Gross and Net score (i.e. 5/4) on the scorecard to minimize scoring/posting errors, or if we need to check after the fact.
- Record your points for each hole and add them up for the round total.
- Sign your card and have at least one playing partner sign the card.
- Place scorecards in the plastic box on the kiosk computer stand in the club house.
- **Note: Incomplete cards will be returned and results will not be recorded until corrections are made.**

Wednesday Night League Standings will be sent out weekly by email and posted on the webs

Playoffs:

First Half: The 4 golfers with the highest point totals from their 5 best rounds will be included in the 1st Half Playoff. The matches to be played will be #1 against #4; and #2 against #3. The winners of these two matches will advance to the Summer League Finals in August.

Second Half: The 4 golfers with the highest point totals from their 5 best rounds will be included in the 2nd Half Playoff. The matches to be played will be #1 against #4; and #2 against #3. The winners of these two matches will advance for the Summer League Finals in August to face the two 1st Half winners. In the event a player qualifies for both the first and second half, the third-place finisher from the 2nd Half Playoff (determined by total points from the playoff and if there is still a tie, points will be compared hole by hole in reverse order) will be included in the league finals.

Semi-finals: The two 1st Half winners will face the two 2nd Half Winners in the Semi-Finals.

Match A- Highest point total competitor from the 1st Half plays the 2nd highest point total competitor from the 2nd Half.

Match B- Highest point total competitor from the 2nd Half plays the 2nd highest point total competitor from the 1st Half.

Champion: Summer League Finals will be the winner of the Match A winner and the Match B winner.

Ties:

-Playoff eligibility Ties TBD...putt off, chip off, combination....example

Highest Point Player – 101 points

2nd Highest Player – 98

3rd Highest Player – 97

4th Highest Player – 96

4th Highest Player – 96

A tie breaker is needed to determine which 4th place player will advance to the Play-off.

-Semi-final and Final Round ties will be decided by Sudden Victory. Competitors will play as many extra holes as necessary to decide the match.