



# Juday Creek Golf Course

## TUESDAY NIGHT MEN'S CLUB

### 2020

## GENERAL INFORMATION

- FEES:** League dues are payable before the first scheduled night and should be paid through the Juday Creek Online Store. The one time 2020 Season Dues are **\$55.00 per player**. The dues account for the prize fund, league software licensing, and the end of the season banquet. In order to be eligible to play in the Tuesday Night Men's Club you must be either a Juday Creek Golf Course Member or a Preferred Player. The Preferred Player Membership is sold at a discounted rate of **\$55.00** to league members. Greens fees for the 2020 season will be **\$13.00** to walk and **\$25.00** to ride, there is an additional \$5.00 fee for Single Rider Carts. If you intend to play more than the league nine holes you must pay for the extra holes before teeing off! All you can play rates are \$28 for preferred players and \$16 for members. Be sure to check in with the starter when making the turn.
- PLAY BY USGA RULES:** Play shall be governed by the rules established by the USGA with the exception of: Free drop from all Flower Beds and Free drop from Divots in Your Own Fairway. No rolling the ball! If you move the ball this results in a 2-shot penalty. If course conditions render playing lift, clean and place through the green it will be posted at the pro shop counter and/or on your scorecards. **If there are extenuating circumstances for not touching the flagsticks or cups are raised this will be relayed through the starter at the beginning of each round and will be the same for everyone.**
- PUT THE BALL IN THE HOLE: SIMPLE.** You must keep playing until you hole the ball. You must record your complete score on the card. If it takes you 12 shots then put 12 on the scorecard. The computer will adjust for HDCP purposes only. You may only pick up on a hole when your opponents say pick it up. If you pick up before that you will lose the hole, you will lose the match, and you will lose the team match. **NO PICKING UP ON A HOLE – You must count every stroke.**
- PACE OF PLAY: You should finish 9 holes in 2hr 15 min.** Your pace of play in league affects everyone! Slow play makes people miserable. Play ready golf at all times. You should always know where the group in front of you is at and do not fall behind. You are responsible for your pace of play.
- SUBS: IT'S YOUR RESPONSIBILITY TO GET A SUB. Anyone over 18 can sub!** If you miss 6 Tuesdays during the season without getting a sub, you will automatically be dropped from the Men's Club and your space will be filled. If you opt to reschedule your match you must have it played before league night. If a sub does not have a handicap, they will automatically begin at 3. During the last 4 weeks of league only subs who have previously established a league handicap may fill in for an absent player. **JUDAY CREEK EMPLOYEES ARE NOT ALLOWED TO SUB.**
- RAINOUTS:** The golf course and league commissions will work together to make the decision whether or not to play. *A final decision will likely not be made until 3:00 p.m. and if Men's Club is cancelled we will send an email or text. Please refrain from calling before this time and be sure to watch your email/phone for details.* We are working to set-up push notifications through the App and encourage you to download it. The method of handling make-up rounds will be to add the miss date to the end of the schedule. Tee times will remain the same for the other weeks.

- 7. STARTING TIMES:** Each week, the Men's Club will start at 4:30. **Check-In with the Starter.** Your tee time is your starting time. If your foursome has not arrived completely you should wait one tee time if the foursome behind you is ready to go and can tee off in your place. If your foursome still is not full at the time behind yours, you **MUST TEE OFF**. Players who arrive late should start playing wherever your group is at than finish the holes that he missed when your group has completed its nine. **A complete schedule is posted will be posted on the Juday Creek website and through Golf League Network, please avoid calling the Pro Shop to find out your time.**
- 8. OPTIONAL GAMES:** Each week there will be optional games that you may enter. Register for games before you play. There will be a Closest to the Pin for \$1.00 Each and Skins for \$3.00, plus a Birdie Hole for \$1.00. Subs may not participate in the Birdie Hole. If you miss a week, you must pay for that week additionally to continue in the Birdie Hole. **Payouts will not be done until the following week.**
- 9. FORMAT:** Play will be set as two-person teams and will follow the guidelines of the Golf League Network. Scores, standings, tee times and all relevant league information will be available to all participants through a link on our website or the App that can be downloaded at no cost to players.
- 10. HANDICAPS:** The league will use the Handicomp Golf League Handicap System is a formula applied to a set of scores that produces a Base Handicap. The Base Handicap is translated to a Tee Handicap relative to course difficulty and yardage. Presently, the exact formula is proprietary and is not published. It is applied equally to all who use it. If subs do not have an established Handicap, they will be assigned a 3 for the night.
- 11. TEE RULES:** The Blad Rule will be in effect whereas the total of your age plus your front and back nine handicap will determine your eligibility to play from the Gold Tees. If the combined total is 75 or greater, you may elect to play from the Gold Tees. Please indicate your tees on your scorecard if you use the Gold, you must use the Same Tees all season.
- 12. SCORECARDS:** The Pro Shop will not accept paper scorecards for rounds. You will need to keep score on the Juday Creek Golf Course App for approximately the first month. You will be given scorecards from the Golf League Network software during this period. There will be a scoring section of the Golf League Network App that will be coming out and at that time, the golf course will inform players to begin utilizing that.
- 12. LEAGUE STANDINGS:** League standings are available online and may be viewed anytime you are on the internet through the Juday Creek website, Juday Creek App, Golf League Network website or GLN App. Please try to avoid calling to get your tee time.
- 13. LEAGUE WINNER:** The team with the most points at the end of the regular season schedule is determined to be the league champion. Should there be a tie, then the tiebreaker goes to the team that had the most points in head to head competition.

# SCORING

**Each league night teams will compete for a total of 27 points. Points are awarded as follows:**

## **Match Play Points: 18 Possible Points (9 points for each individual match)**

The player with the lowest handicap is matched against the player on the other team with the lowest handicap for individual hole competition (these players are called the “A” players). They play off the low handicap between them (e.g. if a 9 handicap golfer plays a 5 handicap golfer, then the 9 handicap golfer gets 4 handicap strokes and the 5 handicap player receives 0 handicap strokes). Then the other two players (the “B” players) are paired against each other for individual match play competition. Handicaps are applied on a hole-by-hole basis starting with the lowest handicap (most difficult) hole first.

Each player’s individual match will be worth one point per hole, making for a total of 9 possible points in an individual match (and 18 points in the two matches). A player’s net score on a hole is matched against the competing player’s net score, and the player with the lower net score gets a point for that hole. If there is a tie on the hole, each player receives ½ point.

## **Stroke Play Points: 6 Possible Points (3 points for each individual match)**

Again, the player with the lowest handicap (“A” player) is competing against the player (“A” player) on the other team with the lowest handicap for an individual total net-score competition (Stroke Play). Then the other two players (“B” players) are matched against each other for an individual total net-score competition. Each player is competing for 3 points per competition, for a total of 6 points combined. If there is a tie in an individual competition, then the points are split, with 1.5 points awarded to each golfer.

## **Team Stroke Play Points: 3 Possible Points**

Adding both players’ total 9-hole scores and subtracting the total handicap (the combined handicap of each player) will generate a team score. The team with the lowest net total wins 3 points. Again, if there is a tie, then the points are split, with 1.5 points awarded to each team.

**It is very important for your team to get a sub when someone is unable to play.**

If a player is absent without a sub, a ghost player will be used. The Ghost Player will be one who is closest to your Handicap. **Absent Players will always receive Zero Points, however the player that is present must earn their points for the individual stroke play and match play portions of the match. The team points will always go to the team that is present.**

# 20 RULES YOU SHOULD KNOW FROM THE 2020 USGA/ R&A UPDATE

1. Drop from knee height (NOT shoulder height)
2. Measure the area to drop in with the longest club in your bag (except a putter)
3. Drop in and play from the relief area
4. When dropping back-on-the-line, your ball cannot be played from nearer the hole than your chosen reference point
5. Time to search – 3 minutes (NOT 5 minutes)
6. If you accidentally move your ball when searching for it, replace it without penalty
7. No penalty for a double hit – it only counts as one stroke
8. No penalty if your ball hits you or your equipment accidentally after a stroke
9. No penalty if your ball strikes the flagstick when you have chosen to leave it in the hole
10. Spike mark and other shoe damage on the putting green can be repaired
11. Ball accidentally moved on putting green – no penalty and replace
12. Ball marked, lifted and replaced on putting green is moved by wind to another position –replace ball on the original spot
13. Penalty areas replace water hazards, and you can move loose impediments, ground your club and take practice swings in penalty areas without penalty, just as you can on the fairway or in the rough
14. You can't take relief from a penalty area unless you are at least 95% certain your ball is in the penalty area.
15. In bunkers you can move loose impediments
16. In bunkers you cannot touch the sand with your club in the area right in front of or right behind your ball, during your backswing or in taking practice swings
17. Free relief is allowed if your ball is embedded on the fairway or in the rough (but “embedded” means that part of your ball is below the level of the ground)
18. Unplayable ball in bunker – extra option to drop outside the bunker for 2 penalty strokes
19. You cannot have your caddie or your partner standing behind you once you begin taking your stance
20. Pace of Play - it is recommended that you take no longer than 40 seconds to make a stroke (and usually you should be able to play more quickly than that) and Ready Golf in stroke play is encouraged.