

Bill Roberts Men's League Rules

SECTION ONE – LEAGUE REQUIREMENTS

A. League Roster

- a. Each night of play will consist of up to 18 teams in even increments.
- b. Each team will pay an annual sponsorship fee of \$150.00 regardless of how many players they have on their roster.
 - i. Team sponsorship fees must be turned into the League Manager on or before the date indicated in the annual "Captain's Letter" provided each year prior to the start of the season.
 - ii. Sponsor fee checks shall be made payable to "Bill Robert's Men's League Association". Do NOT make checks payable to the golf course.
- c. Each year team captains will submit a completed and signed roster form to the League Manager.
- d. If an existing team drops out of the League, that vacancy will be advertised internally to all other existing teams allowing them an opportunity to trade their spot with the vacancy if a team wishes to move to another night of play.
 - i. If multiple teams are interested in the same vacancy, a drawing will be held to determine which team gets the vacancy.
- e. Individuals who are interested in forming a new team shall contact the League Manager and have their name, phone number and email address placed on a waiting list. Each Spring, the League Manager will determine if and how many team vacancies are available and contact names on the waiting list on a first come first served basis.
 - i. A reasonable effort will be made to initiate contact with waiting list names but if a response is not made in a timely manner that individual's name will be moved to the bottom of the list.
- f. All inquiries shall be submitted to the League Manager or another League Board Member in writing/email format and shall include that individual's name, phone number and preferred email address.
- g. Each year, the League Board will host a pre-season "Captain's Meeting" which is mandatory. Each team is required to have a representative present at the meeting.
 - i. Failure to have representation without prior communication and approval of the Board will result in that team being automatically charged with two (2) forfeits in accordance with "SECTION THREE – FORMAT OF PLAY".

- ii. Failure to have representation at the annual Captain's Meeting for two consecutive years without approval from the Board will result in that team being expelled from the League immediately.

B. Team Roster

- a. Each team will be required to have a minimum of 4 and maximum of 6 eligible individuals listed on the team roster.
- b. One individual on each roster will be designated as the team captain.
- c. Contact information for the team captain will be provided to ensure League announcements can be transmitted to this individual for dissemination to their team members.
- d. Each team shall submit a roster to the League Manager for the current season on or before the date indicated in the annually published "Captain's Letter". Rosters will be recorded by the League Manager for reference throughout the season.
- e. Team captains can make roster changes up until August 1st, at which time no changes will be allowed for the remainder of the season.
- f. Teams will be allowed to have a maximum of two (2) substitute golfers on any given night of regular season play. Refer to "C. Eligibility Requirements".
- g. Players are allowed to be listed on the roster of a single team only.
- h. Teams are responsible for arranging their own sponsorship.

C. Eligibility Requirements

- a. League players are required to hold either a multi-play punch card or a season pass at Bill Roberts Golf Course.
- b. League players must have either an established league handicap (from prior season) or an established GHIN handicap index.
 - i. A Player will establish a league handicap after competing in three events.
 - ii. Until establishing a league handicap, a player will be given credit for 80% of their established GHIN handicap index.
 - iii. League handicaps will be limited to a maximum of -18 (for 9 holes).
- c. Players new to the league, with no established league handicap and no established GHIN handicap index will be given the first three weeks of league play to establish their league handicap. After the third week of competition, if a player still has no established league handicap or GHIN index, that player will be required to play as a forfeiture; See section explaining forfeiture play. That player will record their score for handicap calculations only and will not receive any points from match play.
 - i. Weekly results will not be posted for the first three weeks of play to allow all new players to establish a league handicap.

- ii. Handicaps established in the first three weeks of play will be applied retroactively to their previous weeks scorecards and points calculated based upon the new league handicap.
- iii. Should a new player establish a GHIN index prior to completing their first three rounds of league play, they will immediately have that index applied retroactively to their previous scores and points awarded based upon that index (see paragraph C. b. i. above).

SECTION 2 – NIGHTLY PLAY

1. Each team will field four (4) players to compete each night of play.
2. Each player will be required to pay a nightly fee in addition to greens fees.
 - a. 2022 Nightly fees will be \$10/Player
 - i. \$3 goes to cover nightly drink ticket.
 - ii. \$2 goes to cover KP payout funds.
 - iii. \$5 goes to cover season payout funds (including playoffs and nightly low gross/net)
 - b. Each player will automatically be entered into the nightly KP (closest to pin on par 3's) contest. (See payout structure section below)
 - i. The KP competition will be divided into two divisions: Low Handicap division – players with a league handicap of 8 or less, and a High Handicap division – players with a league handicap of 9 or more determined by the player handicap indicated on the nightly pairing sheet provided to the team captain and recorded on their scorecard.
 - ii. Each nightly KP winner will earn two (2) attempts during the KP Shootout event held the last night of the playoffs. These Shootout attempts are cumulative based upon the number of times during regular season that player wins a KP.
 - c. One team representative will be responsible for registering and paying fees for the entire team in the Pro shop; This is intended to limit the large crowds that tend to form inside the Pro shop at registration time and help speed up the process.
 - d. Nightly registration opens at 9 a.m. the day of play.
3. Upon registration, team captains will be provided with scorecards and team roster sheets indicating each player's handicap. Players will be entered onto their respective scorecard based upon their handicap.
 - a. Each week, there will be a designated order of play determining player groupings (i.e. "A" player plays with the "C" player and "B" player plays with the "D" player indicated as "A/C – B/D") and it will be indicated on each scorecard.
 - b. Of the team members playing each night, the lowest team handicap player will play on the "A" card, the next lowest team handicap player

- will play on the "B" card, third lowest team handicap player will play on the "C" card and the highest team handicap player will play on the "D" card.
- c. The resulting scorecards will match the "A" player from each of the two teams against each other, the "B" player from each of the two teams against each other and so on.
 - d. Each player's handicap will be indicated on the scorecard as it is published on the nightly team roster sheet provided with the scorecards.
4. Team captains will be responsible for getting scorecards filled out and their teammates assembled and out to their starting tee box prior to the start of play.
 5. Once the round is complete, each team captain is responsible for collecting match scorecards, verifying they are complete, accurate and signed turning them into the Proshop immediately following the completion of the round. Failure to submit completed scorecards in a timely manner may result in either a delay of weekly results posting or loss of points for the team(s) involved.

SECTION THREE – FORMAT OF PLAY

1. All USGA and local course rules apply.
 - a. Bill Robert's GC has adopted locally, the E-5 rule and encourages players to exercise this rule as needed to improve pace of play. See appendix for explanation.
2. League consists of three separate nights of play, Monday, Tuesday and Wednesday.
3. League season is divided into two halves.
 - a. 1st Half – Weeks 1-8
 - b. 2nd Half – Weeks 9-15
4. Each week, teams will play on a designated 9-hole side of the course which will be indicated in the published season schedule.
 - a. Season schedule will be provided via email to the team captain prior to the first night of play which will indicate both starting hole and team matches.
5. Nightly matches are scored upon a mixed match/stroke format of play.
 - a. One (1) point is awarded for each hole in a match play format (9 points available).
 - b. One (1) point is awarded to the player of each match recording the lowest NET score on the scorecard.
 - c. A total of 10 points is available for each scorecard.
 - d. Each player is required to verify the accuracy of their scorecard by signing their card; Failure to sign their scorecard will result in no

- considerations being given by the board in player disputes after the fact.
6. All scoring will be recorded by the League Manager utilizing a golf scoring software.
 - a. Once established, a player's league handicap will be calculated by the League's scoring software automatically and will be completely independent of the MSGA/GHIN index system and scores entered into those systems.
 - b. Weekly team results for each night of play will be compiled and published prior to the next week's competition barring any unforeseen circumstances.
 - i. Weekly results will be emailed to all team captains on record. It will be the team captain's responsibility to communicate results to their team members.
 - ii. Weekly results will be posted on the League's Facebook group page.
 7. Concessions, either by hole or by stroke will be allowed if both match competitors are consulted and are in agreement. Players are encouraged to utilize stroke concession to increase pace of play.
 - a. If a player picks their golf ball up in concession of the hole but without receiving agreement from their competitor, the player automatically concedes their chance at the match point awarded for low net score which will be awarded to the competitor.
 8. Players who are a + handicap, the full handicap will apply. For example, if a player has a +3 handicap and their competitor is a 3 handicap, the +3 player will give six (6) strokes to their opponent on the 6 hardest holes of the round.
 9. Disputes in league scores/points must be brought to the attention of a board member prior to their next night of play following the night in question. After such time, no consideration will be given to the dispute.
 10. Post Season Play (Playoffs)
 - a. Seven (7) teams from each night of play will qualify for post season play as follows:
 - i. Overall season high-points winner from each night. This team will enter playoffs as the number one seed and receive a first-round bye.
 - ii. The three (3) teams of each night with the highest points total from the first half of the season (Weeks 1 through 8).
 - iii. The three (3) teams of each night with the highest points total from the second half of the season (Weeks 9-15).
 - iv. Teams can only qualify once for post season play. If a team qualifies for the playoffs as the number one seed (item i. above) and they also qualify as a first or second half points winner (items ii. and iii. above) the next qualifying team (fourth highest

points total) will then automatically qualify for the playoffs, and so forth.

1. Example: Team ABC qualifies as the overall season points winner and receives a first round bye. Team ABC also ended the first-half of the season in 2nd place high points. In this scenario, the 4th place, 1st half season points winner now qualifies for the post season.
- v. All ties will be broken by comparing those teams' head-to-head team score during regular season. After that, ties will be broken by the team with the highest points on the final night of regular season play, after that, highest points scored on the second to the last night of regular season play and so forth until the tie is broken.
- b. Teams are allowed only one (1) substitute player each night of the playoffs. A minimum of three of the four nightly players must be listed on that team's roster.
- c. Players will use the lower of their two handicaps calculated at the end of each half of regular season play. For example, a player finishes the first half of the season with a handicap of 5 based upon their play for weeks 1 through 8. That same player finishes their season with a 6 handicap. They will compete in the playoffs with a handicap of 5.
- d. Each team qualifying for the playoffs shall submit a roster to the League Manager for their first night of play.
 - i. Playoff roster shall be provided to the League Manager no later than 5:00 pm on the Sunday night prior to the first night of playoffs.
 - ii. Should a team fail to submit a roster, it will be assumed that the team's four lowest handicapped players will be competing.
- e. Team captains will be responsible for scoring matches and verifying their accuracy. They will present the signed and totaled cards to the pro shop immediately following the completion of each round.
- f. During playoff matches, only nine (9) match-play points will be available for each match. The low-net (10th point during regular season) point will not be available. This is to ensure a faster pace of play.
- g. See "Exhibit A" for team pairings during playoffs.
 - i. One (1) team from each match will advance to the next round.
 - ii. The winner of the final Match on the last night of play will be crowned as the League Champions for the season.
- h. Tiebreaker method for the playoff match will be as follows:
 - i. Team with the most total points scored on the first hole of the match. For example, if Team #1 and Team #2 are tied upon completion of the final round, the tie is broken by comparing the

total team points scored on the first hole played for each match. Due to shotgun starting methods, the first hole played may be different for each match.

- ii. Further tie situations will move to the second hole of the match and so forth until a winner is decided.

11. Forfeitures

- a. Each time a team does not field a full 4-man team for nightly competition, that team will accumulate a forfeit for each player that does not show.
- b. Each team is allowed a maximum of 3 forfeits per season without penalty.
- c. Teams accumulating more than the allowed number of forfeits will be expelled from the League immediately.
- d. If a team does not field 4 players and a forfeit occurs, the players that are present will fill the highest pairing spots. For example, if only 3 players show, they will be paired in the A, B and C pairing spots with the D spot receiving the forfeit.
- e. A player whose opponent does not show (forfeits) for the entirety of the match will play all 9 holes including all putts. This player will automatically be awarded 6 match points. If this player scores below a "net" 36, they will receive an additional 2 points for a total of 8 possible points in the case of a forfeit.
- f. If a player shows up after play has begun, that player will fill the highest open pairing spot, lose the points associated with any holes missed and automatically lose the point for low net score in their match.
- g. If a team is expelled from the League, the next applicant from the waiting list will be given first rights to claim the open spot. The new team will assume all points previously earned by the expelled team.
- h. Failure to have a team representative present at the annual Captain's Meeting will result in that team automatically receiving two (2) forfeits.

12. Cancellations

- a. In the event of inclement weather, the pro shop staff will decide on whether it is safe to play or not based upon weather conditions and/or course conditions.
- b. A final decision to play or cancel will be made no sooner than 4 pm on the afternoon of scheduled play.
 - i. Cancellations will be announced on the Facebook group page as soon as they are determined.
 - ii. Team captains should avoid calling the pro shop before 4 pm to inquire about cancellation.
- c. Cancelled events will not be made up at a later date except during playoffs.

- d. If play has begun and then cancelled for the night, no points will be awarded. All drink tickets must be used that night. No refunds will be given.
- e. If a suspension of play occurs due to inclement weather, players should not assume play is cancelled for the night. Pro shop staff will make final decision to resume play.
 - i. Any player who leaves the course prior to final determination will forfeit all remaining holes and available points for the night.
 - ii. An official announcement of determination will be made by pro shop staff throughout the facility and players should remain ready for play until such time.

SECTION FOUR – LEAGUE EVENTS

1. Nightly KP Contest
 - a. A nightly cash prize will be awarded to each player hitting a ball closest to the pin on the par-three holes of each round and in each of the two divisions (Low/High handicapped players).
 - b. Half of the nightly money pot will be distributed between the nightly winners with the other half being placed in the cash funds for payout upon completion of the KP Shootout year-end event.
 - i. Number of payout spots and associated amounts vary and will be determined once the payout fund is tallied, and the Shootout is complete.
2. Nightly low gross and low net scores.
 - a. Each week once scorecards have been entered, the individual nightly player(s) shooting the lowest “gross” score and the lowest “net” score will be awarded pro shop credit.
 - b. Winners will be indicated on the weekly results bulletin.
 - c. Pro shop credit will be available for use at the pro shop within 3 weeks of each event.
 - d. All pro shop credit remaining unused on December 31st each year will be forfeited.
3. Season Kickoff Scramble
 - a. Each season begins with the annual kickoff scramble tournament which is intended to get league members reacquainted and gathered for the season start.
 - b. It is a 5-person Team with points being awarded for both low individual gross and low team net scores.
 - i. Four team members will play each hole in scramble format for the net score and one team member will play each hole straight-up as the gross score.
 - ii. One team member will be designated to play all Par-5 holes as a single, one team member will be designated to play front-9

par-3 holes, one team member will play back-9 par-3 holes, one team member will play all front-9 par-4 holes and one team member will play all back-9 par-4 holes.

- c. Teams can be comprised of any 5 individuals and do not have to match your league roster.
 - i. All individuals are required to have either an established League Handicap or an established GHIN index.
 - d. There will be a team entry fee which will be communicated by flyer several weeks prior to the event.
 - e. All payouts will be in the form of pro shop credit or gift cards.
4. League Fun Night
- a. At the season half-way point, normally the week of the Fourth of July, in recognition that many people take this week to travel and vacation, the League does not play as regularly scheduled that week.
 - b. The League organizes a tournament open to all League members and substitute players with an established League handicap and holds the event on Wednesday night of that week.
 - c. An announcement providing all details will be made several weeks prior to the event as registration opens.
 - d. Board members will visit the course the week prior to the event to solicit any more members who wish to play, taking registration fees on the spot.
 - e. Individual registration fees will be \$20.00 with 100% cash payout at the end of the event.
5. KP Shootout
- a. Final night of playoffs.
 - b. Golf course staff sets up a tee located around 140 – 160 yards from a designated hole.
 - c. Each contestant will tee from the same spot.
 - d. Shots ending up within 20' of the pin will have their exact distance from pin recorded by a team of event organizers.
 - e. All players who won nightly KP contests will be given 2 attempts at getting closest to the pin for each regular season KP win.
 - f. After the last contestant makes their final attempt, the results are evaluated, and payouts awarded to the designated finishing spots. The number of payout spots vary based upon the regular season progression and once total funds are determined, the Board will determine how many places are paid out and how much.
 - g. Both high and low handicap divisions will receive prize money.
 - h. Payouts are cash and will be distributed within a few days following the event. Cash prizes will be left at the pro shop for collection and all winners will be notified by a Board member. Any cash prizes left

unclaimed by December 31st will be automatically forfeited and be placed back into the League coffers.

- i. Sponsored drinks and entertainment will be provided by the League.

SECTION FIVE – PRO SHOP DUTIES/RESPONSIBILITIES

1. Bill Roberts Staff will be responsible for the following items nightly:
 - a. Clear all public play from the scheduled 9-hole side in preparation for league play.
 - b. Collect fees from players associated with GHIN membership.
 - c. Collect all nightly player fees.
 - d. Provide drink tickets and attach to player scorecards.
 - e. Ensure that designated substitute players have an established handicap and indicate on team pairing sheet.
 - f. Communicate with League Manager in a timely manner on any pertinent issues such as possible cancellations or other course conditions affecting league play.
 - g. Record and track all pro shop credit for players. All pro shop credit will be recorded and available for player use within 3 weeks of winning play.

SECTION SIX – REGULAR SEASON PAYOUTS

1. The five teams for each night of play with the highest cumulative point totals for the entire regular season will be paid as follows (per team):
 - a. 1st Place - \$500.00
 - b. 2nd Place - \$400.00
 - c. 3rd Place - \$300.00
 - d. 4th Place - \$200.00
 - e. 5th Place - \$100.00
2. Payouts for playoffs vary and will be determined by the league board and posted prior to the start of playoff competition.
3. KP winners will be paid as follows:
 - a. ½ of the nightly KP pot will be divided equally between each of the winners.
 - b. ½ of the nightly KP pot will be placed in the year-end KP Shootout fund to be dispersed upon completion of the event.
 - c. KP Shootout payout will be determined by the Board at the time of the event and will be announced directly following the event.

League Board Members:

2022 Season

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Exhibit A – Playoff Team Pairings

Key: M,1,1 = Monday, 1st Half, 1st Place

M,1,2 = Monday, 1st Half, 2nd Place

M,1,3 = Monday, 1st Half, 3rd Place

Etc.

First Round

Match #1	M, 1, 1	T, 1, 2	W, 2, 3
Match #2	T, 2, 1	W, 2, 2	M, 2, 3
Match #3	W, 1, 1	M, 1, 2	T, 2, 3
Match #4	M, 2, 1	T, 2, 2	W, 1, 3
Match #5	T, 1, 1	W, 1, 2	M, 1, 3
Match #6	W, 2, 1	M, 2, 2	T, 1, 3

Second Round

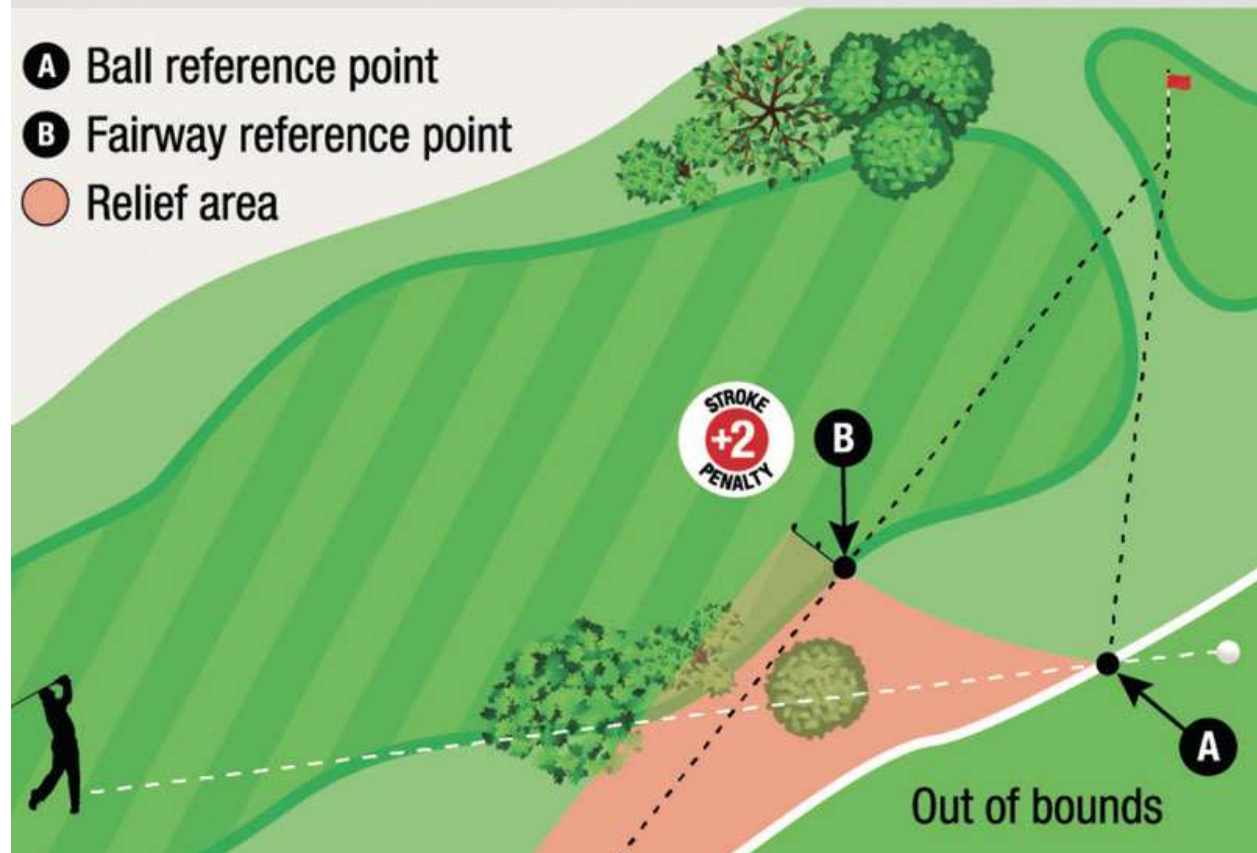
Match #7	Winner Match #1	Winner Match #2	W, #1 Seed
Match #8	Winner Match #3	Winner Match #4	T, #1 Seed
Match #9	Winner Match #5	Winner Match #6	M, #1 Seed

Championship

Winner of Matches #7, #8, #9

Exhibit B – Locally Adopted Rule “E-5”

MLR E-5 DIAGRAM 2: BALL OUT OF BOUNDS



It is highly recommended that all players utilize rule E-5 as necessary to help ensure a proper pace-of-play.