

Bill Roberts Men's League Rules

Participation Requirements

1. Players must be a pass holder or punch card holder at Bill Roberts Golf Course.
2. Players must have an established MSGA handicap or be a participant in the MSGA handicap system. The League will use either a Men's League (League) or MSGA handicap for competition purposes. A League handicap is established once a player has turned in 3 League competition scores. League participants without an established League handicap will compete using 80% of their MSGA handicap. Participants without either a League or MSGA handicap will compete as a 0 handicap until such time that they establish a League or MSGA handicap.
3. Players must be listed on a team roster or be entered on the League substitute list, which requires paying a \$5 league association fee.

Team Formation

1. Team rosters consist of 4 to 6 players. Four players compete each night in League play.
2. Players arrange their own teams. One player on the roster must be designated team captain.
3. Teams arrange their own sponsors.
4. The Sponsor-League Association fee is \$130 per team (regardless if there are 4, 5, or 6 players listed on team roster).
5. An annual captains' meeting is held prior to the first night of league play. It is mandatory that each team have a representative at this meeting; failure to attend the meeting or contact the League Board if unable to attend will result in 2 team forfeits as noted in the Forfeits section below. If a team does not attend the captains' meeting or contact the Board for 2 consecutive years, that team will be dropped from the league immediately upon missing the second meeting. The Sponsor-League Association fee and team rosters are to be turned in at the captains meeting.
6. Any individual wishing to be on a team may leave their name with the Pro Shop or League board members prior to the captains' meeting. Board members will attempt to place such an individual on a team. If no such placement is made, individuals may choose to have their name placed on the League substitute list.
7. A player can only be listed on the roster of one team only.
8. Changes to team rosters can be made up until August 1. At that point, rosters must be finalized for the playoffs.

League Format

1. The League consists of three separate nights of play - Monday, Tuesday, and Wednesday. The league season is divided into 2 halves; the first half consists of the first 9 weeks and the second half the last 8 weeks.

2. If an existing team drops out of the league, other existing teams are given first opportunity to fill that vacated spot. If more than one team is interested in doing so, a drawing will be held to determine who shall fill the spot (e.g., a Tuesday night team decides to drop out of the league. Existing Wednesday night teams are asked if any would like to switch to that Tuesday night spot. If more than one team wants to, a drawing is held to determine which team gets to switch.).
3. Each night, all teams play on a designated 9-hole side. League starts at 5:30 p.m. with a shotgun start.
4. Season schedules of matches and starting holes will be available in the Pro Shop prior to the first night of League play.
5. The competition format of the League is a mixed match/stroke competition. There are 10 total points per match - 1 point for each hole played as well as 1 point for low net total score. Match play rules are in effect for the match play portion of the competition (9 points) and stroke play rules are in effect for the stroke play portion of the competition (1 point).
6. Team captains or their proxies will arrange their teams' matches prior to the start of play by pairing off their players according to handicap.
7. The order of play will be posted on each night's scorecard (e.g., #1 & #4 players play together and #2 & #3 players play together). Players are listed in handicap index order on roster sheets attached to each night's scorecards. Teams are required to list their players in the proper order and abide by that order of play.
8. Team captains or their proxies are responsible for turning in scorecards to the Pro Shop immediately following the conclusion of their teams' matches.
9. For player who has a + handicap, the full handicap will apply. For example, if a player has a +3 handicap and he is matched against a player with a 3 handicap, the player with the +3 handicap will give 6 strokes to his opponent.
10. Disputes in league scores/points must be brought to the attention of the pro shop and/or a board member no later than 13 days after the completion of play for the night in question. After such time has passed no consideration will be given to any disputes.

Playoff System

1. Seven teams from each night of league play qualify for the playoffs as follows:
 - A. The overall total point's winner for the 2 halves combined.
 - B. The 3 teams with the highest point totals from the first half of league. If the overall total point's winner is one of these 3 teams, the 4th highest point total team may become eligible to make the playoffs.
 - C. The top 3 teams with the highest point totals from the second half of league (excluding any team that qualified as either the total point's winner or as one of the 3 teams that qualified in the first half). If the overall total point's winner is one of these 3 teams, the 4th highest point total team may become eligible to make the playoffs.

D. If the overall total point's winner was one of the first 3 teams in the first half but was not in the first 3 in the second half, the 4th highest point total from the first half is in the playoffs. Conversely, if the overall total point's winner was one of the first 3 teams in the second half but was not in the first 3 in the first half, the 4th highest point total from the second half is in the playoffs.

E. If there is a tie between 2 or more teams for only 1 playoff spot, the tie will be broken based upon those teams head-to-head record during the season. If there is still a tie after looking at the head-to-head results, the next tiebreaker will be the most team points the last night of the season, followed by the most team points the second-to-last night, etc., until the tie is broken.

2. The overall total point's winner from each night receives a bye the first round of the playoffs.
3. In the playoffs, teams are only allowed to use 1 sub per night; at least 3 of the 4 players on any night of the playoffs must be listed on the team roster.
4. Each player will compete in the playoffs with the lower of his two handicaps at the end of each half of regular season play.
5. Each qualifying team shall submit a roster for the first night of the league playoff except the overall total point winner of each night of play. The first night roster will be submitted to the B.R.G.C. Pro shop no later than 5:00 PM of the Sunday prior to the first night of competition. If no roster is received, the league will assume that the lowest four (4) handicap players will constitute the roster for that team. The roster system for the first night of play will assist in assigning matches and scoring the play.
6. Team captains will score matches and present cards to the pro shop following each night of play. The captains are responsible for each card being signed and points totaled.
7. For the playoffs the 10 point awarded for low net score will not be in effect. Play will be match only to encourage a faster pace of play. Each nine (9) hole match will be worth nine (9) points.

Nightly Fees

1. Each participant must pay a \$5/nightly fee prior to the start of play.
2. League players who use a private golf cart must pay a nightly trail fee in the Pro Shop if an annual trail fee has not been purchased for that cart.

League Payouts & Drink Tickets

1. All prizes will be awarded in the form of merchandise credit in the Pro Shop.
2. Each player's \$5 nightly league fee goes toward yearly payouts and drink tickets. (Each team gets four drink tickets nightly worth \$2.25/ticket; all other nightly league fee money goes towards payouts.)

Forfeits

1. Each time a team does not field a full complement of 4 players, they will accumulate a forfeit. Teams will be allowed a maximum number of 3 forfeits and will then be expelled from the League. If a team is expelled, the next team on the League waiting list (maintained by the Pro Shop) will be contacted and

asked to play. The new team will assume the expelled team's points. Not having a representative at the captains' meeting will result in 2 forfeits being charged against a team.

2. In the event that a team does not field 4 players and a forfeit occurs, the players that are there for that team will fill the #1 through #3 spots; the #4 spot is left open (if only 2 players are there, they will fill #1 and #2 spots, and #3 and #4 are left open). If a player shows up after play has already begun, he will fill the highest seeded position that is open (#4 if there are 3 other player there from his team, or #3 if there are only 2 other players from his team). If a player is late for a match, he automatically loses the holes he has missed as well as the low net point.

3. A player whose opponent does not show for the entirety of the match is automatically awarded 6 points; the player must play out the 9 holes, putting out each hole, and if he scores below net 36 he receives an additional 2 points.

Nightly Cancellations

1. The Pro Shop will decide whether to cancel league play in the advent of inclement weather. No final decision on whether to cancel play will be made prior to 3 p.m. of the night in question.

2. Cancelled matches will not be made up at a later date except in the playoffs.

3. If play has begun and is then cancelled for the night, no points are awarded. Drink tickets must be used that night. No refunds are given.

4. In the event that play is suspended by the Pro Shop, players should not assume that play is cancelled for the night. The Pro Shop will decide whether play will resume. Any player who leaves prior to play resuming will forfeit all remaining holes and net score. Players should verify with the Pro Shop if play is cancelled for the night or is temporarily suspended.

Pro Shop Duties

1. Clear regular side for shotgun start.

2. Collect all MSGA handicap fees.

3. Prepare nightly scorecards.

4. Collect all \$5 nightly player fees.

5. Collect scorecards following play and enter scores on computerized league software system.

6. Post team standings (hard copy and on website). Results/scores will be posted no later than 7 days after the completion of play.

7. Set up yearly schedules and playoff schedules using league software.

8. Provide nightly drink tickets.

9. Distribute prize money.

League Payouts

The teams with the five highest cumulative point totals for the season for each night of league will be paid as follows (payouts per team):

1st - \$500

2nd - \$400

3rd - \$300

4th - \$200

5th - \$100

Payouts for playoffs will be determined by the league board and posted prior to the start of the playoffs.

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