

Riverdale Golf Course Monday Sunset Golf League



League Fees

- Team Sponsorship Fee = \$100
- Player fee = \$10 Each member of team including ALL subs must pay the player fee.
- Weekly Greens fee Walking = \$20.00 for walking or \$30.00 for riding.
 - If more than 1 person riding in group, players are required to share golf cart. If a player elects to ride alone in their cart, there will be an additional \$4 fee.

Schedule

- League Play will begin May 8th and conclude Sept 18
 - Head-to-Head play from May 8th thru Aug 21st.
 - No golf on May 29th, July 3rd or Sept 4th.
 - o Aug 28th will be a Rain Date.
 - Sept 11th will be a Position Round.
 - Sept 18th will be a Bust-Up Night.
 - If Rain date is not used, Position Round and Bust Up will move up 1 week.
- Each week you will have an assigned tee time.
 - Earliest tee time will be 4:30p with the final tee time at 4:52p

Weekly Play

- USGA Rules will govern all play with the following modifications.
 - Winter Rules in general area (any area of course not a bunker or hazard).
 - Keep your ball on the same cut of grass, moving it within 6 inches of its original location, not nearer the hole.
 (This is a goodfellowship league; give yourself a good lie on any mown grass area except in a hazard.)
 - Stroke and Distance Penalty for any ball hit into a penalty area (water hazards). 1 Stroke penalty and drop near the point of entry into the penalty area.
 - Out of Bounds Penalty is 2 strokes and drop in the fairway closest to the point of entry where the ball went out of bounds. (Ex, Shot 1 hit out of bounds, you may drop in fairway lateral to point where ball went out of bounds laying 3. Tee shot =1 + 2 stroke penalty =3 strokes, hitting 4th shot from the fairway.
- Each week will feature head-to-head competition (A-player v A-player, BvB, CvC, DvD)
- Each match will consist of 10 points. ALL NET SCORES ARE USED TO DETERMINE POINTS
 - 1 point per hole for low net score.
 - 1 point per total for low net total.
- o **10 Stroke Limit** per Hole.

Handicaps

- Handicap will be calculated using 90% of your lowest 8 scores from your previous 10 rounds.
- o If you are new or do not have a hdcp, your hdcp will be determined by the score you shoot on the 1st night. Two strokes will be added to the net score. As scores are added, hdcp will be determined using 90% of your average score.
- Maximum hdcp strokes allowed are 2 on a Par 4 or Par 5; 1 stroke on a Par 3.

Tees:

White tees will be used by ALL players.

o Forfeits

- o If both opponents are a no show, the points will be split evenly between the two teams.
- The player who plays will play against their handicap and will earn 6 points.
- o If the player's net score is within 4 strokes of par for the course being played, the player will earn another 2 points.
- Each team is allowed 1 FREE forfeit
 - Beginning with the 2nd forfeit, the team will need to pay a \$20 fee.

Inclement Weather:

- If inclement weather is present or forecasted, a decision on the nights schedule will be made by 3:45pm.
- o If inclement weather arrives after 3:45pm, but before 4:30pm (1st Tee Time) golf shop will make final decision on play for the night.
- o If inclement weather arrives after **4:30pm** (1st groups tee time), captains will vote whether to continue for the night.
 - Simple majority vote (> than 50% or 4 teams)
- If course horn blows, teams MUST VACATE the golf course.
 - If storm system appears to be fast moving system, captains will vote (> than 50% or 4 teams) whether to go back on course once the ALL CLEAR is given.
 - If there is no vote or a long duration weather event, play will be canceled for the night.
 - Opponent's scores will not count towards handicap.
- If play is stopped for the night and...
 - All matches have completed 5 holes, the matches will be considered complete with scoring based on the holes completed in each match.
 - All remaining holes will be halved each team earning a ½ point per hole.
 - All matches have not completed 5 holes, all matches will be considered incomplete, and the night will be a rain out.