

FORT WAYNE ASSEMBLY
MONDAY NIGHT GOLF LEAGUE
2019 RULES AND INFORMATION

***Portions in bold print have been updated or modified from the previous season.**

1. SEASON PLAY

Matches will be played every Monday afternoon starting at 4:00 PM, commencing on **May 6th 2019** with the final scheduled night being **September 16th 2019**. Mondays that are not scheduled are as follows: **May 27th 2019 (Memorial Day)** and **September 2nd 2019 (Labor Day)** for a total of 18 playing nights-

The season will be split into two 8 week sections. The first 8 weeks of play will constitute the first half and the second 8 weeks will be the second half. The team with the most points at the end of each half will be declared the section winners, with the two section winners playing head to head on the last night for the league championship. In the event of a tie at the end of either half, the winner of that section will be determined by comparing scorecards of the tied teams for the last night of the section. The team that would have won the most points playing each other would be declared the winner of that half. The league will have two 4-person best ball outings using regular handicaps, the first at the end of the first half and the second at the end of the season. Scramble fees of \$4 per person covering Winners Payout and Skins is included in the league fees. Winners Payout (2 places), tie breakers will match score cards from the lowest handicapped hole or if needed a putt off.

2. ELIGIBLE PLAYERS—FULL TIME MEMBERS

First preference for full time members of the GM Monday Night League will be given to those golf teams that played the previous year. If an opening for a full-time player occurs, the remaining member of the existing team has the option of selecting his own playing partner from the sub-list. GM employees, retirees, and those assigned to Fort Wayne Assembly will have priority until the April 1st deadline for signup. After the April 1st deadline anyone will have the option to make up a team. A non-GM Employee will also have the option to be a substitute. As always, returning teams have priority!

A 2-member team is recognized to be "owned" by the players on the team that existed from the previous year. If one of the members decides not to continue, the remaining member can select his/her own playing partner using the above criteria. If both members drop out or are absent for 3 weeks it will be the responsibility of the League Officers and Board of Directors to fill the team using the same criteria above.

3. RAIN OUTS

Scheduled days during the golf season will be declared "Playable" or "Not Playable" at the golf course (not from the Plant) by the league officials in attendance. **Just because the course blows the horn due to in climate weather does not mean league is cancelled for the night. If there is a chance to finish the round after the weather passes we will do so.** Brookwood will issue rain checks when league play has been canceled due to bad weather. Complete rainouts will be played the following week, moving the playoff date to the end of the season. May play a different 9 to keep golf course schedule on track.

4. SCHEDULING AND STATS

Weekly schedules will be distributed as soon as they are available prior to the first night of play. Individual scores, current handicaps, and current standings will be emailed to the distribution list each week (normally Thursday following play).

5. FEES

- Anyone who is not a Brookwood member will be required to pay greens fees to the course prior to teeing off that night. This also applies to substitutes who are playing for a regular league golfer. All league members must pay dues of \$50 (Includes 2 scramble fees) no later than Monday, **May 6th 2019**. Checks are to be made out to the UAW-GM Golf League, and delivered to Walt Halley or Jon Wren. There will be an optional birdie jackpot of \$1.00 per week for 16 weeks (\$16 total) due with the league fees. Subs can get in the optional birdie jackpot provided they pay \$16 upfront for the year. The Birdie Jackpot hole each week will be rotated on holes 1 - 18 leaving holes 9 & 12 out.

6. HANDICAPS

We will be using the golf league program to figure handicaps. Handicaps will still be based on 90% difference from par (36) but we will use the USGA Equitable Stroke Control feature in the program. The golfer's average will be based on the last 5 rounds played, with the highest and lowest scores being disregarded. Handicaps will carry over for returning players and substitutes from last year's composite average for all rounds played. New players have the first 2 weeks of play to establish a handicap if they miss a week it will be treated as, "Absent Member Scoring" or the average of the league plus 4 strokes will be used for scoring purposes. After 2 weeks of the season handicaps are established using 1 week of play (this does not apply to Subs with an established handicap joining a team or new Subs entering the league).

7. SCORING

Scoring will be based on a 4-point system each week. Two (2) points will be awarded for the team low medal play and two (2) points for the team low match score. One (1) point will be awarded to each in case of a tie. Medal points will be awarded by adding the 2 team member's actual score for 9 holes and subtracting their total handicap, then comparing that total with the opposing team's total, with two (2) points being awarded for the lowest score, or one (1) point in case of a tie. Match points will be awarded by comparing team total strokes (less handicap strokes) per hole, with the team winning the most holes getting two (2) points, or one (1) each if a tie. Handicap strokes in match play will be figured by taking the difference between the team's total handicaps with strokes awarded on those holes rated on the scorecard with the highest handicaps. Handicaps will total no more than 2 strokes on par three's with carryover of strokes to the par 4's or 5's.

8. ABSENT MEMBER SCORING

In the event that a player is unable to play on a particular night and has failed to arrange for a substitute, his score for the purpose of figuring points shall be based on his established average plus 4 strokes.

In the event both members of one team are absent (with no subs) the opposing team would play as scheduled and would use the "absent member scoring" for each missing player (use each absent member average and add 4 strokes to each player). Under this scenario the absent team would not receive any points but the opposing team would need to beat absent member scoring.

In the event opposing teams are scheduled to play and neither team has players or arranged for subs both teams would lose 2 points each.

In the event both regular team members are absent and one sub shows up to play. The sub would replace the higher handicap team member.

9. SUBSTITUTES

It is the responsibility of each team to secure a substitute when a team member will not be available to play on league night. Subs will be eligible for weekly prizes when subbing for a paid player. Subs cannot be a member of another team on this same league. A team can consist of substitutes for both team members on the same night a maximum of 2 times during the season. Subs used on the last night of the first half must have played at least 1 time during the current season, and subs used on the last night of the second half must have played at least two (2) times during the current season. Subs will not be allowed on the contending teams on the final league night. The League Secretary will publish a list of current substitutes for team members to call. Subs have the right to vote.

If a sub does not have a handicap carried over from the previous year, his score cannot improve more than 4 strokes under his average until he has played 3 rounds. (Example: If a sub has played 2 times and has an average of 44, and on his third time out shoots a 36, he will be considered as having shot a 40, with the 4 extra shots, in this example, spread out over the top 4 handicap holes for the purpose of determining points.)

After the first 2 weeks of league play, any substitute can play as long as their contact information (phone/email) is given to League Officials or the Board of Directors prior to play.

10. SCORECARD

Each player is responsible for verifying that his or her score is accurate. Check your score prior to submitting the card. One player from each team must sign the card. Each team must figure its own points, and the points earned by each team must be written on the card. Each week the score cards must be deposited into the collection box provided near the final green. One member of the last group shall be responsible for picking up the box and turning in the scorecards to the League Secretary the following day. Players' names and handicaps (including subs) and the team numbers must be clearly written on each card. No nicknames, please!

11. TEE TIMES

Golfers are expected to be at the tee and ready to play at least 8 minutes before their designated tee time. If a team member is going to be late, they must call the other team to declare this and the team will wait no longer than two tee times to proceed.

If both teams 'A' and 'B' of a foursome are not ready at their scheduled tee time, the next foursome in line should tee off ahead of schedule to prevent delays.

12. RULES OF PLAY

- All local rules apply except when overruled below.
- USGA rules of golf (summer rules) with the following exception: If conditions warrant, the league officers can declare that the league play that night under “winter rules”. **Lift, Clean and Place rule will be used.**
- Out of bounds, a lost ball, or ball in the water shall be a 1-stroke penalty. The ball shall be played from the “point of entry” agreed to by both teams, along the flight of the ball.
- Interpretation and enforcement of the league rules are the responsibility of the Secretary, Treasurer, and Board of Directors.
- Players age 75 and above on or before the first night of league play may elect to drive from the Silver tees, while remaining to be eligible for all applicable prizes. Players age 60 and above on or before the first night of league play may elect to drive from the Senior tees, while remaining to be eligible for all applicable prizes. From his first night of play, the Senior will need to select which tees he will play from, then he/she will be expected to play from these same designated tees during the course of the entire season. Long drive specific flags will ~~not~~ be placed on holes where all tees have equal advantage, ie: no long drive on Hole #7.
- Special Green Tee dispositions will be reviewed by League Officers and Board of Directors on an individual basis.
- Putt out on all holes – no give me’s.
- DIVOTS: Players may move the ball out of divots in your own fairway, drop ball 6” behind divot. Other team must see this move.
- SAND TRAPS: Players may move balls that come to rest in foot prints or other disturbed sand and place the ball no closer to the hole in undisturbed sand. Other team must see this move.

13. LEAGUE OFFICERS AND BOARD OF DIRECTORS

Officers are responsible for interpreting and enforcing the rules, planning and scheduling the league, and final tournaments. The League Treasurer will be responsible for collecting league fees (\$50), the birdie jackpot (\$16), and managing all other league monies. The League Secretary shall be responsible for issuing league rules and tee times before the season starts, tabulating scores, handicaps and point standings after each round, and publishing results. The Secretary and Treasurer will organize the league outing. As compensation, the League Secretary will have all fees paid by the league (\$200 20 team league). The Treasurer will have half fees paid (\$100 20 team league). The Board of Directors consists of: Keith Phillips, Brett Kippert, Greg Playter, Joe Knezovich, and Bob Wixom. The League Officers are Walt Halley (Treasurer) and Jon Wren (Secretary).

14. SLOW PLAY

It is imperative that you keep up with the group in front of you. **When searching for a lost ball, the group has 3 minutes to find the ball. If ball is not found in 3 minutes, proceed using the Out of Bounds/Lost Ball rule above.**

15. SKINS GAME

Skins game is an optional cost of \$1.25 per week, \$20 for the full season. Players joining the skins game after the league starts pay \$1.25 X the number of remaining weeks. There will be Gross and Net skins. A player cannot win a Gross and Net skin on the same hole. The weekly pot will be divided by the total number of Gross and Net skins. Skins will be paid to the nearest \$.25, remainder will carry over to the next week. If a member of the skins game has a sub the sub can win skins and the skins member will be paid the skins won. A designee of the league will be in charge of skins funds independent from the league treasurer or secretary. **(2019 Brett Kippert)**