

UAW - GM
FORT WAYNE ASSEMBLY

MONDAY NIGHT GOLF LEAGUE

2025 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 **3:40 PM**, commencing on **May 5th, 2025** with the final scheduled **Championship and fun** night being **September 8th, 2025**. Mondays that are not scheduled are as follows: **May 26th, 2025(Memorial Day)**, and **September 2nd, 2025 (Labor Day)** for a total of **17** 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 week 17 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 one 4-person scramble outing, using team handicaps, at the end of the season. Scramble fees covering Winners Payout and Skins is included in the league dues. 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 UAW-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 2nd deadline for signup. After the April 2nd 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 inclement 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 posted on the UAW-GM Golf League website prior to the first night of play. Team scores, current team handicaps, and current standings will be posted on the UAW-GM Golf League website each week (normally **by** Thursday following play). We will be using the website (<https://golf.cccmwcllc.com/>) to view all schedules, standings and stats.

5. DUES

- 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 ~~\$140~~ **\$150** per team (Includes all league fees) no later than Monday, **May 5th, 2025**. Checks are to be made out to the UAW-GM Golf League, and delivered to **Joe Knezovich** or **Mike Collins**. Dues include - 2 Flags per week, Weekly Team **Gross and Net** Skins, Weekly Team Birdie Jackpot, 1 4-Person Scramble night and End of the Year Points and Prizes payouts. Also covers League officials pay (Section 13.)

6. HANDICAPS (After Board meeting the following decision was made.)

We will be using the golf league program to figure handicaps. ¹ Handicaps will ~~still~~ be based on 100% difference from par (36) and we will use the USGA Equitable Stroke Control feature in the program. The *team handicap* will be based the ***adjusted average scores of all rounds until 6 are available from that point on the *adjusted average scores** on the *last 6 rounds played* will be what handicap is based on Handicaps will carry over for returning **teams** from last six weeks of the previous year. New **teams** 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 the first 2 weeks of the season handicaps are established using 1 week of play.

¹ Handicap figured from par (36) not USGA HCP.

* **Adjusted average score** is what USGA Equitable Stroke Control does.

When using a sub, a new sub team will be created and that team will get a handicap based off of that nights play. If the same combination plays later in the season they will have an established handicap.

7. SCORING

We will be using a **10** Point system each week.

1 Point for winning a hole. Half point for a tie.

1 Point for the low net score. **Half point for a tie**

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, the remaining Team member can play against the opposing team. Single player team will be allowed 1 Mulligan per hole.

In the event both regular team members are absent and one sub shows up to play. The sub would play against the opposing team, using the missing team's handicap. Single player team will be allowed 1 Mulligan per hole.

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~~ absent team handicap and add 4 strokes). Under this scenario the absent team would not receive any points but the opposing team would need to beat absent ~~member scoring~~ **teams score**.

In the event opposing teams are scheduled to play and neither team has players or arranged for subs both teams would receive 0 points each.

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. **If a Team needs to use a Sub on the last night of 1st or 2nd half, the sub must have played at least 1 time with the team member during the current season be on the existing sub list no new sub, if a team is not able to meet the previous rule, single team member will use the mulligan rule** ~~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 championship **match** night. The list of current substitutes for team members to call will be on the website (<https://golf.cccmwcllc.com/>) under contacts/**subs**.

After the first 2 weeks of league play, any substitute can play as long as their contact information (phone/email) (**Name,Phone,Email,Age as of First night of league and approximate HCP for nine holes**) is given to League Officials or the Board of Directors prior to play.

10. SCORECARD

The League Secretary will print the scorecards each week. They will be placed in the designated area, in the snack bar, prior to play. **If your team is using a substitute player, make sure that players name is clearly written on the scorecard. NO Nicknames!!**

Each team is responsible for verifying that their score is accurate. Check your score prior to submitting the card. **One player from each team must sign 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 putting it back in the snack bar, making sure that the cards and flags are in the box.** League Secretary will pick up cards and flags after play.

11. TEE TIMES

Tee Times will start at 3:40pm every Monday. The last tee time will be 4:47pm. Teams are expected to follow the schedule. **There will be NO early 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

1. All local rules apply except when overruled below.
2. 2 Person Scramble Format – You and your partner tee off. The best tee shot is selected and you both play your second shots from this position. You select the best second shot and you both play your third shots from that position, and so on until the ball is holed out. All balls are lift, clean and place. At the end of each hole the GROSS scores are recorded on the official scorecard.
3. Scramble format. Lift, Clean and Place rule will be used. Teams may move their ball up to 12 inches from the spot of the ball being used and no closer to the hole. Teams may not change their lie. Balls in the rough, sand or fringe must remain in these areas.
4. 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.
5. Interpretation and enforcement of the league rules are the responsibility of the Secretary, Treasurer, and Board of Directors.
6. Players turning age 75 and above during the calendar year of league play may elect to drive from the YELLOW 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 (GREEN) tees, while remaining to be eligible for all applicable prizes. From the first night of play, the player will need to select which tees he/she 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 be placed on holes where all tees have equal advantage, i.e.: no long drive on Hole #7, MUST play from that position to sign Long Drive flags.
7. Special Tee dispositions will be reviewed by League Officers and Board of Directors on and individual basis.
8. Putt out on all holes – no give Me’s.

13. LEAGUE OFFICERS AND BOARD OF DIRECTORS

The Board and 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 (\$150 per team), 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. The Webmaster will publish results on the website after each round. The Secretary and Treasurer will organize the league outing. As compensation, the League Secretary will have fees paid by the league (\$200 20 team league). The Treasurer will have fees paid by the league (\$100 20 team league). The Webmaster will have fees paid by the league (\$150) per season paid by the league. The Board of Directors consists of: Adam Clark, Brett Kippert, Bob Wixom Joe Knezovich, Jon Wren, Mike Collins and Paul Gregory. The League Officers are Joe Knezovich (Treasurer), and Mike Collins (*Secretary & Webmaster*).

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

Team **Gross and Net** skins will be a weekly pot divided equally amongst skins winners and are in the league dues.