

Westfield GC Thursday Men's League Rules - (Leagues 11:00am through 5:00pm)

Modified and updated – JANUARY 2024

Leagues

- League hours run from 11:00am through 5:00pm. (11:00, 12:00, 1:00, 2:00, 3:00, 4:00, & 5:00.)
- Each League is its own entity and has no bearing on any of the other Leagues, other than any Pro's day games which are running through all the Leagues.
- If a two leagues, side by side (for example; 12:00 and 1:00) the Leagues can be combined into one, provided everyone is in agreement to do so. This would, in essence, create a 12:30 League, provided that the League doesn't get above 16 teams.
- Once a League gets less than 6 teams in total, the League can be put on hiatus, or eliminated, until the numbers come back up worth running the League.
- There will be a Senior League playing in the morning before the regular Leagues start, provided there are enough players to run that particular League. The age to get into the Seniors League is 70 years of age, and older. This League will play the GOLD tees for everyone and will take place if there are enough participants! (Enough participants being a minimum of Eight (8) two-man teams.) The fee for the Seniors League is also \$15.00/person, (\$30/team) to cover the golf balls given out for Low Gross, Low Net, and Most Points. (Senior League does NOT partake in the prize purse that the main Leagues of 11am through 5pm are a part of.)
- Each League can modify its own Rules for that League, slightly, provided that particular League meets and votes on any specific changes to that particular League. (4:00 League alternates tees played from Blue one week, to Black the next.)

Sign-Up

- Teams must sign-up in teams of two (2), (or three (3), if they desire a permanent substitute for their team.)
- Sign up must be confirmed with the Golf Professional in the Pro Shop in order to make sure all teams are entered into the software into the League Program on the computer in the Pro Shop.
- Teams from the previous year have priority into the next year. Openings are filled on a first come/first served basis, based upon space availability.
- Teams **MUST** be set up before the scheduled Practice Round Day, which is held the week before the Leagues are scheduled to start.
- Teams must pay **ENTIRE** team entry fee **BEFORE** they play **Round 1** of league play.
- Each member of the team, including all substitutes, **MUST** have an established **USGA GHIN** handicap prior to play starting. IF no handicap, a trend must be established which will be used for League play until an actual handicap can be established.

Payment

- Men's League Fee required to form a team is **\$80.00/team**, (or \$40.00/player.)
- New in 2022, the Thursday Leagues will require a \$10.00 fee for Permanent 3rd member of team to be listed on the roster. (All money goes directly into League Purse for payout at the end of the year, less golf balls given out during year.)
- Men's League Fees will be paid back in merchandise credits in the pro shop once the 19 week league schedule is completed. (Payment will be the net balance of the money collected in each league, less any costs for the golf balls given out during the season for "Low Gross", "Low Net", and "Most Points" each week, and any other expenses needed that are directly attributed to the Thursday Men's Leagues.)

- All permanent third team members' names MUST be informed to the Pro Shop and listed on the League Roster by the **THIRD WEEK** of League play. NO EXCEPTIONS!!!
- It is up to the individual teams to decide if the permanent substitute (*third team member, if desired*) can share in share any amount of winnings, if any are won, or share in the cost of the total entry fee for the team.
- Notification of this must be made to the Golf Shop Staff running the Leagues prior to any awards being paid out at the end of the season, otherwise only the two main team members will split any winnings.

Substitutes

- Substitutes do not have to be a current member/season pass holder of Westfield GC in order to sub in the Thursday Men's Leagues (11am-5pm). However, **IF** a substitute is **NOT** a member/season pass holder, they are only allowed **three (3)** 9-hole rounds to do so.
 - For a non-member/non-season pass holder to participate, they must play with one of the 2 or 3 members of the particular league team. (They cannot play alone against an opposing team alone.)
- ALL substitutes **MUST** have a valid and verifiable handicap in order to participate, which can be presented to the Head Golf Professional for verification.
- Substitutes can be found by asking other players around looking for a game, can be found on the Men's League Substitute list on the Men's League bulletin board, or a Third Man can be added to the team as a permanent substitute, as a third member of the team, just in case two other members of that team cannot make every week and could be gone on the same week. *(New for 2022... a \$10 fee is now required for the 3rd team member to be officially posted to the roster as a third member of the team.)*
- Permanent substitutes/third member of a team **MUST** be put into place before the fourth (4th) week of the actual Leagues starting for the season. (After the practice round, but by the time the first round of League starts for the season.)
- If a match has started play for the round, and there is one team member playing who has a non-team member substitute playing along as his partner, the non-team member will be allowed to continue to play against his opponent if the actual team member can not finish the 9-Holes, due to injury.

Teams

- Leagues teams are two (2) player teams, playing Stroke Play Best Ball matches against an opposing team of two (2) players.
- Substitutes are encouraged to be announced to the Pro Shop staff running the League at least a day in advance. This can be done by writing in the player on the posted tee time sheets on the bulletin board dedicated to Men's League, or by verbally notifying the golf shop staff. (We need notification in the Pro Shop so that the pre-printed score cards can be adjusted before you play, and/or the League software program can be adjusted (hopefully) before printing of the scorecards.)
- Substitutes are not required to be Members/Season Pass Holders of Westfield GC; however, a non-member/non-season pass holder is only allowed to play three (3) 9-hole rounds, maximum for a specific team. They are also required to have a current USGA/GHIN handicap index.
- Each League will consist of teams being no more than 8 teams playing against another 8 teams, (for 16 team total), for a FULL League.
- An odd number of teams, per League, (example 9, 11, 13, or 15 team Leagues) will have a "BYE". The "Bye" will receive the FIRST tee time of the league during that hour. *(Or the LAST tee time if the following League also has a buy, so those teams can play together to make a group.)* Teams do not have to play if they receive the "bye" that particular week.
- Nine (9) points are awarded automatically to the team receiving the "BYE" during that week.

- In the unfortunate event that a team member cannot finish the season due to a major health reason, injury, or even death the remaining partner can find a permanent substitute to finish out the season. The third member of a team (if a team has one) does not necessarily become the permanent partner, unless that player wishes to take over that role. In that case, the group can find another third member substitute (if they wish to) due to the rarity of what has happened.

Scorecards

- Scorecards will be printed out within a half hour of the first tee time of each league. (Example, by 10:30am before the 11:00am tee time, for the 11:00 league.) This is to keep hand done corrections to scorecards for substitutes to a minimum.
- Scorecards will be placed on the Pro Shop counter for Pick up before play. Any adjustments must be notified to the Pro Shop Staff running the leagues at the time of pick-up so that there is no confusion in any adjustments of the scorecards, if needed.
- The lower handicap player will play against Net Best Ball against the low handicap player of the opposing team, and the high handicap player will play Net Best Ball against the high handicap player of the opposing team.
- PLEASE JUST PUT DOWN GROSS SCORES on the provided scorecard. The League Computer Program will compute everything else from the GROSS scores. *(Having any adjusted scores on the scorecard for handicap just makes things confusing.)*

Points

- There are 18 points available per team match. *(One point for each hole for the low handicap player's match, one point for each hole for the high handicap player's match. 9 points total for the Low Handicap match, 9 points total for the High Handicap match; 18 total team points.)*
- Low Net score on each Hole of the two playing against each other wins one (1) full point.
- Halving/Tied Net scores on a Hole will receive ½ point each.
- High Net score of the two players playing against each other receive (0) points on that Hole.
- Scores will be entered into the League Software for computations of results. Software will compute, Gross Score, Net Score, Adjusted Score, and Total Points won per player.
- Software will compute team results for each league each week. Highest team point total, to lowest, for each League. Results will be posted on the Bulletin Board outside the Pro Shop dedicated to Men's League. Results will be posted for League, as well as any extra games, and Low Gross, Low Net, and Most Points, per league ASAP, or at least by the next day after League.
- Golf balls (designated by pro shop) will be awarded to Low Gross, Low Net, and Most Points for each week. A player CAN win more than one category for the week and win multiple golf balls for that week's play.
- **"No Show" Teams** – Teams that DO NOT show with either partner, or even the third team member, will receive THREE (3) POINTS, starting in 2022. This is to strongly encourage players to show up, and also not reward teams with a lucky break that did not show to play. The Team that the "No Show" team is playing against now (starting in 2022) receives ELEVEN (11) total points. This has changed as to also not over-reward a team, with a lucky break, if their opponents do not show up for the League, during that week's play. *(This does not add up to 18 total points, but if there are any "no shows" for teams, the team playing against the "no show" should not be fully rewarded for "luck", so the total was moved to 14, instead of 18.)*
- **BYE weeks** – Teams playing against "Bye" on a particular week receive 9 points. *(NINE (9) points are awarded for "BYE" weeks ONLY!)*

- Teams getting the “Bye” for the week, if any, are not required to play in order to get the points. Teams that play against a team that is a “no-show” team, must play in order to collect their points for that week. (At least one member of the team must play.)
- **Splitting points** – IF BOTH teams both show up for that particular week, but because of weather conditions (*heat, cold, or rain*) **ALL 4 PLAYERS MUST AGREE** to split the points evenly (*9 points & 9 points*) for that week between the two teams. This can only be done because of weather conditions, all players **MUST** agree to it, and this CANNOT be done more than two (2) times during a season for a particular team. (*We strongly encourage teams to play, if they are able to do so for any reason!!*)

Tee Times

- Tee Times and pairings are randomly generated by the Pro Shop Staff running the Thursday Men’s League.
- Tee Times will be posted on the bulletin board outside of the Pro Shop dedicated to Men’s League, AT LEAST one week prior to the next week’s play.
- Some leeway is allowed for tee times in leagues to allow golfers to make their tee time due to work schedule issues, as well as being sensitive to players who play in two different leagues in order to try to limit the gap in between rounds for those players. Sometimes issues cannot be avoided. (Please inform the golf shop if you have requests for times because of work issues.)

Rainouts/Weather

- Rainouts are to be called if the course is in unplayable condition, or if there are any dangerous situations, such as lightning, or if rain is heavy. Light rain/annoyance rain does not mean the leagues will be rained-out, unless it becomes significant and starts to make conditions unplayable. Rain-outs are called by the pro shop staff.
- The Pro Shop will also be the deciding factor on dangerous weather such as high heat index, or cold. The Westfield Men’s Leagues are comprised of a large amount of “older” golfers, so we will not be held responsible for forcing them into a dangerous health situation, because of heat. If the majority of the golfers do not wish to play due to colder weather, then those will be handled on a league by league basis, or the Pro Shop will make the final decision regarding playing of the Leagues.
- If a league does not start/tee off, or the final group of the league **does not finish at least 5 holes**, out of 9-holes, then that league is “**washed out**”. There will be no points for that week.
- If a league does start play and the last group passes/completes at least 5-holes, then that league’s points will count for the first 5-holes, and any remaining holes that groups did not finish will be halved for points.
- Because of the significant number of League members who are older in age, league could be called due to dangerous heat index conditions.
- “Rain Delays” can only be done in special circumstances, such as a VERY short passing shower, as we need all the time we can get to get Leagues completed throughout the day. A “Delay” will only be for a short rain storm of 20-min MAXIMUM, where players would mark their positions, come in, let the rain pass, and then head back out to resume play. A LONG SINGLE BLAST will be sounded for immediate suspension of play. It will be decided by the Pro Shop Staff if play will continue, or not after players are brought in. (*A Rain Delay would be foreseen ahead of time by watching the radar and announced ahead of time to that it could be a possibility.*)
- Scorecards **MUST** be returned to the Pro Shop, even if the league is rained out!!
- IF there is a rainout, or League(s) are called off/cancelled for any reason, the pairings and tee times will stay the same and advance to the next week for those cancelled Leagues.
- There will be two (2) days at the end of the 19 week period that League runs where make up weeks are going to be allowed, if needed. Depending on the size of the 5:00 league, this will not be in effect, since daylight is so short in the fall, around the end of August/early September.

- Current handicaps will be used. If a handicap revision happens between one week of League and another week of League, and the previous week of League was cancelled due to weather, etc., the new current handicap will be in effect, not the previous week's "old" handicap.

Summer Rules/Winter Rules

- League play will be by Winter Rules (*PICK, CLEAN, AND PLACE*) within 6 inches of the original lie of the ball, no nearer to the hole, in your **OWN** fairway, unless weather and ground conditions allow a modification to expand this Rule temporarily.
- "Winter Rules" allows you to clean your ball in your **OWN FAIRWAY ONLY**, if you choose to do so. It DOES NOT allow you to "nudge" or "prod" your ball with a clubhead, rolling it around on the ground, to find a better lie. (*Stick a tee in the ground, pick up your ball, clean it if you like, and replace it within 6 inches no nearer to the Hole. You should also inform your playing opponents as to your actions and intentions so there is no confusion.*)
- When your ball lies in the ROUGH, or in an ADJACENT FAIRWAY, you may **NOT** touch your golf ball and you **MUST** play that ball as it lies. (*Just because your golf ball lies in an adjacent fairway does NOT make that fairway the fairway of the hole you are playing. For example, if you are playing Hole #4 and you hit your ball left into the fairway of Hole #2, you are NOT allowed to move your ball in that fairway. Treat it as you are in the Rough.*)
- If conditions allow the course to play SUMMER RULES, that will be announced with signage on the first tee and on the doors to the clubhouse. If we ever play Summer Rules, you will not be allowed to touch your ball and you **MUST** play that ball as it lies.

Pro Shop Games

- All "Pro's Games" or "Pro Shop Games" are voluntary to enter.
- You must fill out a ticket each week and pay the fees for the game you are entering. There is a \$1 mandatory Pro Shop charge for each ticket for handling the game each week. All Pro's Games are paid back in CASH. (*Cash in/cash out. You are not able to put Pro's Games on credit cards.*)
- A new "Pro's Game" will be issued each week. This game is paired in either 2-man teams, or 3-man teams via a random number generator and runs for ALL Leagues, all day.
- There are also Gross Skins, Net Skins, Pin Events, and a Weekly Hole-in-One pot.
- In the event of a rain-out of a League or more than one League, the Pro's Games, Gross Skins, Net Skins, and Pin Events are WASHED and are cancelled, because not everyone finished. If that is the case, the game will re-run the next week and those entered in the games will already be pre-entered from the previous week. IF a player can not play that week, the money paid to enter the Pro's Games will be refunded to that individual player.
- You **MUST** enter the weekly Hole-in-One pot EACH WEEK to win it, if you achieve a Hole-in-One. All Hole in Ones made that day SPLIT the pot. The Hole in One pot available is what is posted through the PREVIOUS WEEK. The money taken in that day is used to seed the new pot, if one is claimed by a Hole in One. In the event of a RAIN OUT, where one or more Leagues are unable to finish, the Hole in One game is separate from the other "Pros Games" and the Hole in One will stand. For more details on the Hole in One game, please consult the Rules for the Hole in One game, which is posted at sign-up. (Also listed at the end of this Rules booklet.)
- Posting of Pro's Game results, as well as Low Net, Low Gross, and Most Points winners for golf balls, for each League, will be put on the Men's League bulletin board ASAP after League is completed and computed for that week. A player can only win one category, per League, per week. (*Example, one player cannot win all three balls for Low Gross, Low Net, and Most Points.*)

Speed of play/Slow Play

- **Slow play will not be tolerated!!** Slow play in an early league can mess up starting times in later leagues by almost a half an hour, so everyone must do their part!! Slow play transmits throughout all the Leagues and then with a fuller 5:00 League, those players cannot finish in daylight, unless it is the peak of summer.
- **PLAY "READY GOLF"!!** *(If you are ready to play, even if you are not "away", you are allowed to play your shot according to the Rules of Golf.)* Please, limit practice swings taken, and be ready to play when it is your turn to play!!
- Play "Ready Golf" as much as possible, even on the greens!! (Be ready to go when it is your turn, and if you are ready to go, don't wait for "honors".)
- Speed of play must be monitored and maintained by the players within the leagues. ***(Remember... The position of your group is to be directly behind the group in front of you, not in front of the group behind you!!)***
- If an entire hole is open, you will more than likely be paid a visit from pro shop staff and told to speed things up. *(Any slow play creates a domino effect through the rest of the Leagues for the remainder of the day.)*
- Grounds staff will do their best to keep the pins in accessible positions on Thursday Men's League days yet stay within the normal hole location rotations that the holes are changed by in the morning.
- There should be no "Tournament Pins" *(overly ridiculous hole locations)* placed on greens in an effort to speed up play for the day. However, green conditions, as well as normal flag rotation schedules will dictate where the Hole locations must go. *(Grounds Staff.)*
- These leagues are competitive, but are intended to be fun!! Everyone must do their part in order to keep them fun to play in.
- Play is expected to be completed at a **MAXIMUM of 2 hours and 10 minutes** from tee off time.

Position Rounds

- There will be a "Position Round" at the end of the 19 weeks, or the **FINAL** night of Men's League Play.
- Tee times for those Position Rounds will be arranged as teams playing against each other based off the ranking s going into week 9 of league. Team 8 plays team 7, team 6 plays team 5, etc., with the lowest point teams going last and the highest point teams going first. (Or as close to those tee times as can be arranged.)
- Substitutes will be allowed on position rounds, but not recommended.

Forfeiture of Match/Points

- If a League match starts and one, or both of the opposing team members is unable to finish the round, the hole/points that the player(s) do not play against the other team are forfeited to the opposing team.
 - Example: Player A & B are playing against player C & D. (Player A playing against Player C, and Player B against Player D.)
Player D, of the opposing team to Players A& B, has to leave the match on hole 4. If that happens, players A and Player C continue to play against each other for points, but player D gets zero (0) points for holes 7-9 which he missed, and player B, (player D's opponent) gets 1 full point for each hole, of holes 7-9. Player B, who was playing against player D, must finish out the round in order to get those points.
 - However, if a non-team member starts play of a round with a team member, and that actual team member gets injured and is unable to continue play, the non-team member would be allowed to continue to play against his opponent, since the match had already started. However, the actual team member who had to forfeit his remaining holes would get ZERO points for those holes, and

his opponent would get one full point for those holes not played. The remaining golfers would have to complete the remaining holes for the points to count.

Tees Played

- Leagues will play from the BLUE set of tees for all leagues, (EXCEPT for Senior's League, if it runs, which will play from the GOLD set of tees.)
- Unless a league determines they want to play an alternate set of tees. The League must come to a consensus unanimously for this to happen and the league must notify the Pro Shop with ample time so that reprogramming can be completed in the League computer software being used to compute the league results.
 - For example: The 4:00 League alternates, week to week, from the Blue tees to the Black tees, instead of playing just the Blue tees each week.
- League members who are aged **70** and above are allowed to move up to the GOLD set of tees, from the BLUE tees, and those in 4:00 League will move up to the Blue Tees, the weeks the rest are playing Black tees.
- PLEASE inform the Pro Shop staff of your age if you qualify for moving up to the Gold Tee set, because of being aged **70** and above.

Men's League Game Hole-in-One Rules...

- A Golfer **MUST FILL OUT AND PAY** one of the Men's League Pro's Game Entry Forms each day they are playing. If playing in two leagues, you only need to fill out one form. Price is **\$1** for Hole in One entry plus **\$1** for the Pro Shop Fee for running the game, for \$2 in total.
- Hole-in-One Game is a SEPARATE ENTITY from the rest of the games in the "Pro's Games", as are Gross Skins, Net Skins, Pin Events, Etc.... If in the event of a rain out occurring which washes out some of the League Play for a particular Thursday, the Hole-in-One Pot will be paid out if a Hole-in-One made. The remainder of the games (*Pro Shop Game, Gross Skins, Net Skins, and Pin Events*) will be pushed to the following week, but the Hole in One pot is separate. All games are ala-carte, so no other games affect the Hole in One Pot.
- A full 9-Holes **DOES NOT** need to be played for the Hole-in-One to count as eligible for the Hole in One pot for Men's League. (*Covers Possibility of Rain-Out.*)
- If a Hole-in-One is made on a particular Thursday, during Men's League, and that golfer is paid for that day, the Hole-in-One Pot eligible to be won is for the amount shown through the Previous week on the sheet! (*Entries for that current day are not included in that Hole in One Pot.*)
- Payment for a Hole-in-One made, with someone entering the Hole in One game that day, will be completed in the form of a check issued to that individual within the **next business day**, for the amount shown for the pot posted through the previous week. Payment will not be made the same day the Hole-in-One is made.
- Tees will be placed in a similar yardage (Tees together) on both Par 3 Holes to make things a bit more equitable. (*Handicaps will not be affected.*) Tees will be set that morning by the Pro Shop and yardage will be measured and marked down next to the tee(s).
- In the unlikely, but not impossible, event that more than one Hole in One is made on a particular Thursday, and both golfers are entered into the Hole in One Pot, the pot would be split between the Hole-in-One(s) made on that day.
- If a golfer is entered into the regular (daily) Hole in One Insurance for 2024, that golfer will win that Hole in One pot, as well.