

## SCORING RULES AND INFO

**Format:** Two man best ball. Match play ~ 9 holes.

To speed up play, players are encouraged to pick up their ball if their partner is in the hole and you cannot beat his score. If you pick up, **record the score you most likely would have made.** Opponents are encouraged to give putts to players on the green if their score will not affect the outcome of the hole. If you are given a putt, you must take that score for the hole.

**Scoring:** On each hole 1 point will be awarded to the team winning the hole. If both teams tie the hole, ½ point will be awarded to each team. The first team to score 5 points wins the match. Both teams record the total points scored for the match. Players must finish all 9 holes, however a maximum of 6 points can be awarded.

**Example:** *Team A wins the match after 5 holes and has 5 points to 0 for Team B. Team A also wins the 6<sup>th</sup> and 7<sup>th</sup> holes, but can only count 6 points (the maximum allowed). If team B wins the 7<sup>th</sup> hole, Team B is awarded 1 point. If Team A wins the 8<sup>th</sup> hole, no points are awarded. Teams tie the 9<sup>th</sup> hole. Final points = Team A~6 points, Team B~1 ½ points.*

**Winning team is rewarded 1 extra point for winning Match**

(If the losing team elects not to play out the nine holes after the winning team wins 5 points, the winning team will be awarded 6 points, so as not to punish the winning team for stoppage of play.)

Standings will be kept each week and posted based upon total points. For PLAYOFFS - Ties will be broken and seeding awarded based on this order:

Total Points then Head to Head Competition then Coin Toss

**Handicapping:** All players will have a league handicap based on 80% of their GHIN Course Handicap. (League Maximum is 33 hcp. Anyone with higher hcp plays with a 33 hcp.)

- If a player does not have a handicap at the start of league play, he plays with a 6 HCP until he establishes a GHIN Hdcp. Players must have 5 scores from the current year or previous year in the system to justify an accurate GHIN Handicap. If you do not meet these guidelines, see Ray ASAP...
- Strokes will be given to each player for each week's match based on the lowest handicap. That low handicap player will play with 0 strokes. The other 3 players will receive ½ the difference between his handicap and the low handicap (**Max of 10 strokes is given**)

**(Formula     *Player Adj. Hcp - Lowest Player Adj.Hcp divided by 2 = strokes for the match.*)**

Lowest Hcp Player has Hcp of 9 so 80% = 7     0 strokes  
Player B = 12 hcp or Adj.Hcp = 10     so 10 – 7 = 3 divided by 2 = 1.5 of **2strokes**  
Player C = 18 hcp or Adj Hcp = 14     so 14 – 7 = 7 divided by 2 = 3.5 or **4strokes**  
Player D = 27 hcp or Adj.Hcp = 21     so 21 – 7 = 14 divided 2 = **7 strokes**

(33 hcp would mean League HCP of 26, so 26-7 = 19 divided by 2 = 9.5 or 10 strokes)

# MEN'S TWILIGHT LEAGUE 2021

## Twilight League Rules

1. Mens Twilite League is open to **HCGC Members Only who must be paid in full by June 10th!**
2. A \$20 Entry Fee must be paid by each player by June 15. If not paid by that date, the player is not eligible to play until paid.
3. Pins and Skins will be awarded each week of the regular season and the first week of playoffs. Cost is \$20 per player to participate for the season.due 1<sup>st</sup> week, or pay \$2 each week.
4. Rain outs will be determined by 3 PM. Any match rained out MUST BE PLAYED before the following Monday's match date.
5. If rain occurs once play has begun, the 2 teams must finish match before Sunday of that week, or else **ONLY** the points accumulated at the point of stoppage will be awarded. I
6. If the match did not begin and is not made up, no points or win, loss is awarded. The Tournament Committee decides a forfeit.
7. If a match ends in a tie after 9 holes, no extra holes are played and both Teams receive 4 ½ points.
8. Substitutes may be used (non members too, but must have a Ghin HCP or the sub plays with 6 HCP), but the Clubhouse must be notified by 2pm Monday of the match in order to adjust the scorecard. If not notified, the sub must play with a 6 HCP.
9. If your opponent does not show for the match a forfeit win is awarded to the team present. The team present must play their 9-hole match and will be awarded 3 points for the forfeit and may earn up to 6 points by competing against par. (ie. Net birdie=1pt. Net Par= 1/2 pt.) at each hole.
10. All Scorecards must be turned in to the Clubhouse by 8pm Monday of the match.
11. All matches are played Mondays. If you or your teammate cannot play on Monday arrangements must be made prior to 2pm of the play date. Your opponents choose the date to reschedule by Friday of that week. If they cannot reschedule, you must find a sub, play with 1 player, or forfeit. ***It is the responsibility of the team asking for reschedule to meet the need of the opponent. No weekend makeup dates, as it is not fair to opponents to have to give up a weekend in order to reschedule a match.***
12. We will alternate tees each week; the first match will be played from front tees.
13. At least 1 member of the team must play in order for the match to count.
14. Only top 16 teams in regular season make the Playoffs. A PLAY IN for teams #17-26 at end of regular season will be devised..Playoff matches will be 9 holes. ***No Subs are allowed during Playoffs.***
15. Prizes will be awarded to Top team in each division during regular season , as well as the Final 4 teams in the playoffs.

**Pace of Play is vital!!!** Please keep up with the group ahead of you to avoid slow play.

**\*\*\*\*More than 1 hole open ahead of you constitutes Slow play.\*\*\*\***

**\*\*Play will be governed by U.S.G.A. Rules except for the following:\*\*\*\***

**---Preferred Lie in own fairway only, 1 CLUB length no nearer the Green and not improving position**

**---All Bunkers, until further notice, will be played as Ground Under Repair. Take ball out, drop it behind the bunker no closer to hole and play on without penalty.**

**---The road along #2, #3, and #4 is OOB. If ball is NOT on TAR, play it as it lies.**

**EACH PLAYER MUST ENTER IS 9 HOLE SCORE ON GHIN.COM**