# Moose Lake Golf Course 2022 Thursday Men's League 

Committee Members:
Jon Neumann - President
Brian Hennen - Vice President
Dan Dougherty - Treasurer
Shawn Johnson - Committee member
Neil Bowman - Committee member
League Meeting is Thursday April $28^{\text {th }}, 2022$. We are enclosing a sign-up form and encourage you to sign up your team prior to the deadline date. The deadline for registration of your team is Monday April 30th, 2022. It will be most helpful if you send in the total amount due for your team. All players wanting to play in a Scramble on the meeting day please be there at $4: 30$ to sign up. There will be a brief league meeting at $4: 45$ with the scramble starting around 5:00. WEATHER PERMITTING!!!.

All league fees must be paid by May 5, 2022. If you are not paid by the deadline your team will receive zero points until the fee is paid. We encourage you to bring a guest. Official league play will begin on May $5^{\text {th }}, \mathbf{2 0 2 2}$. No credit cards. You may pay with cash or check payable to Thursday Men's League. League Schedules will be done between April $30^{\text {th }}$ and May $2^{\text {nd }}$.

Food specials will happen periodically each month. Please watch for sign-up sheets for these special nights.

## General Rules

- The league dues will be $\$ 80 /$ player, which will include entry to 3 on course proximity prizes each week. If you want to play during this time and don't want to participate in league, a $\$ 40$ fee will be charged. If you want to be a sub and participate in the low net, gross and proximity's and not be an official team, the charge is still $\$ 80$.
- The course will be closed at 2:30 p.m. for Men's League. In order to play on this day, you must be paid and signed up member of the 2022 Thursday Men's League. NO League on JULY $7^{\text {th }}$.
- You do not have to be a member of the Moose Lake Golf Course to play in League. A weekly green fee will apply to all non-members.
- Remember non-members need to pay prior to playing or have punch card punched prior. All Course owned carts used need to be paid for by all riders, even if you are scrambling afterward.
- A Thursday Men's League handicap will be established. This handicap will be posted on a weekly basis based on Last year and current League Scores.
- If you do not have a previous league handicap, we will use $80 \%$ of that night's score for the first 3 weeks totaled until a handicap is established. New players will average the scores each week for the first 3 weeks played. To explain, your first playable score you will take (your score -34 ) *. 8 rounding up over .5 . If you have 2 scores you will ((add the 2 scores divide by 2$)-34) * .8$ and round up over .5 . You must play in a match to post a score toward the handicap.
- We will use the previous year's handicap (Now $\mathbf{8 0 \%}$ of last years) for the first 3 weeks before establishing the current year's handicap. Your current years handicap will be $80 \%$ of your average 3 scores to start then up to your previous 5 scores average and $80 \%$ of that. So, it will be $80 \%$ of the rolling 5 scores every week after that. Your weekly scores are subject to the USGA handicap system for hole Adjustment. See USGA handicap system for details.
- League play will be rain or shine unless the course is determined to be unplayable by the pro shop, league committee and/or superintendent. Unplayable determinations will be made by $4: 00 \mathrm{p} . \mathrm{m} .$. The scheduled does not allow for rainouts to be made up. Regular schedule will resume the following week.
- If not playing on the assigned Thursday, your match must be played the week before or the week after the scheduled Thursday match as long as both teams agree and both teams play on that date together. Always use the posted handicaps. In the event of a rainout the matches played prior to the regular week's play will not be counted.
- All disputes will be resolved by the league committee's majority rule.


## League Format

- The league will consist of 16 weeks. The 1 st half will run 8 weeks from May $5^{\text {th }}$ to June $23^{\text {rd }}$ and the $2^{\text {nd }}$ half will run 8 weeks from June $23^{\text {rd }}$ to August $25^{\text {th }}$ (note: July 7 - NO League). September $1^{\text {st }}$ will be the beginning of the playoffs for the league championship. That night there all teams will be playing for the league championship. $\quad{ }^{* *}$ September $15^{\text {th }}$ will be the League banquet night ${ }^{* *}$
- Two members of your team will score each week. You may have up to four players on your team to have subs available.
- Teams with more than two players must designate which two are going to play in the match prior to play.
- Player's handicaps shall be confirmed on the first tee prior to beginning play. You should make every effort to match the closest handicaps to each other.
- All play will be from the Blue tees
- We will allow players on a team not scoring that week to sub for another team. You cannot sub for a team that is competing against your team. We feel it is better to play someone rather than getting free points. We will monitor the sub activity to make sure it is not abused.
- We will provide a predetermined schedule to 1 member of all teams that will show who you play each week. This schedule will include a list of the teams, the members and phone numbers for each member.
- AGAIN, this year we will be implementing tee times starting at 2pm. You must make arrangements with the team you're playing to play together. You must play together, no matching cards at the end. Arrangements can be made to play before the week of league and after until the next Thursday if ness. Phone numbers of teams will be posted make sure someone is contacted.
- Remember if your Team is still unable to attend, please make sure you are contacting the other team to let them know if a makeup date is available. If it is a forfeit the forfeiting team will get zero points and the playing team must still post a score but will match cards from a randomly picked team, getting 6 points for total guaranteed and the hole by hole is a card match for the rest of the points.


## - Pace of play is very important please keep up with the teams in front of you. Please respect the rules of the course!!!

- Scoring will be 1 point per hole and 3 points for the medal play winner for a total of 12 points each per week, for a total team points of 24 . Ties on a hole will be a $1 / 2$ a point. Ties on medal play will be $1 \frac{1}{2}$ each
player.
- If your team has 2 players and only 1 player from the opposing team's shows up and they do not have a sub, the team with 2 players will be awarded 3 points; also, the player who is awarded the 3 points will match cards for the other 9 points from a random picked card.
- If your team has 2 players and no players show up from the opposing team and they do not have subs, the team with 2 players will be awarded all 6 points and match cards for the 18 remaining points. If both teams only have 1 member and no subs both teams will play for the available 12 points only.
- All matches must be played with the team you are scheduled to play prior, on or the week after the league night. Ex. Team 1 cannot post scores at 3:30 on league night and team 2 post scores at 5:30 on league night and cards be matched. If you can't make it on league night you must contact the team you are playing and make arrangements to play another night or Forfeit and receive zero points.
- Cards must be turned in for all matches and signed with the correct points allotted for each player. It is each team's responsibility to make sure all scores are correct, and the correct total points are neatly spaced on the card. The card must be signed by a member from each team for verification. If you don't know how to fill them out, please ask. Someone will help you. You can't expect Josh to fill out the card for you. Abuse of this will result in loss of points. Sample cards are posted on the board for examples how to fill them out correctly.
- The payout schedule will be determined based on the number of teams. Payouts will be gift certificates for pro shop merchandise only.
- To determine the teams that will play for the Gold Division championship, we will take the top 8 teams with the accumulated total points for the entire league. The teams will be bracketed based on 1 through 8 seeding. Tiebreakers will be based on most team points during the current weeks. Ex. If team 1 has more points on the last league play date in each half than team 2 then team 1 is the winner. If tied we will work back by week until we find a winner.
- The Remaining 16 or more teams will be bracketed up into the Silver and Bronze and Brown divisions making playoff out for these teams also. The playoff brackets are the same as above and same rules apply. The next 8 teams will be in the Silver Division and the remaining teams will be Bronze Division. The last 8 will be in the Brown Division. They will all be playing for prize money also.
- Playoff rules are the same as league. The exceptions are ties after the nine holes. If matches totals are split 12-12 after nine holes, then a sudden death playoff will commence on hole one. At this point you are now playing just match play (not medal). All handicaps are still involved and if still tied after hole one, sudden death will start over including scores on hole 2 and so on until one team wins the majority of the points.
- Again, this year on Sept $8^{\text {th }} 2022$, All of the losing teams from the First Round of playoffs in all Divisions will play for the Consolation Bracket. Those teams will play in a 2-man Best ball includes handicap. Each player will play their own ball taking the best score between the two with their handicap. You will need to sign up in the club house before the round starts. There will be a blind draw for partners to play a shotgun at 4:30 or so. You will be playing for first $\$ 80$ bar tab and second a $\$ 50$ bar tab. And a Random draw for $3{ }^{\text {rd }}$ place for the rest of the teams at the end for a $\$ 25 \mathrm{bar}$ tab. Ties will be determine by Hole Scoring from hardest hole on down. If still tied, Random Draw for that spot will occur.


## Clarification of the Stroke and Distance Rule



## MLR E-5 DIAGRAM 3: BALL NOT FOUND OR OUT OF BOUNDS CLOSE TO GREEN



When a player's ball has not been found or is known or virtually certain to be out of bounds, the player may take stroke-and-distance relief, or when Model Local Rule $\mathrm{E}-5$ is introduced, the player has the additional option to drop a ball in and play from the relief area described below for two penalty strokes:

| Reference Points | Size of Relief Area | Limits on Relief Area |
| :--- | :--- | :--- |
| A. Ball Reference Point: | Anywhere between: <br> The point where the original <br> ball is estimated to have <br> come to rest on the course <br> A line from the hole <br> through the ball <br> reference point (point | The relief area: <br> - Must not be nearer <br> the hole than the ball <br> reference point, and |
| the course boundary to go go |  |  |
| out of bounds (point A) |  |  |$\quad$| A) (and within two |
| :--- |
| club-lengths to the |
| outside of that line), |
| and |$\quad$| Must be in the |
| :--- |
| general area |

All rules' interpretations or questions will be resolved by the majority of the league committee. Certain exceptions can be made under certain situations but will have to be agreed upon by the League Committee.

Cost: \$80/player

Please try to list all your team players on this form and send payment for the entire team. You may sign up as an individual looking for a team. Return this form with your payment to: P.O. Box 898, Moose Lake, MN 55767

Name:
Email Address: $\qquad$ Cell Phone\# $\qquad$
Name: $\qquad$ Cell Phone\# $\qquad$
Name:
Email Address: $\qquad$ Cell Phone\# $\qquad$
Name:
Email Address: $\qquad$ Cell Phone\# $\qquad$

Players at $\$ 80$ per player. Total amount enclosed $\$$ $\qquad$
**For League committee use only**
Received by: $\qquad$
Cash amount \$ $\qquad$ Check amount \$ $\qquad$

