

# RAINTREE GOLF LEAGUE

at Shamrock Hills Golf Club



## REGISTRATION:

League is full. 56 total teams.

## LEAGUE STRUCTURE:

- **Number of Teams** (56)
  - 2 divisions of 28
    - Augusta
    - Cypress
- **2 player Net Best Ball** (for at least the first 6 matches)
  - Alternate formats MAY be used throughout the rest of the season
- **Duration - 25 total weeks beginning on April 7**
  - 18 weeks of league play
  - 4 weeks of optional Scramble Events (tentatively scheduled for 4/7, 5/12, 6/30, 8/11)
    - Note: These events will have an optional player pool (\$20/team per event). Green/cart fees included.
  - 2 weeks of playoffs
  - 1 bye week (Member Guest)
- **2 divisions playing into 1 playoff bracket**
- **Weekly Earnings** (point earning matches only)
  - Top 9 teams in each group (\$10-\$75)
  - Optional Skins Game - \$100/season (paid in advance)
    - Augusta
      - Net.....\$300/week
    - Cypress
      - Net.....\$TBD
- **Season Ending Payouts**
  - Top 12 teams (\$70-\$400)
  - Consolation winners (11 @ \$40)
  - Consolation runners-up (11 @ \$20)
- **Mid-season party with food/drinks & raffle prizes**
- **End of season party with awards, food/drinks & raffle prizes**

**SLOW PLAY** is still a major concern/focus. We have made great strides in improving the pace of play and are committed to continue in the same direction. With that said, we will manage the offenders in the following manner:

1. Discussion to make aware of complaint/problem
2. Formal Warning
3. Point(s) Penalty/Deduction

**WEEKLY HORSE RACE** (optional) - May - August - There will be an organized Horse Race each week...beginning at 7:15 pm when daylight permits. Starting hole will vary per week. \$5 cash buy-in due prior to hitting your tee shot. **Winner take all!** Beverage cart (cash only) will follow this event.

**PRE-ROUND PLAY** - All practice/play prior to the start of league MUST be arranged through the Golf Shop via a formal tee time (no additional cost). Offenders will be managed the same as SLOW PLAY (see above).

## LEAGUE RULES:

### 2-tier Point Structure:

**Tier 1 - Participation** ..... 1 point

#### **Tier 2 - "Play Against the Field":**

Points earned each week, per division:

1 <sup>st</sup> .....	12 points	plus	\$75.00
2 <sup>nd</sup> .....	9 points	plus	\$60.00
3 <sup>rd</sup> .....	8 points	plus	\$45.00
4 <sup>th</sup> .....	7 points	plus	\$30.00
5 <sup>th</sup> .....	6 points	plus	\$25.00
6 <sup>th</sup> .....	5 points	plus	\$15.00
7 - 9 <sup>th</sup> .....	5 points	plus	\$10.00
10 - 14 <sup>th</sup> .....	4 points		
15 - 19 <sup>th</sup> .....	3 points		
20 - 24 <sup>th</sup> .....	2 points		
25 - 28 <sup>th</sup> .....	1 point		

Weekly Payouts will be accumulated and funded to player accounts following weeks 9, 17 & 25

**Scheduling/Forfeits** - The season-long schedule will be randomly generated by Golf Genius and available for distribution prior to week 1. Other than, potentially in the playoffs, you will not play alongside the same team more than once during the season. If the team that you are scheduled to play with is absent, we will do our best to assign you to another group.

**Subs** - With valid GHIN, will play within the maximum handicap of the league. Subs without a valid GHIN, will play as scratch. Note: League committee reserves the right to adjust sub handicaps before/after participation.

**Improving Lies** - Players are encouraged to play the ball as it lies whenever possible. Based on the player's discretion, a ball MAY be cleaned, moved from divot/bare spot /mud and/or fluffed...but never played from a spot more than 6 inches from the spot in which it previously lied. Reminder: All Best Ball scores will automatically be added to your GHIN account. Depending on how you manage your handicap, you may or may not want to "touch" your ball during play.

**Handicaps** - Players will be assigned a handicap prior to the first week of play. Handicaps will be determined using GHIN, past league performance and/or committee judgement. All scores will automatically post to your GHIN account following each round. Handicaps are fluid and will be modified week to week based on GHIN. **Max handicaps will be equivalent to 25 for 18 holes.**

**Max Score** - Per GHIN guidelines, NET DOUBLE BOGEY. If you have reached that point anywhere on the hole, please pick-up and enter your score accordingly.

**Slow Play** (repeated from above) is still a major concern/focus. We have made great strides in improving the pace of play and are committed to continue in the same direction. With that said, we will manage the offenders in the following manner:

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**Side Bets** are encouraged...but MUST NOT affect pace of play. Net double bogey rule remains in effect.

**Tentative Schedule** - All matches begin at 5 pm unless communicated otherwise.

VERY IMPORTANT - All carts will be allowed to leave the clubhouse area at 4:50. All matches to start at 5:00 pm. If Group A is not ready on a given hole, Group B should play first.

Week 1	4/7	Scramble (optional)
Week 2	4/14	Best Ball
Week 3	4/21	Best Ball
Week 4	4/28	Best Ball
Week 5	5/5	Best Ball
Week 6	5/12	Scramble or Shamble (optional)
Week 7	5/19	Best Ball
Week 8	5/26	Best Ball
Week 9	6/2	Bye - Member Guest
Week 10	6/9	TBD
Week 11	6/16	Best Ball
Week 12	6/23	TBD
Week 13	6/30	Scramble or Shamble (optional)
Week 14	7/7	Best Ball
Week 15	7/14	TBD
Week 16	7/21	Best Ball
Week 17	7/28	TBD
Week 18	8/4	Best Ball
Week 19	8/11	TBD
Week 20	8/18	Scramble or Shamble (optional)
Week 21	8/25	Best Ball
Week 22	9/1	TBD
Week 23	9/8	Best Ball
Week 24	9/15	Playoffs - Best Ball
Week 25	9/22	Playoffs - Best Ball

Suggested "side action" for scramble matches. 6-somes (3 teams per hole)...just agree on the amount per player/team. Example: \$2 player, \$5 per team, etc.

1. Sixes (6 points per hole...using Net Scores)
  - a. 4 points to low score
  - b. 2 points to 2<sup>nd</sup>
  - c. 0 points for high score
  - Tie for low score
    - 2 teams.....each team earns 3 points
    - 3 teams.....each team earns 2 points
  - 1 low score and tie for 2<sup>nd</sup>
    - Low score earns 4 points
    - Other two teams earn 1 point
2. Match Play
  - a. Team 1 vs 2
  - b. Team 1 vs 3
  - c. Team 2 vs 3