



Thursday Night Raintree League Rules

<http://www.shamrockhills.com/Leagues/Raintree>



FORMAT

- Variety of partnered games (shamble, scramble, net, best ball)
- The league is split into two divisions. We will play on opposite sides of the course.
- Week 1-6: Weekly Low Net Competition & Match Play
 - Weekly competition for low net across entire division for prize fund and points
 - Weekly match play against opposing team for points
- Week 7-8: Playoffs & Championship Match Play
 - Head-to-head match play against an inter-division opponent
 - Every team will be in a bracket.
 - Teams are flighted into 4-team brackets based on points from first 6 weeks.
 - Top bracket pays out 4 places. Other brackets payout top 3 places.

POINT SYSTEM & PAYOUTS

- Point system based on performance and participation.
- Participation
 - 1 point per player per week for participation (including subs)
- Weekly competition for low net across division for prize fund and points
 - Top 5 places awarded funds and points for weeks 1-6
 - 1st – 5 points – 40% of weekly payout
 - 2nd – 4 points – 25% of weekly payout
 - 3rd – 3 points – 20% of weekly payout
 - 4th – 2 points – 10% of weekly payout
 - 5th – 1 point – 5% of weekly payout
- Weekly match play against opposing team for points.
 - Low individual net score wins match (or team score if scramble).
 - 0.5 point per hole won
 - 0.25 point per hole halved
 - If the low individual scores are a tie, the tie is decided by the lowest score of the other two players.
 - If a team plays by themselves, they will compete against the course (their handicap).
 - 0.5 point per hole if score is better than net par
 - 0.25 point per hole if score is net par

ATTENDANCE & SUBS

- **Email me if your entire team will not play by Thursday at noon.** You can reply to the regular emails I send out. This is important, so we don't have a team playing alone.
 - **We will take 1 point away from teams if you provide late notice.**
 - **We will take 2 points away from teams if you don't provide any notice.**

- If you don't have a sub, you can compete by yourself.
- One team member must be present to participate. Two subs are not allowed.
- If one team member is absent during an individually scored event (excluding playoffs), the absentee's score will be recorded as net bogey. During the playoffs, no scores will be entered for absent players.
- You are responsible for getting your own sub.
 - You can bring a sub off the street (friend, brother, etc.) or a designated league sub.
 - League designated subs are included in the weekly emails. Blast an email to all subs and see if anyone is available.
- Differences between off the street subs and league designated subs:
 - Handicaps:
 - Off the street subs will have a max 3 handicap (9 hole).
 - League designated subs will play at their league calculated handicap.
 - Hole Prizes:
 - Off the street subs are not eligible.
 - League subs are eligible.
 - Skins:
 - Off-the-street subs are eligible for skins during team play (one team score recorded) but ineligible for individual play (individual scores recorded).
 - League designated subs are eligible for skins during individual and team play.
 - See the Skins section below for additional details.
 - Participation Points:
 - All subs get one point.

CHECK IN PROCESS

- Weekly pairings will be posted by Monday in league portal. If you get paired with a team more than twice, let us know before Wednesday at noon.
- No one is allowed on the course before 4:00.
- You must check-in with the marshal, and one team must pick up the printed scorecard.
- If you are a member, you can check-in directly with the marshal to get your scorecards.
- If you need drinks/food, go to the concessions counter to buy drinks/food and pay for golf. You can also pay for skins there.
- If you do not need drinks/food, pay for your golf at the Pro Desk. You can also pay for skins there.
- 4:50 departure and **5:00 tee off time**

SCORING

- You will keep score on the paper scorecard and in the Golf Genius app (download it if you haven't already).
- **The paper scorecard is the official scorecard.** The scores entered on the scorecard will be used if discrepancies exist.
- Your scorecard will have a unique GGID printed on it for your group (both teams). You will enter that GGID into the app to record scores.

- **Clearly mark absent players and substitutions on the printed scorecard.**
- Enter the gross scores only for each hole after completing the hole.
- Only one person per group (not per team) must enter scores.
- Both teams sign your paper scorecard at the end of the night.
- Give the paper scorecard to the girls at the counter.

PACE OF PLAY

- Pace of play is around 2.5 hours per round.
- Keep up with the golfers in front of you. If you fall behind, you need to catch up.
- **Max score per hole is a double net bogey. Pickup if you do not make a double net bogey and mark double net on your scorecard.** To determine your max score, take the par score of the hole, plus your hole handicap (indicated by dots on the scorecard), plus two. For example, if you get two strokes on a par four hole, your max score would be eight (4 + 2 + 2).
- Ready golf - The guy that is ready, not the guy that's farthest out, takes the next shot. Please coordinate next shots, be courteous, and be aware.
- Do not spend more than 3 minutes looking for a ball. Drop and take a one stroke penalty.
- Marshals will monitor and provide assistance.
- Text Derrick during a round if you witness slow play.

RESULTS

- All weekly results will be posted by Sunday on the Shamrock league website.
- All league winnings (excluding skins) are accumulated throughout the session and payouts are not distributed until the end of the session.
 - League winnings are credited to your Shamrock account and can be used at the Pro Shop.
 - Winnings must be spent before year end. Account balances do not rollover to next year.
- Skins are paid out as cash the following week. Contact Derrick to collect.

OPTIONAL GAMES

- **Team Gross and Net Skins**
 - One entry for both low gross and low net skins (not two separate pots)
 - Skins are \$20 per team (\$10 per person).
 - One payment per team. Individual payments not allowed.
 - Both players must get into skins. A single team member cannot get into skins by himself unless he is playing by himself or with a sub.
 - League designated subs are eligible for skins during individual and team play.
 - Individual play includes all games where individual scores are recorded.
 - Team play includes all games where one score is recorded for the team.
 - Off-the-street subs are eligible for skins during team play, but ineligible for individual play.
- **Horse Race**
 - Tee off after league play when daylight allows.

- Individual one-hole competition for \$5
- Low gross score wins pot.
- Ties decided by chip-off.

HANDICAPS

- Max handicap for this league will be 26 (13 for 9-holes). We will use scores from previous sessions and prior year. Handicaps may adjust weekly.
- No strokes on par 3s for shambles/scrambles/modified alternate shot
- New league participants will start with a max 10 handicap (5 for 9-holes) until a handicap is established.
- For team games (scrambles, alternate shot), we will use a combined team weighted handicap.
- Shambles are included in individual handicap scoring. Team games are not.
- Handicap is based on league scores only. League Handicap Calculations:
 - <https://www.usga.org/handicapping/roh/2020-rules-of-handicapping.html>
 - Lowest score 1-2 rounds
 - Lowest 2 scores 3-4 rounds
 - Lowest 3 scores 5-6 rounds
 - Lowest 4 scores 7-8 rounds
 - Lowest 5 scores 9-10 rounds
 - Lowest 6 scores 11-12 rounds
 - Lowest 7 scores 13-14 rounds
 - Lowest 8 scores 15-16 rounds
 - Lowest 9 scores 17+

SCHEDULE

Session 1

- Shamble
- Scramble
- Best Ball
- Shamble (4x4)
- Modified Alt Shot
- Scramble
- Playoffs – Best Ball
- Championship – Best Ball

Session 2

- Shamble
- Scramble
- Best Ball
- Shamble (4x4)
- Modified Alt Shot (or other team game)
- Scramble
- Playoffs – Best Ball
- Championship – Best Ball

Session 3

- Shamble
- Scramble
- Best Ball
- Shamble (4x4)
- Modified Alt Shot (or other team game)
- Scramble
- Playoffs – Best Ball
- Championship – Best Ball

COURSE RULES

- You can play the ball up. You can move the ball with your club head 4 inches.
- If no rakes are in the sandtraps, balls can be removed from the sand traps to the nearest relief, no closer to the hole. If rakes are present, play out of the sand.
- Golfers 65 and older will play from the gold (senior) tees. All others will play from the white.

- Out of Bounds or Lost Ball:
 - Out of Bounds is defined by the perimeter of the golf course (fence or hedge trees). Play as a hazard, meaning drop where the ball went out of bounds and a 1 stroke penalty. OB comes into play on the following holes:
 - Left side of holes 7, 9, 10, 12
 - Behind 8
 - Lost ball: play as a hazard, on line from original position, no closer to the hole. One stroke penalty. (This is to keep pace of play and not have players return to the tee box to hit another shot.) **Spend no more the three minutes looking for a lost ball.**
 - Lateral hazards are defined by cut of grass. You can play out of a lateral hazard or take a drop where the ball crossed the hazard and a 1 stroke penalty. Lateral hazards come into play on the following holes:
 - Left side of 5, 13, 14, 15
 - Bare ground alongside the cart path will be considered part of the cart path from which you get relief.