



Tuesday Refuge Golf League 2019

Entry Fee: \$306 non season pass holder 1st half/\$81 season pass holder 1st half.

Entry fees cover: Golf and cart on league nights for one half of the season, prize fund, banquet, GHIN handicap.

Date and Time: League consists of two 9 week halves. First half starts at 5:30 PM April 30th. Week 8 of each half is playoffs and week 9 is tournament/banquet. **NOTE:** May 28th is a 5:45PM start time. Please be at the course early to get to your hole assignments for a timely shotgun start. Other late start dates may occur, and you'll be made aware as soon as possible to those.

Prizes: Prizes will be paid out in Refuge gift cards for weekly proxies, 1st thru 4th place in league and 1st and second place fun tournament winners at the end of each half.

Format: Two man match play. Each week you will be playing against another two man team. It is up to each team to ensure they have two golfers each week. You may provide your own sub. Scoring will be done using handicaps. **A** players (lower handicaps) will play against **A** players for one point. **B** players (higher handicaps) will play against **B** players for one point. Three (3) points are possible per week. The other point is awarded based on your team match play. Ties are worth ½ point.

Handicaps: 1) Players scores will be entered into the handicap computer by the course based upon the scorecards turned into the scorekeeper. 2) New players will have their handicaps calculated by the scorekeeper (until they have played enough rounds for GHIN to calculate one) 3) Subs will have their handicaps calculated by the scorekeeper, unless they have a GHIN handicap card. 4) Maximum 20 handicap per nine holes.

Scorecards

- 1) Turn in one **official** scorecard per foursome
- 2) Make sure both teams agree with scores
- 3) Add up scores for each player
- 4) Add up points won/lost and record on card
- 5) Turn in scorecards to **clubhouse**
- 6) **MAKE SURE SCORES ARE LEGIBLE!**

Pace of play: We want to stress again this year that pace of play will be “**READY GOLF**”, no honors. Always try and keep up with the group in front of you. **White Tees.** Make sure you are playing from the correct tees, because some weeks they are moved forward or backward.

Subs: If you cannot golf, you are responsible for finding a sub. Anyone can sub on the league, but you must email refugeleague@gmail.com or text Craig at **763-245-9781** by Sunday evening with the name of the sub. (If an email or text is not sent with the name of your sub there will be no handicap for this player) In order for the sub to qualify for a handicap they must have played at least one round at the Refuge so a

handicap can be established, or have an active GHIN with another course. Providing Craig with a GHIN number for the sub is the easiest and most accurate way, and must be done if the sub has a GHIN handicap. One sub per team is allowed during playoffs, provided that they have an established handicap with the league.

Tie breakers: If two teams are tied with points after the 7th week of match play, the 1st tie breaker will be head to head play. If the teams have not played each other a putt off will be used to break the tie.



COURSE RULES

Out of Bounds: White stakes mark out of bounds. If you hit out of bounds you lose stroke and distance. Therefore, you must drop a ball, take a penalty stroke, and hit from the same spot.

Hazards: If your ball is in a red hazard you have two options: 1) Play the ball where it lies. Remember that you cannot ground your club (like a sand trap), or 2) Take a penalty stroke, and drop a ball anywhere on the line of flight into the hazard.

Lost Balls: If you hit a ball that you think is possibly lost or out of bounds. Please hit a provisional. Do not spend more than a couple of minutes looking for a lost ball. If the ball is lost out of bounds, take a penalty stroke and play your provisional. If you lose a ball that was absolutely in bounds, you may drop a ball anywhere on the flight, take a penalty stroke and play from there.

Tees with Hazards: On several holes at The Refuge you must carry a hazard on your tee shot. The following rules were put in place in regards to these holes.

If your tee shot goes into the hazard in front of the tee box you must proceed according to rule 1, rule 2, or rule 3.

- 1) Re-tee a new ball taking a penalty stroke. If you clear the hazard and are in play, proceed as normal. If your second tee shot goes into the hazard, proceed to the other side of the hazard and drop a new ball in the drop area. At this point you are laying 4, and hitting your 5th shot.
- 2) Drop a new ball laterally alongside the hazard, at the point at which your ball landed in the hazard, and take a penalty stroke. Proceed with play as normal. Note on some holes it is not possible to drop lateral to the hazard, so you must proceed according to rule 1 or 3.
- 3) Drop a new ball on the other side of the hazard in the drop area, and take a penalty stroke. At this point you are laying 2, and hitting your 3rd shot.

Playing Wrong Ball (or Another Player's Ball) By Mistake: If you hit the wrong ball or another player's ball, 2 penalty strokes are assessed; the stroke at the wrong ball is not counted towards your score. Locate and hit your original ball or take appropriate additional penalty strokes if lost. If the ball was another player's, they play their shot from the original spot where you mistakenly hit it (no penalty for them).

Rules in General: If you are in a situation where you are unsure of a rule, consult with the team you are playing against. In most cases the foursome can decide on how to proceed with play. If a question still exists, please consult with me after the round is complete or the golf professional at the course.