

2025 UW Tuesday Men's Golf League Rules

The Glen Golf Park – uwglenway.blogspot.com

League & Teams

The league consists of eight teams. (Although the league began in 1958 with University of Wisconsin employees, one need not be a UW employee to play golf in the league.)

A league team will comprise 4-5 individuals (although only four may play for each team in a single match).

The Season

The season consists of two seven-week halves, with a league scramble held during the first week and a championship /scramble in the last week. In each half-season, each team plays every other team once. The League Commissioner will create and distribute the season schedule prior to each season. On each league night, tee times are reserved at 10 minute intervals, starting at 4:30 p.m.

League Banquet: The league banquet will be held at the end of the season and its coordination will be the responsibility of the previous year's League Champions.

Season Standings

Separate League Standings are kept for each half-season. Standings for the 1st Half and 2nd Half are compiled by accumulating the match points won by a team in that half-season of play.

The 1st Half winner is the team that accumulates the most match points in its seven 1st-half matches.

The 2nd Half winner is the team that accumulates the most match points in its seven 2nd-half matches.

League Standings Tiebreakers

1st tiebreaker: In the case of a tie in the standings at the end of a half of play, the scores in the head-to-head matchups in that half-season between all teams involved in the tie are summed, and the team with the lowest cumulative score from those matchups will be the winner of the half.

2nd tiebreaker: If two or more teams remain tied for the win after the first tiebreaker, all other teams are removed from the tiebreaker process. Then, the process is repeated until only one team is the winner.

3rd tiebreaker: If two or more teams still remain tied, perform the same test as in the 2nd tiebreaker, except use the head-to-head matchups from the other half of the season.

4th tiebreaker: If two or more teams still remain tied, a coin flip will determine the winner of the half.

The Championship

The League Championship consists of a play-off between the winner of the 1st Half and the winner of the 2nd Half. The championship will be the last week of the season, with the remaining teams playing a scramble.

If the same team wins both halves of the season, that team is the League Champion, and no Championship match is necessary.

Championship Match Tiebreakers

1st tiebreaker: If the Championship match ends in a net tie, the League Champion shall be the team which won more individual matchups in the Championship.

2nd tiebreaker: If the two teams are still tied after the first tiebreaker, the League Champion shall be the team which had the lower overall handicap going into the match.

Matches

Each match pits two teams of four against each other, and the match is played in two consecutive foursomes. The match includes both an individual, head-to-head component and a team score component (see Match Scoring, below).

Each match foursome will have two members from each team, paired up by the League Commissioner. Over the duration of the season, the League Commissioner will attempt to ensure that each golfer is grouped with all official league members or their subs.

Modification of groupings may be made in the case where two golfers on a team or in a foursome wish to share a cart, with notice to the League Commissioner and the opposing team.

Rainouts/Postponements

If league play is rained out or postponed for any other reason on a given night one or two times during the season, the season will be extended one or two weeks. Matches will be held in the order scheduled.

If league play is postponed three or more times, the season will be extended two weeks and players will be required by the City of Madison to pay for any additional postponements. In the case of three or more postponements, the scores from the last night of match play will be attributed to any pairings not completed during the extended season.

Match Scoring

In each match, there are a total of six points at stake – four individual and two team points.

- Each golfer's score will be his net score (Raw score minus the player's handicap). The maximum score in each hole is five over par or an 8 on a par 3, a 9 on a par 4, and a 10 on a par 5.
- If a golfer has not yet established a handicap, his/her net score will be 34.
- Each individual, head-to-head matchup is worth one (1) point. The golfer in an individual match with the lower net score gets that point. If an individual match ends in a tie (the two net scores are equal), the point is split, with one-half going to each golfer.
- If a golfer's opponent does not complete his/her round and does not have a sub, the unopposed golfer automatically wins the individual point for the match-up. The unopposed golfer wins the match by the higher of (a) 2 strokes or (b) the number of strokes by which he beats his own handicap. If neither golfer completes his/her round and does not have a sub, no points are awarded either golfer.
- The two team points are won by the team with a combined, four-player net score that is lower than the other teams combined, net four-player score. If the two teams have the same combined net score, each team will earn one point.

Handicaps

A golfer does not carry a handicap until they have posted at least three scores in league play. (This will be forever known as the Dave Wolfe rule, in honor of his shooting 20 strokes lower in his second week than his first – posting a net 12 under the rule at that time.)

Once a golfer who has posted at three scores in league play, a handicap is calculated by subtracting 33 from the player's average 9-hole score and multiplying that amount times 95%. For players who have posted 8 or more scores in league play, the average 9-hole score in league play is determined using the last eight raw scores in league play. If the golfer has played at least three but less than eight times in league, then all of their scores are averaged to determine their handicap.

To summarize:

- Golfed less than three times: No handicap.
- Golfed 3-7 times: Handicap = (average of all raw scores) – 33 times 95%
- Golfed 8+ times: Handicap = (average of last eight raw scores) – 33 times 95%

The handicap is always rounded to the nearest whole number.

Substitutes

If a golfer is unable to attend a match, he must provide a substitute golfer to take his place. If a golfer does not attend, and is not replaced by a substitute, the league golfer must still pay greens fees for the match, and he automatically loses the individual point for that match-up.

If you plan to have a substitute golfer in your place, please inform the League Commissioner as far in advance as possible, so the substitute's handicap can be used to determine match-ups.

Substitutes should report to the clubhouse attendant who they are golfing for, so attendance records can be kept.

Speed of Play

In order to avoid teams finishing in the dark, it is important to have each foursome complete the course within two hours.

- **Be on Time:** Know your tee time, and be ready to tee off at your scheduled tee time.
- **Play Ready Golf:** If a player with the honor is not ready to play, other players should play on when ready. Speeding up play is more important than being concerned with who has the honor.
- **Pace:** Keep an eye on the group ahead of you and keep up.
- **Other Time-Savers:** Limit practice swings and time looking for lost golf balls. (See the rules for lost balls below.)
- **Maximum Score:** The maximum score in each hole is five over par or an 8 on a par 3, a 9 on a par 4 and a 10 on par 5 (hole 5) at The Glen.

Winter Rules

The ball must be played where it lies. Any player wishing to improve his/her lie may do so with a one stroke penalty using the unplayable lies rule described below.

Lost Balls

For a ball lost anywhere on the course, a player will drop a ball with a one stroke penalty anywhere along a line on which the shot was hit. Players should not take longer than 2 minutes to locate a ball.

Balls Out of Bounds

For balls deemed to be out of bounds, a player will drop a ball with a one stroke penalty anywhere along a line from where the shot was hit to where it went out of bounds.

Unplayable Lies

A player may determine a lie to be unplayable at any time (this most frequently occurs when a ball is located underneath a pine tree). If a player determines a lie is unplayable, he will go to the nearest point of relief, not closer to the hole, with unobstructed access to the fairway (but not necessarily the green). From there, the player would take a drop within two club lengths, not closer to the hole, with a one stroke penalty.

Fees

At the beginning of the season, each golfer must pay \$45 in season dues to the League Commissioner. These dues will pay for league prizes, the Commissioner's golf, and staff gratuities.

In addition, each golfer is responsible for weekly greens fees.

The end-of-year banquet is not covered in these fees.

Prizes

Each week of match play, a golf ball prize will be awarded to golfers who achieve one of the following.

- Attempting 12 or fewer putts during the 9-hole round.
- Posting the lowest net score for the week.
- Winning one of the four challenge holes (see Challenge Holes)

Prizes may also be awarded for:

- An Eagle or Hole-in-One

Year-end prizes will also be awarded for:

- Championship Team
- Runner-Up Team
- Sy Brandt Sportsmanship Award (Weeks Attended plus Team Points Earned plus Change in Average from Previous Season – positive points for those who improved and a negative points for those who did not)
- Low Raw Average for the Season (minimum 10 weeks)
- End-of-Year Tournament Winners: The league's golfers are separated into three flights based on Week 11 handicaps. Net scores calculated for the last four weeks of the season will be calculated using the players week 11 handicap. The three best net scores are summed for each golfer, and the golfer with the lowest combined net score in each flight is a tournament winner. In case of ties, the prize money will be divided among those tied.

Subs will be eligible to win hole prizes. Subs who have completed 4 rounds or more during the season will be eligible for the year end flight tournament.

Challenge Holes

Each week of match play, the first foursome will determine the four challenges and place markers on the course that will indicate the challenge. Examples of challenges are closest to the pin from off the green, closest to the pin in two shots, longest drive in the fairway, and longest putt.

If a golfer bests the previously set mark, they should put their name on the marker and move it to the new appropriate mark.

The last foursome in for the night should gather the markers and return them to the clubhouse.