

Wednesday Night League

League Format and Rules:

- Four-Person handicap teams, going off both sides.
- Blue tees; with the exception of 65+ (white tees) and 70+ (gold tees) and women (gold tees)
- Tee times will start @ 5:00 pm.
- League fees are \$525 for non-members and \$25 for members, can be paid in full, or in half on week #1 and half on week #11.
- Will abide by normal USGA rules (with exceptions below)
 - Improve your lie anywhere, one club length (may not change cut of grass, no closer to hole)
 - Out of Bounds- play stroke only, “take” distance. Drop a ball anywhere along the flight path that the ball entered, add a stroke, and play from there. Out of Bounds is perimeter of golf course or marked with white stakes.
 - Sand traps will be played down, exceptions being for poor weather conditions.
 - Double par maximum (unless hole has not been won yet by either player, then play past double par, until a winner is deemed).
- The first 3 weeks will have no handicap, but after handicaps are established, results and points will then be factored back in for the first 3 weeks.
- Max handicap is 18, cannot give more than 2 shots per hole.
- Handicaps will adjust throughout the season factoring in each weeks play, starting after week 3.
- Pick up score cards before round, turn into drop box after round. Scorecards will already have handicaps labeled on card per pairing.
- Score cards need to be reviewed and agreed upon by both teams prior to turning in the card for the night. If a score is disputed, both players along with Golf Ambassador will review and resolve dispute night of match.
- For any additional questions or rulings call (937) 631-7196 for golf ambassador, Caleb Westfall.
- ZERO tolerance policy for fighting, anyone that engages in fighting will be removed from the league/course, fees will not be refunded.

Schedule:

- League will begin May 1st and continue until September 25th, not playing week of July 4th.
- A master schedule will be available under the league tab on the Woodland Golf Club website with weekly tee times and results for everything regarding each week.
- Paper copies of the master schedule will also be given out for tee times all season.
- Each week results will be posted 1-2 days after round completion.
- Each team will play every team in the league at least once and will rotate on which side they play.
- In the result of league being canceled due to weather, etc., that week’s match will be added on at the end of the season and we will keep the same schedule for the following week.

Point System:

- Each 4-Person team will have an "A/B/C/D" player based upon their handicaps.
- Each player will play against the opposing team's "A/B/C/D" player, rotating each week in which teammates are paired together.
- There are 2 points available to be won per hole, 18 in total for each match.
- 2 points are won if the player wins the hole (including handicap), 1 point for tie, and 0 points for losing the hole. Each team's total points will be tallied towards a season long point total

Payouts:

- Paid out to each team at the end of the season based upon points, pay top 25% of teams.
- Payouts for top 3 individual point leaders, regardless of "A/B/C/D" ranking.

Skins:

- \$5 optional skins game (per side) will be collected day of and paid out following week.
- Put skin money into skins envelope and then check name off on skins sheet to enter.
- All birdie putts or better must be holed out.

Subs:

- 2/4 team members must be present for the match to count towards points.
- You are responsible for finding your own sub.
- Subs will have a one-time \$15 fee; will start at a 0 handicap, until handicap is determined
- All sub information needs to be called in to pro-shop prior to noon day of.
 - In the case of someone not finding a sub. The match will still occur, and you will play the missing person as if they were there with their handicap. For a penalty for not showing up and or finding a sub there will be a 2-point penalty for the match.
 - Example: If a match finishes 9-9 against the absent players handicap, it would be adjusted to 11-7, with a max of 18 total points possible to be accumulated.
- If your whole team will miss one week, please let us know. Communication with the course and fellow league members to reschedule missed matches is encouraged ahead of time.
 - Absent team will receive 0 points for the week and opposing team will accumulate the same number of points as the highest scoring team that week.

Concessions/Gimmes:

- Concessions or "gimmes" may be offered on a group-to-group basis at the player/teams within the pairing's discretion. Make it loud and clear when offering a gimmie.
- Birdies shots or better cannot be given as gimmes.
- Players are allowed to deny any gimme and may finish out if they choose.
- If a gimmie is accepted you count the stroke as if it were holed (laying in four, and pick up, score is a five for that hole)
- Example: If one player is in for a 4 and another player has a 3-foot putt for a 7, you could offer a gimmie for the putt to help speed up play, since the hole's match has been won.

Extras:

- The potential for a scramble, best ball, or skins event if there are left over weeks.
- We look forward to having everyone out for league!