

Sugar Isle Summer Championship

Begins: Wednesday June 10, 2020 **Ends:** Wednesday August 26, 2020

Tee Times: Early Division = 4:30-5:30 PM / Late Division = 5:30-6:30 PM

Annual Fee: \$30.00 **Weekly Fee:** \$22.00 to ride / \$15.00 to walk

Matches: A vs A and B vs B. The team's "A" player is determined by lowest handicap. All matches are individual Match Play (hole by hole winners) not total stroke play. Each player match is 22 total points.

+2 for a hole won / +1 for Hole tied / +4 for a match won / +2 for match tied

Teams: League will be maxed out at 28 teams of two golfers. Teams will be split into an early and late division. 14 two person teams per division.

Playoffs: Begins Wed. 9/2/20. Top 6 Teams from each Division will qualify.

Championship Event: The Playoff winner of each night will qualify for the 18 hole Championship on Sunday October 4th at 9:00AM.

Payouts (Over \$2k in Total Prizes Per League)

Divisonal

1st Team	=	\$200	1st Individual	=	\$100
2nd Team	=	\$150	2nd Individual	=	\$ 80
3rd Team	=	\$100	3rd Individual	=	\$ 60
4th Team	=	\$ 50	4th Individual	=	\$ 40
5th Team	=	\$ 30	5th Individual	=	\$ 20
6th Team	=	\$ 20	6th Individual	=	\$ 10

Playoff

1st Team	=	\$200
2nd Team	=	\$100
3rd Team	=	\$ 50

Championship

1st Team	=	\$300
2nd Team	=	\$200
3rd Team	=	\$100

* *All Payouts will be in Shop Script. Script can be used for golf fees, pro shop merchandise, driving range, or food and beverage. Payouts based on a full league. **

Skins: This pot is **optional** and begins after the 3rd week of play

1. Entry fee is \$5.00 weekly. You must pay and sign up before the round begins. No late entries. Must have 3 week min. HDCP.
2. Of a players \$5.00, \$2.50 each will go to Gross & Net Skins.

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Low Net/ Low Gross Weekly Contest: Each week the player with the lowest Net (Score - HDCP) and Gross (Actual Score) will win a sleeve of Callaway golf balls. All ties will be a push with no winner that week.

Handicap: Based on 90% of total score for the most recent 4 weeks with the highest score being discarded. If you shoot 46/42/48/45 your three factored scores will be 46/42/45 with the 48 discarded. Players with no previous scores will get an instant handicap based on that round.

Tardy Players: A player absent at the start of the match will take an X for each hole missed. An X equals loss of hole by the lowest strokes necessary. You can still win the match points and the holes you are there for with an X.
Do Not Wait On Tardy Players. They may never show up. Keep Pace.

Hazards: All hazards (water, woods, natural grass areas) should not be entered or played from. Take a two club length drop from your point of entry and a 1 stroke penalty. Do not drop closer to the hole or change cut of grass.

Out Of Bounds: Out of bounds means your ball has finished in an area out of the field of play. These areas (Ag. fields, Residential yards, Public Roads, Driving Range) are marked by white stakes. Take a two club length drop from your point of entry and a 2 stroke penalty. Do not drop closer to the hole or change cut of grass.

Ghost Score: The league average score for each hole makes up the Ghost Score. The Ghost also has the average handicap of the league. Unopposed players will play against the Ghost Score to determine their points earned.

Tee Boxes: Golfers must play the same tee all season as in Week 1.

Men: 49 & under (Blue) / 50-69 (White) / 70 & Above (Green)

Ladies: 59 & under (Green) / 60 & Older (Aqua)

Subs:

1. A sub will only earn team points, not individual points
2. A sub is required to pay for their golf unless the league member has paid in advance. All players must pay before teeing off.
3. A sub must have a full 4 week handicap to be eligible to play in a position round. The Ghost will be used if there is no sub

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Rulings: If a rule is disputed just complete the hole under both rulings and card both scores. The Pro Shop will rule on the correct score after the round. League/Local/USGA rules applying in that order.

Max Score: There is a max score limit for pace of play. If at the limit please pick up and put an X on the scorecard. You can still win the Match Bonus.

Max Score = 8 for Par 3 / 10 for Par 4 / 12 for Par 5

Picking Up: Your opponent MAY concede a putt if for 2 over par or worse. If not conceded then the putt must be rolled. A ball picked up without concession is replayed in original position +1 penalty stroke. You MAY also choose to pick up if you have lost the hole or wish to concede the hole.

Improved Lie: You may roll the ball within a scorecard length in fairways & rough, you can't change cut of grass or move the ball closer to hole

Before Match: Players will not be permitted to check in more than 20 minutes before match time. The practice green / driving range may be used to warm up if stations are available but carts will not be issued and league fees will not be accepted until time. All players must show a receipt to the starter.

After Match: Please return carts to the barn and hand in scorecards immediately upon finish. By State Law there is no loitering after the round. Until further notified by the state we will be on a Golf and Go policy.

Annual Fees: Annual fees must be paid by the end of June.

Absent Players: Absent players will receive 0 points.

Lost Ball: Take a 1 stroke penalty and the drop ball within two club lengths of a location agreeable with opponent. Ball must be played from location of previous shot if a drop can not be agreed upon with your opponent.

Missed Weeks: We will waive the missed week fee for this season. If you feel unwell please stay home. Subs will have to pay before they tee off if not paid for in advance. If notified the Pro Shop can attempt to find a sub if you're unable to arrange your own. Please let us know in advance if needed.

Safe Playing Procedures: Please be sure to read our safe playing procedures at sugar-isle.com before coming to the course.

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