

# Tuesday Early Championship

**Annual Fee:** \$50.00

**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*

## Prize Structure

<u>REGULAR SEASON</u>				<u>PLAYOFFS</u>
1st Team	= \$200	1st Individual	= \$100	1st Team = \$200
2nd Team	= \$100	2nd Individual	= \$ 50	2nd Team = \$100
3rd Team	= \$ 50	3rd Individual	= \$ 25	3rd Team = \$ 50

\* *All Payouts will be in Shop Script. Script can be used for golf and merchandise.*

**Closest to the Pin:** This pot is **optional** and begins after the **1st week** of play

1. Entry fee is \$5.00 weekly. You must pay and sign up before the round begins. No late entries.
2. The Pot will be split between the winners of each par 3 that night.

**Skins:** This pot is **optional** and begins after the **5th 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.

**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.

**Hazards:** All hazards (water, woods, natural grass areas, or marked out of bounds) should not be entered or played from. Take a two club length drop from the point of entry into the hazard and 1 stroke penalty.

**Lost Ball:** A ball lost near a hazard should be assumed in the hazard if it can not be found. If it is lost in the grass with no hazard within 50 yards you may take a free drop. This rule is to speed pace of play and reduce searching, please do not try to cheat by refusing to accept your ball is in the hazard.

*Thank You for Playing Sugar Isle Golf Course*

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**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.*

**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.

**Max Score:** There is a max score per hole of double par. If at the limit please pick up and put an X on the scorecard. You can still win the Match Bonus.

*Max Score = 6 for Par 3 / 8 for Par 4 / 10 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

**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.

**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.

*Please hand in your scorecard to the white mail box pro shop and return your cart to the cart barn after your match is completed.*

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