# **2018 Summer Twilight League**

# **Rules, Handicaps, Prizes, Guests, Points, Scrambles, HIO**

Rules

1. Tees: ◼ First Flight (blue tees)  
    ◼ All other men (white tees)   
    ◼ Women (red tees)  
   Senior players (70+) may play from the   
   red tees if the request is made to league directors; handicaps will be adjusted.
2. Play the ball as it lies, except as otherwise provided in the USGA Rules or Local Rules.
3. Local Ken McDonald local rules take precedence over USGA rules. A Ken McDonald course professional will make any final rulings.
4. In case of rainouts, 9-hole makeup rounds or partial round/hole completion will be decided by the league directors (Valliere and Santucci). A partial round completion must be completed prior to the following week’s outing. One of the league directors must be present at the partial make-up round.
5. If one night or more is a complete rainout it will be the decision of the league directors to make up rounds to reach the eight-week flight point schedule. Therefore, each half-season schedule may be less than eight weeks.
6. Ken McDonald course management and the City of Tempe will make the decision of to offer full or partial rainchecks to summer league golfers.

9-Hole Handicap

1. Anyone with a USGA handicap may join the Summer League and be flighted.After 8 weeks (the halfway point), if a player’s *18-hole* USGA handicap changes, than his summer league handicap will change *at the start* of the new 8-week session. During each 8-week session, you will stay in the same flight.
2. *Players* must input their scores into the USGA handicap system after each 9 holes.

Guests

* Guests will pay the full amount (green fees   
  and prize fund) but will be eligible for nightly skill prizes only. A guest that does not pay the $5.00 prize fund will not be eligible for any skill prizes.
* Guests and a member may participate in the scramble nights but the team is eligible for skill AND skin prizes only. The guest must pay the normal green fees and prize fund amount.

Prizes

Prize winnings must be used for pro shop merchandise, or food and drinks in the restaurant-bar. It *cannot* be used for green fees, cart fees, prize funds, or range balls. The City of Tempe and the golf course management company has the right to revise how the prize money may be used.

To participate in accumulative point standings (flights), golfers must be a Summer League member (pay entry fee of $10.00, and have a Summer League handicap: USGA only).

All prizes will be awarded by the second week of September unless additional weeks are needed to make up rain delays. Standings and skill prize winners will be tracked in the weekly golf reports.

**Skill Prizes**

LP Longest Putt on the green

CP Closest to the Pin, 1st shot, on the green

CP2 Closest to the Pin, 2nd shot,  
on the green (must lay 2)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| *If Front Nine  Is Played* | |  | *If Back Nine  Is Played* | |
| Hole | Skill Prize |  | Hole | Skill Prize |
| 1 | LP |  | 10 | LP |
| 2 | LP |  | 11 | CP |
| 3 | LP |  | 12 | LP |
| 4 | LP |  | 13 | CP |
| 5 | CP |  | 14 | CP2 |
| 6 | LP |  | 15 | LP |
| 7 | CP2 |  | 16 | LP |
| 8 | CP |  | 17 | LP |
| 9 | LP |  | 18 | LP |

### Weekly Flight Winners

Flights are determined by handicap. Handicap ranges, number of flights, and number of golfers in each flight may vary to balance the number of players in each flight.

1. **First through sixth place** in total point standings for each flight will be awarded book money at the pro shop or restaurant-bar.

|  |  |
| --- | --- |
| **Place** | **Pts** |
| 1 | 5 |
| 2 | 4 |
| 3 | 3 |
| 4 | 2 |
| 5 | 1 |
| Skill | 1 |

1. Weekly flight points (see the table) are awarded for low net scores, plus 1 point for playing and submitting signed scorecard. For example, a golfer wins first place net score in the flight plus 2 skill prizes: Total points = 8 (5 for first place + 2 skill prizes + 1 for playing that night and turning in a signed scorecard).
2. **Tie breakers** (two golfers). For weekly flight ties, using full handicaps, scorecards are matched using match play rules for the complete nine holes.   
   If the tie remains after nine holes a sudden-death beginning with the first hole will occur. If a tie still remains, the points (1st place points plus 2nd place divided by 2) or (2nd place plus 3rd place divided by 2), etc.) will be equally divided. For tiebreakers with three or more golfers a sudden death matching scorecards from Hole #1 will occur. If a tie still remains the points will be equally divided as above.
3. **Flight Prize Payout.** Each flight’s fund amount is based on the total number of golfers playing in that specific flight over 8 weeks (or less if rained out). The total fund =   
   Number of golfers times $5.00 minus skill prizes.

|  |  |
| --- | --- |
| **Place** | **%** |
| 1 | 25 |
| 2 | 21 |
| 3 | 18 |
| 4 | 15 |
| 5 | 12 |
| 6 | 9 |

1. **Session Flight Prize Fund Ties.** When flight players tie for a place, the payouts for both players equal half the sum of the place tied for and the next place. Examples: 1. Two tie for first; the percentage payout for first and second are added and divided by two. 2. Three players tie for second; the percentage payout for second, third, and fourth are added and divided by three. If two players tie for sixth, the sixth place amount will be slit equally.

*Scrambles*

### Two-Person Team Competition Nights

1. Rules and prize payouts for the scramble will be published prior to the contest. Skill prizes will remain. Weekly green fee and prize fund will be the same as a regular night. To speed up play (finalize results and possibly dine together as a group) carts are preferred in the team comp. nights
2. Places and payout will be determined by the number of teams entered.
3. GUESTS and their team partner are eligible for skill and skin prizes only. The guest will pay the normal green fees and prize fund amount. Members without a USGA handicap shall be considered a ‘ZERO’ handicap on scramble nights.
4. Tiebreakers will be determined as described in the Weekly Flight Winners section.
5. On Scramble nights, singles can play, but they can only enter to compete for skill prizes. Singles cannot compete for *team skins* nor *team prizes*.

### Hole-In-One Rules

1. A golfer must make the hole-in-one on the first stroke playing the hole.
2. A hole-in-one may occur on any hole, not just par 3s.
3. The Hole-in-One Fund Prize is equal to the Hole-in-One fund divided by the number of Holes-In-One at *end* of the Summer League season.

At the end of the round, please give the signed scorecards to either Bill Valliere, Bill Santucci, or if a designated scorecard box is provided in the restaurant-bar area for you to place your group’s scorecard in.

Thanks and good luck!

*Bill Santucci and Bill Valliere*