







2019 SRP Summer League

Rules and Miscellaneous Information

To compete in a summer league flight, a player must have a USGA handicap and must be signed up by the deadline. Non-SRP friends and relatives with a USGA handicap may join the summer league by the deadline and be flighted.

A “guest” can play, but cannot compete in the flights. They will pay the full amount (green fees and prize fund), and they will be eligible for skill prizes only. A guest that does *not* pay the \$5 prize fund will *not* be eligible for any skill prizes.

Rules

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|-----------------|--------------------------|-------|---|---|
| 1. Tees: | <i>Men*</i> : 1st Flight | Blue |  |  |
| | 2-3 Flights | White |  |  |
| | <i>Ladies:</i> | Red |  |  |

* Men 70 and older may play from the **red tees** if the request is made to the league directors *before* the start of a session (so their handicap can be adjusted).

2. Play your ball as it lies, except as otherwise provided in the USGA Rules. Ken McDonald local rules take precedence over USGA rules. A Ken McDonald course professional will make any final rulings.

3. If a **complete rainout** occurs, league directors (Harsh and Barnett) will decide whether or not we add a week to make up a round. If a **partial rainout** occurs, the directors will decide if we do a partial round to complete the holes not completed. Partial round holes must be completed prior to the following week's outing. A league director must be present at the partial make-up round.

* Only Ken McDonald course management and the City of Tempe make the decision to offer full or partial rainchecks.

Handicaps and Flights

Players will be flighted at the beginning of summer league based on their USGA handicap. They will remain in that flight throughout the session.

After the end of the first session, handicaps will be reviewed. If a player's 18-hole USGA handicap changes, then their summer league handicap will change for the start of the new session.

The number of players in each flight will be roughly equal. **Note:** A wide handicap range within a flight may result in fewer players in the flight and fewer places that are awarded prizes.

Fairness Note: *Players* must input their scores into the USGA handicap system after each 9 holes, per the Rules of Golf.

Prizes

1. Standings and skill prize winners will be tracked in the weekly emailed reports.
2. All prizes will be “book money” that can only be used for merchandise in the pro shop or for food or 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 has the right to revise how the prizes may be used.

Guests. A guest may participate in summer league, but they are *not* eligible for skill or flight prizes, and therefore they do not have to pay \$5 into the weekly prize fund. For guests on scramble teams, see the scramble section.

Final book money will be announced as soon as possible at the end of each session, and will be available to players once the course management enters the amounts into their books.

Points and Winnings

Weekly Points:

- 1 point for “showing up” and playing
- 1 point for each skill prize won
- n points for placing that week (points are determined by low net—your score minus handicap; places awarded points may vary if participation is low.)

Place	1	2	3	4	5
Points	5	4	3	2	1

Tie Breakers. Players who tie for a weekly place will have their scorecards matched using hole-by-hole sudden death *gross* scores. If a tie remains after matching scores on all nine holes, the prize points for that place and the next place(s) will be combined and split evenly between the players.

- 2 players that place and the next place
- 3 players that place and the next two places
- 4 players that place and the next three places
- etc.

Players that tie on every hole in the nine holes and tie for the last prize place will split the last place prize.

Skill Prizes

Front nine holes:		If the back nine is played:	
3	Longest Putt	11	Closest to Pin
5	Closest to Pin	14	Longest Putt
8	Closest to Pin	15	Longest Putt
9	Longest Putt	18	Longest Putt

Notes:

1. All long putts must be made from *on the green*.
2. Closest to the pin must be on the green and is only valid when it is made with your first tee shot.
3. Closest in two shots skill prizes only count when the stroke is truly your second stroke on the hole. If the first shot is out of bounds the skill prize attempt for the second shot is voided.

Prize Payouts. Each flight’s fund accumulates till the end of the session. The amount available for payout is the total of the weekly intakes.

The weekly intake is the number of golfers that pay into the prize fund minus the portion that goes to the skill prizes (\$25 total for the league per week).

The maximum number of places in a flight paid at the session’s end is six.

Of the flight’s total accumulated fund, a flight with six places will pay at session’s end:

First	25%
Second	21%
Third	18%
Fourth	15%
Fifth	12%
Sixth	9%

After Play

At the end of the round, please give the signed scorecards to either Becky Harsh, Tom Barnett, a designated other player, or a scorecard box if provided in the restaurant/bar area for you to place your group’s scorecard in.

Old Hole-in-One Fund

The legacy hole-in-one fund is being dissolved this year and the funds will go toward dinner after the scrambles.

Thanks and good luck!

Becky Harsh and Tom Barnett

Two-Person Team Scrambles

1. Rules and prize payouts for the scramble will be published prior to the contest.
 - Skill prizes will remain.
 - The nightly green fees and prize fund contribution will be the same as a regular night.
 - To speed up play—and to finalize results and possibly dine together as a group—*carts* are preferred and recommended in the team scramble nights.
2. Places and payouts 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 will be considered a 'ZERO' handicap on scramble nights.
4. Tiebreakers will be determined as in regular weekly play. See Points and Winnings, Weekly Points. See also the Scramble Rules document that will be sent out before each scramble.
5. Singles can play in scrambles, but they are eligible for the skill prizes only if they contribute to the prize fund. They cannot participate in the team skins or team prizes.