

## **Tuesday Night Sandbaggers**

<https://sandbaggers.yolasite.com>

Fox Valley Country Club

2024 Golf League

### **1. FEES:**

League fee is \$45 for this season. This fee is for the banquet at the end of the year, which includes food and prizes. The league is scheduled for 16 weeks, with a tentative start date of May 7th, 2024. There is a possibility of 'weather make up dates' at the end of the season. Greens fee with a cart is \$30 per week and extra holes after league play are with no extra charge.

The total for 16 weeks of golf and the league fee is \$525. The league and greens fees will be due at our spring meeting on April 2nd, 2024. The money will be collected by our league treasurer, Todd Roland. If you have any concerns about your payment, please contact Todd Roland directly. The fee can be paid to the treasurer by the following options:

- Venmo: @Todd-Roland-4
- Sending a check to Todd Roland, 51 Park Place, Cheektowaga, NY 14227
- Bringing cash or a check to the spring meeting on April 2nd, 2024.

### **2. HANDICAPS:**

Handicaps from the previous year will be carried over to this year for any returning members or substitutes. Handicaps will be based off of the last 6 weeks of matches. Handicaps will be based on 80% of differential to par. New members or new substitutes will start with a handicap of 8, and after 2 match scores in league play, will establish a league handicap to be used and adjusted thereafter. The maximum handicap is 18. Up to date handicaps can be found on the league website.

### **3. POINT SCORING:**

Strokes are determined by comparing the opponents handicaps and plotting the difference on the scorecard beginning with the most difficult holes. The method of play will be match play. A total of 20 points are at stake and are awarded as shown below.

The first match is A (Low Handicap) vs C (Low Handicap). The second match is B (High Handicap) vs D (High Handicap). The Low Handicap golfers (A & C) from each team will play each other for 1 point per hole. The High Handicap golfers (B & D) from each team will also play each other for 1 point per hole. Any ties will result in splitting available points per hole and for net total score.

### **SUMMARY OF ABOVE:**

1 point per hole - To the winner of each hole between Lower Handicap golfers (A&C)

1 point per hole - To the winner of each hole between Higher Handicap golfers (B&D)

**18 points at stake**

2 points – To the two-man team winning the total net score (addition of the individual team net score)

**2 points at stake**

**20 total points at stake (18 + 2)**

If there is a tie in any of the categories above, it results in ½ **point** for each team / player

### **MAX POINTS BY A PLAYER:**

A Member of a Team: 9 points for match play & 1 point for team score

A Sub from Sub List: 9 points for match play & 0 points for team score

A Sub not from Sub List: 4 points for match play & 0 points for team score

### **SCORING WHEN A TEAM FACES ANOTHER WITH A GOLFER(S) MISSING:**

A full team vs no show team: The full team receives 15 points and no show receives 5 points.

1 member and 1 sub from the list vs no show: No show team gets 5 points. Other team gets a full 15 points, since the max would be 19 points.

1 member and 1 sub not from list vs no show: No show team gets 5 points. Other team gets 14 points, since max is 14 points.

2 subs from the list vs no show: No show team gets 5 points. Other team gets a full 15 points, since the max would be 18 points.

2 subs not from the list vs no show: No show team gets 5 points. Other team gets 8 points, since the max would be 8 points.

1 sub from list & 1 sub not from list vs no show: No show team gets 5 points. Other team gets 13 points, since the max would be 13 points.

A full team vs 2 subs from sub list (or a full team vs 1 sub from sub list): The full team can get a max of 20 points. The team with two subs from the sub list can get a total of 18 points (no team points). Format is still high handicap vs high handicap & low handicap vs low handicap. If one sub, they play both players.

A full team vs 2 sub not from the sub list (or a full team vs 1 sub not from list): The full team can get a max of 20 points. The team with two subs not from the sub list can get a total of 8 points (no team points & "half" match play points). Format is still high handicap vs high handicap & low handicap vs low handicap. If one sub, they play both players.

A full team vs 1 sub from the sub list and 1 sub not from the sub list: The full team can get a max of 20 points. The sub from the sub list can get a max of 9 points. The sub not from the sub list can get a max of 4 points. Totaling a max of 13 points. Format is still high handicap vs high handicap & low handicap vs low handicap.

A full team vs 1 opponent (no partner or sub): The full team can get a max of 20 points. The member playing by themselves can get a max of 19 points (9 match play (2) & only 1 team point). The full team both plays the single member.

1 Member vs 1 Member (no partner or sub): The max either player can get is 19 (one team point gone for each team). Players play each other "twice" for match play (or points are doubled per hole).

Both teams cannot make the match: Both teams will sacrifice the team points, but the rest are split evenly. Both teams receive 9 points.

IN ANY OF THESE INSTANCES, A SCORECARD MUST BE TURNED IN TO GET THE POINTS FOR YOUR TEAM. ALL ROUNDS, REGARDLESS OF OPPONENTS, MUST BE TURNED IN TO GET AN UPDATED HANDICAP. IF YOU FORGET TO TURN IN YOUR SCORECARD, YOU CAN SEND A PICTURE TO A LEAGUE OFFICER.

#### **4. RULES COMMITTEE:**

The rules committee will consist of the President, Vice-President, Secretary, Treasurer and 2 league members appointed by the President. Questions regarding play and scoring are to be directed to any member of the committee for a decision by the full committee. U.S.G.A. rules will govern at all times except where a local or league rule takes precedence.

## **5. LOCAL / LEAGUE RULES:**

The method of play will be match play, with a shotgun start at 4:30pm.

A. Winter Rules - All matches are played under 'winter rules' being able to be rolled over, (but no closer to the hole) to improve the lie or identify the ball.

B. Plugged Ball – lift, clean and place within 6” but no closer to the hole.

C. Out-Of-Bounds / Hazards – place ball at point where it went out of bounds or entered the hazard (as marked by stakes) no closer to the hole with 1 stroke penalty. This is meant to speed up the pace of play. Should a player hit into a hazard with 2 consecutive strokes the next shot is to be played beyond the hazard and all strokes will count.

D. Lift, Clean and Place - When the course is limited to cart paths only, the league will play lift, clean and place on all balls hit. When there is water in a sand trap, the ball may be dropped outside the trap in line with where it entered the trap without penalty. If a ball should land in a bare grass area (Fairway, Rough, or Green) it may be rolled to an adjacent grassy area no closer to the hole without penalty. The same goes for ground under repair.

E. Senior Tees – Players who are over the age of 65 are eligible to play from the red tees. This year, the USGA has implemented new golf ball regulations to shorten driver distance. If you struggle off the white tees, please consider asking a league officer to move up a tee. A rule of thumb for tee box selection goes as follows: If your average drive distance is 200+ yards, playing from the white tee is acceptable. If your average drive distance is less than 200 yards, then consider moving to the red tees. This will help speed up pace of play and could help your scoring if you struggle from the white tees.

G. Max Strokes - Maximum strokes on a hole is double par. A player reaching double par without holing out forfeits that hole.

H. Scorecards & Etiquette - Scorecards must be checked by both teams before they are handed in. Please ensure the same scores are written down. Any discrepancies must be figured out before the cards are turned in. If you cannot come to a conclusion, the rules committee will make a decision for you. It is the responsibility of each foursome to assist, cooperate and ensure that the rules and proper golf etiquette are followed in their foursome.

## **6. CANCELLATION OF PLAY:**

This will be determined by the golf course, (716)-683-6161, and/or league officers. Make up play (if possible) will be arranged by the league officers with the golf course. League officers will try their best to determine if play is possible and send an email. You can also call the course and ask the pro shop if the Sandbaggers League has been canceled.

Should a match not be completed because of weather or course conditions, the teams will hand in the scorecard and only be playing for the holes they completed. Other holes will be discarded. Incomplete scorecards do not affect the handicaps.

## **7. WEEKLY SCHEDULE:**

A schedule for the season will be available by the 1st week of league play. It will be available on the website at any time. Handicaps will also be posted on the website for each week. We will try and keep a copy of the schedule in the pro shop as well.

Golf begins with a shotgun start at 4:30 PM each week. It is the responsibility of the competing teams to coordinate any changes to their scheduled tee time. If a team has to start early or late and the other team wants to start on time. Both teams must coordinate their scores and hand in their scores for handicaps and points.

If one player must leave early from a round or join late, the holes missed will be counted as a double par (X). If the opponents are willing, the late player can make up the missing holes at the conclusion of the round to get a score.

If a player has to leave early or start late, the score they receive will not count towards their handicap. Same goes for weather cancellations during a round.