**SIMSBURY MEN’S GOLF LEAGUE**

**SIMSBURY FARMS GOLF COURSE**

**2024 SEASON**

**LEAGUE OFFICERS**

President Mike Lowndes Cell: 860-670-1570 Email: mike.lowndes@gmail.com

Treasurer John Stewart Cell: 860-798-9073 Email: jehstewart@comcast.net

Secretary Roger Coombes Cell: 860-841-5805 Email: rfcoombes@comcast.net

Director IT Matt Fitch Cell: 860-597-8023 Email:matthewfitch7@gmail.com

 **DUES**

1. **Green Fees:** Each member will pay his entire applicable green fees (town rate or season pass rate) for each scheduled league night, for the entire year by **April 5, 2024**. The money will be deposited in the league bank account and the league will pay the Pro Shop all of the Green Fees on a scheduled basis. Since the league has to guarantee 48 tee times each week, there will be no reimbursements made to individuals who are unable to make a match, fun night or opening night. Members who resign from the league during the regular golf league calendar will not be reimbursed for unused greens fees, the membership dues will not be refunded or prorated. However, the resigning member is free to work out a financial arrangement with his replacement, if a replacement can be arranged.
2. **League Membership Fees:** Membership Fees are a combination of Green Fees, GHIN fees ($0 or $32) and Dues ($140.00). Rates fall within 4 categories:
* Simsbury Farms Season Pass Holders / Have GHIN = **$140.00**
* Simsbury Farms Season Pass Holders / Need GHIN = ( $140 + $32) **$172.00**
* No Pass / Have GHIN = ($22 x 18 rounds 9 holes + $140) **$536.00**
* No Pass / Need GHIN = ($22 x 18 rounds 9 holes + $140 + $32) **$568.00**

(Active Military Members will pay a rate of $16 per round for Membership Fees + League Dues and

If applicable GHIN)

The league is not able to front greens fees for its members, nor will the league continue to chase members throughout the season to collect these fees. If these fees are not received by **April 5, 2024** you will be contacted by the league to consider releasing your spot to another player who wants to join the league.

Make checks payable to: ***SIMSBURY MEN’S GOLF LEAGUE***

Mail to: **John Stewart**

 **42 Blueberry Lane**

 **Avon, CT 06001**

**LEAGUE PLAY** Matches are played on Tuesdays; Tee off is from 4:00 to 5:00PM. Tee times are first come first serve when both golfers are present and ready to go out. Place a ball at the tee for the twosome in the line of balls going off the tee.

**Remember to contact your opponent each week to confirm your match and approximate start time.**

It is the responsibility of each player to confirm his match ahead of time. Once confirmed, you should inform your opponent of any last-minute change in plans. As an alternative, you can leave your opponent a message at the clubhouse (860-658-6246) by 4:30. League members are expected to make every effort to play matches as scheduled. Vacations, business travel, and unexpected changes in plans do require matches to be rescheduled. If you are having difficulty scheduling a match despite your repeated efforts, please bring this to the attention of any of the league officers, who will intercede on your behalf and help bring the matter to a satisfactory resolution.

If you miss a match, a make-up match can be played at any time agreed upon by both players. However, the league is only responsible for green fees for Tuesday nights. Any matches rescheduled for other nights are the financial responsibility of the player. A maximum of 2 matches can be played at the same time if all parties are playing in the same group, no matching of scorecards after the fact is allowed.

**Points for the season will end on August 20, 2024. You must have all your matches played by then.**

**WEATHER**

In the event of poor weather, contact the clubhouse to ensure the course is open. If the course is closed, the course will track rain checks – these must be played on a weekday/night, not on the weekends. If the course is open, you are expected to play your match as scheduled. One-sided cancellations due to weather and/or personal preference will be treated as forfeits. In other words, be courteous to your fellow players.

**MATCH FORMAT**

The league format is “Match Play”. Matches are played at full handicap and there are no handicap limits by flight. Current handicaps for all players are posted on the bulletin board.

**Match Play Points**: WIN = 3, TIE = 2, LOSS = 1 point

**RECORD KEEPING**

At the end of a match you must post your adjusted score in the GHIN computer. Match results are to be posted on the league standings sheet on the bulletin board. Post adjusted scores for each round of 9 holes played in competition on the handicap list. **Even if 2 matches are played at the same time, only one score is posted for handicap purposes on the date the match was played.** Example: If you are making up June 20th and July 11th matches on July 18th post the score on July 18th (only once) and the points under June 20th and July 11th.

**Maximum Score on a Hole for Handicap Purposes Only Net Double Bogey**

A score equal to the par of a hole plus two strokes and adjusted for any handicap strokes applied on that hole. A net double bogey is a player’s maximum hole score for handicap purposes (see Rule 3.1of ).

For a player with an established Handicap Index, the maximum score for each hole played is limited to a net double bogey, calculated as follows: Par of the hole + 2 strokes + Any handicap stroke(s) that the player receives on that hole or minus any handicap stroke(s) that a plus handicap player gives back on that hole.

When posting your score, post the adjusted gross score as determined above. The score should be posted on the GHIN computer. The computer and the bulletin board for posting scores are in the hallway in the pro shop.

**GOLF HANDICAP AND INFORMATION NETWORK (GHIN) MOVING TO WORLD HANDICAP SYSTEM (WHS)**

Starting in 2020 the league moved to the World Handicap System. GHIN is an acronym for Golf Handicap and Information Network, a handicapping service and is now being replaced with the WHS system. For a player with an established Handicap Index, the maximum score for each hole played is limited to a net double bogey, calculated as follows: Par of the hole + 2 strokes + Any handicap stroke(s) that the player receives on that hole\* (\*or minus any handicap stroke(s) that a plus handicap player gives back on that hole.) There is no limit to the number of holes in a round where a net double bogey adjustment may be applied. The methodology to calculate a handicap is very similar to how we have historically calculated our handicaps although with the new handicap system all of your scores, whether for Tuesday night matches or not, are used to calculate your handicap. As such, any time you play a round, whether at Simsbury Farms or somewhere else, please post your scores. Your GHIN index can be used at other courses and outings. Also note that your handicap will be calculated every day and the handicap you have on Monday will be used for determining your handicap for the Tuesday league matches.

**DISPUTES**

If a situation should arise where you are not sure how to proceed, inform your opponent of the situation at the time of the dispute and then proceed as best as you are able to determine an agreeable outcome. After play is finished and if it makes a difference in the match outcome, inform the officers of the circumstances and the officers will make a ruling. By saving your score card each week any disputes can quickly be resolved.

**FORFEITURE**

In the event a match cannot be made up by the last open night on August 20th, the person who can golf will do so against himself on the last night (or a date that is confirmed, if prior to the last night) using a Makeup Match Handicap per the 3-step process outlined below.  Someone who is in the league must confirm the match and scoring.  Please be proactive in this process and contact anyone on the board as soon as you foresee this being a problem for guidance and assistance – do not wait for the last night to raise this.

Because we are a match-play league, the player must calculate his Makeup Match Handicap and apply that handicap to the scorecard by hole in order to play against himself using the match-play format.

1. CALCULATE your Makeup Match Handicap as follows:

 a. your current 9 hole handicap

 b. +/- the handicap differential between you and your opponent

 c. + Makeup Bonus Strokes (per handicap table below)

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 = Makeup Match Handicap

This will be the handicap you use for this makeup round only, and it takes into consideration not only your handicap and your opponent’s handicap, but each player is also awarded Makeup Bonus Strokes based on the value of their handicap to help with field integrity across all four flights. These are provided by handicap in the Makeup Bonus Strokes Table below.

 **Makeup Bonus Strokes Table**

 **Strokes Handicap range**

 2 Less than or equal to 5

 3 Handicap 6-10

 4 Handicap 11-15

 5 Handicap 16 or more

2. APPLY your Makeup Match Handicap strokes to the scorecard by hole

Starting with the lowest handicap hole and working towards the highest, give yourself one stroke per hole until you run out of Makeup Match Handicap strokes. If your Makeup Match Handicap exceeds 9, return to the lowest handicap hole and working towards the highest, add one more stroke per hole until you run out.

3. PLAY your makeup round by hole and record each hole as follows:

 a. If you shoot a lower score than net par allowed per Step 2 above, you win the hole;

 b. If you shoot the same score as net par allowed per Step 2 above, you tie the hole;

 c. If you shoot a higher score than net par allowed per Step 2 above, you lose the hole.

**Examples of calculating, applying and playing using Makeup Match Handicap**

**Example 1** Player A (handicap 6) is making up a match forfeited by Player B (handicap 8)

1. CALCULATE Makeup Match Handicap

 a. 6 Player A handicap

 b. -2 Handicap differential between Player A and Player B

 c. +3 Makeup Bonus Strokes (per handicap table below)

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 = 7 Makeup Match Handicap

2. APPLY your Makeup Match Handicap strokes to the scorecard by hole

 Player A gets 1 stroke on the 7 lowest handicap holes

 Player A gets 0 strokes on the remaining, higher-handicapped holes \*

3. PLAY your makeup round by hole and record each hole as follows:

 On the 7 lowest handicap holes, if Player A shoots;

 a. Par or better - he wins the hole

 b. Bogey - he ties the hole

 c. Double bogey or worse - he loses the hole

 On the remaining holes, if Player A shoots;

 a. Birdie or better - he wins the hole

 b. Par - he ties the hole

 c. Bogey or worse - he loses the hole

**Example 2** Player A (handicap 8) is making up a match forfeited by Player B (handicap 6)

1. CALCULATE Makeup Match Handicap

 a. 8 Player A handicap

 b. +2 Handicap differential between Player A and Player B

 c. +3 Makeup Bonus Strokes (per handicap table below)

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 = 13 Makeup Match Handicap

2. APPLY your Makeup Match Handicap strokes to the scorecard by hole

 Player A gets 2 strokes on the 4 lowest handicap holes

 Player A gets 1 stroke on the remaining, higher-handicapped holes \*

3. PLAY your makeup round by hole and record each hole as follows:

 On the 4 lowest handicap holes, if Player A shoots;

 a. Bogey or better- he wins the hole

 b. Double Bogey - he ties the hole

 c. Triple Bogey or worse - he loses the hole

 On the remaining holes, if Player A shoots;

 a. Par or better - he wins the hole

 b. Bogey - he ties the hole

 c. Double bogey or worse - he loses the hole

**FLIGHT PLAYOFFS & CHAMPIONSHIP MATCH**

In order to qualify for the Flight Playoffs, a member must post at least 8 match scores (i.e. a maximum of 3 double matches can be played, matching cards is not allowed). At the conclusion of the scheduled matches, the four qualified players in each flight with the most points will make the playoffs. The highest total points, earned over the entire season, will determine seeding for all four playoff spots. The first seed will play the fourth seed and the second seed will play the third seed in the flight playoffs. The winners advance to the Championship match for their flight.

In the event that two or more players are tied at the end of the season of play, i.e., same point totals, a tiebreaker will be conducted. The first tie breaker will be how each (tied) player did against each other in their head to head match. If this match was a tie, the tiebreaker would revert to each (tied) player’s head-to-head result when they played against the next lower ranked common opponent in the flight (with rankings determined by end-of-season points), repeating as necessary until the tiebreaker is broken. If it is still tied after going through the entire flight, a coin flip will be conducted.

The format for the flight playoffs & championship is match play (your season ending handicap will be used in both). USGA rules apply as modified by the league rules. Be sure to review USGA rules for match play. Players should determine which nine is to be played ahead of time. In the event of disagreement, determine which nine to play by lot. Each match shall last until a winner is determined. If a clear winner is not determined after nine holes, continue play on the first hole of the next nine. In the event that a dispute arises as discussed above and if the dispute affects the outcome of the match, continue play as necessary in order to avoid rescheduling the match.

**SPECIAL EVENTS**

One SCRAMBLE and one BEST BALL are scheduled. A reminder email will be sent to all players 2 weeks in advance of each event to confirm whether you are playing or not. Food and refreshments follow these events.

**OPEN/MAKE UP DAYS**

These are used to catch up on your matches, play matches in advance of known conflicts, or to just play for the fun of it – you’ve already paid the green fees!

**FIELD DAY - Format to be announced**

Tuesday, September 5th, will consist of 9 holes of golf, food and prizes. A signup sheet for this event will be posted on the bulletin board in the hall outside the Pro Shop. Green fees for this event are the member’s responsibility.

**LEAGUE STANDINGS AND HANDICAPS**

Generally handicaps and standings will be adjusted daily, in conjunction with the update of the GHIN system.

**LOST BALL & OUT OF BOUNDS RULES**

You may elect to play by USGA or “Simsbury Men’s Golf League” rules.

*USGA rule*: If you think your ball might be lost outside of a water hazard or is out of bounds, notify your opponent that you are going to hit a provisional ball. The provisional ball must be played from the same spot. If the original ball is found and is not out of bounds then pick up the provisional ball and continue playing the original ball. If the original ball is not found or is out of bounds, continue play with the provisional ball, counting both strokes and add one penalty stroke.

*“Simsbury Men’s Golf League” rule*: If your ball is lost or has gone out of bounds, play another ball from the fairway near where the ball is lost or went out of bounds and add 2 penalty strokes.

**LET’S SPEED UP PLAY**

Observe the 3-minute time limit in looking for lost balls. Allow the group following yours to play through if necessary. Line up putts as others are putting. Place your bags on the side of the green towards the next tee. If you or your group are slow players, please do not be the first group to tee off, you’ll just slow down the whole league. Please use common sense in this matter. Keep it fun for all!

**CAUSE FOR DISMISSAL**

Members who do not comply with the League Rules and Regulations will be subject for dismissal. Persistent cancellation of matches, unsportsmanlike behavior and/or non-payment of Membership fees will result in immediate dismissal. Violators will not be reimbursed for unused Green Fees. Membership fees will not be reimbursed or prorated.