



CITY OF PAPIILLION
David P. Black, Mayor

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RE: Monday Night Men's League Rules 2021

Tee-Times

- Players are responsible to be on time for scheduled start.
- Any player who is late for scheduled time will forfeit points to playing competitor until he joins group on next tee box.
- Double "par" will be given to the late player for all holes missed due to tardiness to calculate team net scores.
- Automatic forfeit will be given on each hole missed to calculate individual points.
- Par will be given to late player for all holes missed to calculate handicap.
- All Teams are given ONE time to miss league. They must call the pro shop before league to cancel. After one miss, the team will then forfeit all points if missed another league night. Please utilize your substitute golfers.

Handicaps

- Handicaps will be established using the first two weeks score.
- After handicaps have been established for all players the first week will be tallied for points earned.
- Course Rating Front 9 34.4 Back 9 35.2. Course Slope Front 9 116 Back 9 126.
- Handicaps will be figured by using all scores of each league player. (example – 44- course rating(35.2 for B9) x (113/ 126B9).
- $(8.8) \times (.8968253) = 7.8920626 * .90 = 7.10$ Round up or down on the .5, so 7.10= 7
- Substitutes will establish a handicap after their first round and will use that handicap when being scored for their first round.

Points

- 19 total points may be awarded to each team each week.
- 1 team point for lowest total team net score.
- 1 points per hole won (1 for each player) – match play.
- ½ point will be awarded for ties in individual or team points.
- When playing the Ghost Team, points will be awarded vs. the Ghost players net 41.
- The max score you can get on a hole is double par.

Rules

- USGA rules will govern all play.
- The following Local Rules will apply over USGA rules.
 1. Out of bounds – Players will drop within 2 club lengths and no closer to hole of where ball last crossed out of bounds line. 1 stroke penalty.
 2. Lost Ball - Players will drop within 2 club lengths and no closer to hole of where ball was last seen. 1 stroke penalty.
 3. All walls (railroad ties or landscaping blocks) are considered an integral part of the golf course. No relief will be given.
 4. Putts may be given to help speed up play by playing competitor. Please keep in mind that 1 point is given for low net team score and giving putts that are considered "outside the leather" may affect team points.
 5. Any ball that hits high line wire is automatic re-tee.
 6. Please play ball "up" everywhere. Ball may be moved within 6 inches and no closer to the hole "through the green". Areas not included "through the green" are sand bunkers, hazards, teeing area and putting green.
 7. All competitors will play from white tee markers unless over 60 years old (gold tees).
 8. If competitors do play from the gold tees, there scores will be handicapped off the gold tees slope and rating.

Scorecards and Standings

- Scorecards and updated standings will be left for players at pro shop desk 1 hour prior to league start each week.
- Standings and schedule will be posted on www.eaglehills.org before the following week of play.
- Players are responsible to turn in scorecards each week to pro shop desk after completion of round.
- Scores will be considered complete and accurate after scorecard is turned in at pro shop desk.
- Rainouts will be made up at end of season. For example: We were weathered out 4/14, so 4/21 we will play the match on the schedule. The match scheduled for 4/14 will be played at the end of the season.