## 2025 (10th Annual) Evening Golf League at Sumpwams Creek

THE SUMP LLC - Organizer: Jeffrey Burke - jburke@compassadvisors.com or 631-383-2508

When: Wednesday Nights from Memorial Day to Labor Day. (5/28, 6/4, 6/11, 6/18, 6/25, 7/2, 7/9, 7/16, 7/23, 7/30, 8/6, 8/13, 8/20, 8/27) (Red = Regular Season, Blue = Playoffs)

The first 10 Weeks are the 'Regular Season' and we all play Stroke Play. Following that is a 4-week, Group A, Group B & Group C 16-person Match Play Bracket Playoff. All golfers not in the Match Play will compete in the Stroke Play Playoffs in weeks 11-14. All members can play all 14 weeks.

## Here are the rules:

- Men will tee off from the Blue Tees, Women from the White Tees
- The maximum number of strokes per hole is 9 strokes. (pick up at 9+)
- Players will putt-out and finish each hole (there are no 'gimmies')
- 1 player in the group will record all the scores and turn in 1 scorecard to the clubhouse with full player names (no nicknames or abbreviations)
- The LOWEST 6 OUT OF YOUR FIRST 10 ROUNDS WILL BE COUNTED to identify the top 16 players to move on to the A Playoff Group. The next 16 will play in the B Playoff Group and so on.
- If you miss a week, you can <u>make up ONLY 1 round</u> (We have reduced makeups to only 1 per season) <u>You must play the round with another competing member of the league and they must also submit a score</u>.
  Make ups must be submitted ASAP. Last day for make up is week 10 and must be received by 8pm that evening to be considered in your scoring.
- Play honest, play well, keep pace with the group ahead of you and always take care of divots and ball marks. Divots should be picked up and replaced on all tee boxes! PLAY READY GOLF!
- Playoffs August is playoff time, it is also vacation time for a lot of us. If you know that you won't be around for your playoff match, communication is key. <u>Talk with John Z or I AND your match play</u> opponent ASAP to try and coordinate an alternate day/time to play. If a match cannot be played in a timely fashion, a player may be forced to take the loss.

## Cost = \$80/Season Up Front

- This will cover snacks and drinks throughout the season as well as an end of year party & prizes on the final night of play.
- + each week = \$13\* (greens fees) + optional closest to the pin & birdie pools to play the weekly round \*Cost per round subject to change based on Village.
- Birdie Pool. Pay \$1 at sign in and at the end of the night, we will pull a number out of a hat 1-9. If you birdied that hole, you split the prize with anyone else that also made birdie, or it carries over.
- Prizes will be awarded to the winners in each playoff group + there are prizes for the 1<sup>st</sup> 2<sup>nd</sup> & 3rd Hole in Ones of the season. ACE's must be on Wednesday nights, no make up ACES
- The first tee time will be at 3:00pm and the last tee time is 6:30.

**Hole by Hole Potential Situations:** As of 1/10/2019

#1, Out of bounds OR water to your left. Find nearest drop circle and continue with a penalty stoke assessed. (if no drop circle, drop within 2 club lengths of hazard where the ball crossed in)

#2 & #5, No free drop if your ball is against the fence to your left/right. If you want/need a drop, a penalty stroke will be assessed.

#3, Out of bounds in the water short to the left and long past the hole in the creek. Find nearest drop circle and continue with a penalty stroke assessed.

#4, Out of bounds to your right, water to your left. Find nearest drop circle and continue with a penalty stroke assessed.

#5, There is a 'cart path' on the right side of the fairway. If you find your ball there, you can take a free drop no closer to the hole, if on fence line, see #2 If in water to left or woods to the right, drop ball 2 club lengths (no closer to hole).

#8, Out of bounds to the left and long. Find the nearest spot where it crossed out and drop no closer than 2 club lengths from out of bounds.

#9, Out of bounds to the left and long. Find the nearest spot where it crossed out and drop no closer than 2 club lengths from out of bounds.

\*\*\*If there is no drop circle, drop the ball within 2 club lengths (no closer to the hole) from the spot where the ball crossed out of bounds.

Note - there are no re-tees or provisional tee shots, drop where the ball went out of bounds and play vour 3<sup>rd</sup> shot.

"So, I got that going for me.... which is nice"