

The Glacier Club Mens' Tuesday Team Golf League Committee wishes to welcome all players to the 2019 golf season and we look forward to a healthy and enjoyable year. We have added and welcome 2 new teams this season. Contained within are the league rules. There are several important changes from last year, so please read the following carefully. A new website has been added within which all league information will be published. Should you have any questions or concerns, please feel free to contact any committee member.

Thank You!!

League Name:	Glacier Club Tuesday Team Golf League
League Website:	www.gctuesdayteamgolfleague.com
Venue:	Glacier Club Golf Course 8000 Glacier Club Drive Washington, MI 48094 586.786.0800, Golf Shop
Day and Time:	Day of play is Tuesday with the first tee time at 11:00 AM.
No Play Dates:	The league will not play on 5/28. The league will play 7/2. A season calendar will be published within the league's website prior to the first week of play.
# of Teams:	The league consists of 16 two player teams. All players must be at least 55 years old.
Start Date:	Tuesday, May 07, 2019
Length of Season:	The league plays 18 hole rounds for 16 weeks. The season is made up of 15 weeks of Team vs. Team competition and Week #16 will be the Position Finals Round. If we have no rainouts, the season will end on 8/27.
Weather Delays:	A weather delay or cancellation of play will be determined only by the league committee. Please call the Glacier Club Golf Shop to verify the course conditions. (586.786.0800)
Suspended Play with Scoring Adjustments:	If league play is suspended on account of weather, the committee will wait for 30 minutes to determine if play will resume. Please do not leave the golf course until the committee has reached its decision. If the round isn't resumed, the hole the last teed group completes will establish the complete round. All matches, Skins, CTP and Progressive Hole events will be closed upon said hole. All team points will be awarded thru said hole and all individual event winners will be paid from the entire weekly pot. There are no minimum holes. Should a week be rained out, an additional week will be added to the end of the season.
Team Events and Fees:	Teams will play for points in two events: (1) Team Modified Best Ball and (2) Team Individual Adjusted Net Score. The league mandatory entry fee for the Team Modified Best Ball and Team Individual Adjusted Net Score events is \$100. A fee of \$20 is being added for administrative costs. Please pay the \$120 to Ozzie Osborne on the first week of play. This \$120 fee applies to only full time players, not to subs.
Individual Events & Fees:	<ul style="list-style-type: none"> • Weekly Individual Handicap Skins - \$10 entry fee per player, Elective. • Weekly Individual Closest to the Pin - \$5 entry fee per player, Elective. • Weekly Individual Progressive Low Gross Hole - \$5 entry fee per player, Elective.
Season Green Fees:	The season green fees for non - Glacier Club season pass holders are \$435 per player which includes the cart. We will play 16 weeks and pay for 15 @ \$29 per week. Range balls are extra. The green fees are paid directly to the Glacier Club Golf Shop and must be paid in full by the first week of play.
Weekly Handicaps:	All players will have an established handicap prior to the first week of play. All new player's handicap will be determined by the committee. Returning players' handicaps will be brought forward from previous years. The USGA calculation regarding handicaps is determined by using the best 10 of the last 20 rounds of play and the league will use this rule. The scoring software will adjust handicaps according to the "Equitable Stroke Control" (ESC) system. The maximum handicap is 36 strokes. Handicaps will be updated twice monthly and will be published within the league's website (www.gctuesdayteamgolfleague.com).
Scoring:	All players must post their total score per hole. The nature of the competition requires that you must count all strokes until your ball is holed. There are no maximum strokes and no pick-ups.

Rules of Play:	PLAY ALL SHOTS DOWN - EVERYWHERE! (Exceptions below) USGA, Glacier Club and League Rules governs all play.
Putts:	NO GIMMIE PUTTS - PUTT EVERYTHING OUT! Thank You.
Sand Traps:	Sand Traps: If a ball in a sand trap comes to rest in a foot print, rake or machine indentation, you must consult with your opponent to have it replaced. If he complies, rake the spot and replace your ball. No penalty.
Boulders:	Glacier Club Local Rule: Free drop if any large boulder interferes with your stance or swing. No penalty.
Tees:	All play is from the White Tees. PLEASE PLAY READY GOLF. Each match is expected to be completed in 4.5 hours.
Divots:	Fairway Divots: If your ball comes to rest in a divot in the fairway, you must consult with your opponent to have it moved. If he complies, you may drop one club length from the original ball. No penalty. This doesn't apply in the rough as a ball may not be moved in the rough. However should a ball, in the rough, come to rest in a very unusual condition, you must consult with your opponent to have it moved. If he complies, you may drop one club length from the original ball. No penalty.
Out of Bounds:	OB or Lost Ball: Any ball that is hit out of bounds or lost is to be played the same as a Lateral Red Stake Hazard rule.
Lost Ball:	With a 1 stroke penalty, drop within two club lengths from the point where the ball crossed the margin of the hazard. If there is any question where the ball entered the hazard, consult with your opponent to choose a drop location that is agreeable. 8th Hole: A drive that is OB or lost to the <u>left</u> of the bridge, with a 1 stroke penalty, play from the drop area on the tee side of the hazard. A drive that is unplayable in the hazard, with a 1 stroke penalty, play again from behind the hazard. If an additional shot is unplayable in the hazard, with a 1 stroke penalty, play from the drop area on the green side of the hazard. 15th Hole: A drive that is lost between the second or third ponds, with a 1 stroke penalty, play from the drop area that is located between the ponds. 16th Hole: A drive that is unplayable in the hazard, with a 1 stroke penalty, play again from behind the hazard. If an additional shot is unplayable in the hazard, with a 1 stroke penalty, play from the drop area on the green side of the hazard. All other shots that end up in either Red or Yellow Hazards are to be played under USGA Rules.
Hazards:	

WEEKLY TEAM EVENTS:

Each team consists of two players. The player having the lowest handicap is the "A" player and his partner is the "B" player. Each hole of the team match will be played team vs. team.

TEAM MODIFIED BEST BALL RULES: Handicap Adjusted

A team's net best ball will play against the opposing team's net best ball in a Team Modified Best Ball format. The team with the lowest net best ball (one ball) will win the hole and win two points. Should there be a tie, each team will win 1 point. Each player's handicap strokes will be indicated on the custom scorecard.

TEAM INDIVIDUAL ADJUSTED NET SCORE RULES: Handicap Adjusted

The "A" players of each team will contend in a Team Individual Adjusted Net Score event. The "B" players of each team will contend in a Team Individual Adjusted Net Score event. This event is played in 2 formats; (1) The Net Score on the front 9 will be determined by deducting the player's front 9 handicap from the player's gross front 9 score. The player with the lowest front 9 net will win 6 points. (2) The Net Score on the back 9 will be determined by deducting the player's back 9 handicap from the player's gross back 9 score. The player with the lowest back 9 net will win 6 point. Should there be a tie on either of the 9's, each player will win 3 points. Each player's handicap strokes will be indicated on the custom scorecard.

WEEKLY INDIVIDUAL EVENTS:**WEEKLY HANDICAP SKINS:**

All players, including subs, may play in the Individual Handicap Skins Event. Skins are handicap adjusted with players receiving 100% of their strokes off the league's lowest handicap player's ball in play. Skin handicaps of 19 to 36 will receive two strokes on qualifying holes. The league's lowest handicap player's ball in play will not receive any skins strokes. To help eliminate ties on natural birdies, each handicap skin stroke will be figured @ .5 and the lowest net per hole will win the skin. Team members scoring a skin on the same hole will not cancel each other. In the event that each team member scores the week's lowest individual score on any one hole, the skin will be awarded as a team skin and the players will split the winnings. Each player's handicap skin strokes will be indicated on the custom scorecard. The entry fee is \$10 per player and payable, before play, in the Golf Shop. The winnings will be distributed the following week.

WEEKLY CLOSEST TO THE PIN:

All players, including subs, may play in the Closest to the Pin Event. The drive on a Par 3 must be on the green. The entry fee is \$5 per player and payable, before play, in the Golf Shop. The winnings will be distributed the following week.

WEEKLY PROGRESSIVE LOW GROSS HOLE:

All players, except subs, may play in the Progressive Low Gross Hole Event. No handicap adjustment. Beginning with the first week, the lowest gross score on Hole #1 will be the winner. If one tie, all tie, and the pot carries forward to the next week. The weekly hole carries forward as well. If a player is absent and the Progressive Hole wasn't won, the absent player must pay the entry fee for the absent week. All ties on the final week of play will split the cumulative pot. The entry fee is \$5 per player and payable, before play, in the Golf Shop. The winnings will be distributed the following week.

Weekly Team
and
Individual Events:

Pairings:	The entire season pairings will be published within the league's website prior to the first week of play. Weekly pairings will be posted in the Golf Shop on the day of play and also published within the league's website (www.gctuesdayteamgolfleague.com).
Season Team Events Winners:	Weekly team points will accumulate over the length of the season. The 2 lowest weekly team points for the season will be thrown out so as to count the teams' best 13 weeks of points. The 1st throw-out will be after Week #7 and the 2nd will be after Week #14. The Position Finals Round (Week #16) will not be a throw-out week. The first 7 teams with the most points will be the winners. The team winnings are: 7th place = \$200, 6th Place = \$300, 5th Place = \$350, 4th Place = \$400, 3rd Place = \$500, 2nd Place = \$650 and 1st Place = \$800. The winners will be paid at the end of the season.
Sub Players:	This season the league will have a mandatory sub platform. All subs must have either a Glacier Club or GHIN (GAM) index. Subs will have an important role as they will be earning points for the team and player that they are representing. To select a sub the absent player requiring a sub themselves must contact the first sub player from the Sub Position List. If both players from a team are to be absent they themselves must contact the first two sub players from the Sub Position List. If a sub player isn't available then the next sub player on the list is to be contacted. If all subs are contacted and none are available, the team will play under the Absent Players rules. If the absent player chooses not to contact a sub, his playing partner will be assessed a handicap penalty of 20%. A player may use a sub no more than 4 times during the season. When a player has used his quota of 4 subs per season, he will not be assessed the 20% penalty should he have another absence. The Sub Position List will be revolving with the chosen sub falling to the bottom of the list. If a sub is contacted and can't play, he also falls to the bottom of the list. The Sub Position List and its sequencing will be published weekly within the league's website (gctuesdayteamgolfleague.com). When a sub is chosen, the absent player must contact Mike Wise no later than Sunday PM prior to the week of play. This allows for the custom scorecards to be updated. The sub's green fees are \$29 and payable to the Glacier Club Golf Shop. The league player whom is going to be absent will receive a 2019 Rain Check from the Golf Shop. The committee understands that out of the ordinary circumstances do arise at the last minute and maybe the Sunday PM deadline can't be meant. If a team has a last minute absence, the day of play, with not enough time to contact a sub, the 20% penalty will not be assessed. No team may have a sub in the Position Finals Round (Week #16). Subs are not eligible to play in the weekly Progressive Hole event.
Absent Players:	Should a player be unable to play and he doesn't have a sub, his partner will play against the opposing team. The playing partner will represent both the "A" and "B" players in the team competitions. If both players of a team are unable to play and they don't have any subs, they will receive "O" points. The opposing team will match cards to that of the absent teams' prior week. No additional penalties will apply.
Unable to Finish Round:	Should a player be unable to finish the round, his teammate may complete the round. Should both players of a team be unable to finish the round, the opposing team may complete the round. The remaining holes will be played matching the card of the withdrawn team's previous week. Should the entire match cease before finishing the round, points will be awarded to both teams thru the number of holes completed. No additional penalties will apply.
Scorecards:	Weekly personalized custom scorecards will be in the league box in the Golf Shop on the day of play. The scorecard states the A & B players on each team, the starting hole (either #1 or #10) and each player's handicap stroke holes. Handicap strokes will be applied to the respective holes as they are rated on the scorecard. Upon completion of play, please compare yours scorecards, sign them and place them and the CTP sheets in the league box in the Golf Shop. Thank You!
Website Information:	The season calendar, entire season and weekly pairings, players' roster, current handicaps, subs' roster with Position List and the new 2019 USGA Rules will be published within the league's website (www.gctuesdayteamgolfleague.com).
Weekly Results:	The competitive results of all weekly events will be published within the league's website (www.gctuesdayteamgolfleague.com).
Golf League Committee:	The league committee is comprised of 5 players whom will govern the process of play. If you have concerns, please feel free to voice your opinions. Should you be challenged with a rules issue during any round, please call the Golf Shop for advise. Wes, PGA Pro, or his staff may be available to help sort out the issues. If no one is available, it's best to play 2 balls until holed out and then the outcome will be determined upon completion of play. We Thank You for being a member of the Glacier Tuesday Team Golf League and wish you to have a great 2019 Golf Season.

2019 Glacier Club Tuesday Teams Golf League Committee:

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