



## 2024 Welcome Letter and League Rules

Tuesday, June 4, 2024

Welcome to the 2024 Glacier Club Mens Tuesday Team Golf League. This is our 11th season as a Team League and the Board of Directors wishes all players to have a fun, healthy and successful golf season. Should you have any questions or concerns, please feel free to contact any Board Member.

League Name:	Glacier Club Mens 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 Wes Koons, PGA Pro	
Day and Time:	Day of play is Tuesday with the first tee time at 10:02 AM.	
Start Date:	Tuesday, May 14, 2024	
No Play Dates:	The league will not play on May 28th and July 2nd.	
# of Teams:	The league consists of 12 two player teams. All players must be at least 55 years old.	
Length of Season:	The season is 18 hole rounds for 13 weeks. 11 weeks of Team vs. Team competition, 1 fun week scramble event and week 13 is the season Final Scramble Event week.	
Weather Delay / Cancellation:	A weather delay or cancellation of play will be determined by the Board of Directors. Should a week be cancelled, this will be noted within the league website. An additional week will be added to the end of the season.	
Suspended Play with Scoring Adjustments:	If play is suspended, on account of weather, the Board will wait for 30 minutes then determine if play will resume. Please do not leave the golf course until a decision has been made. The status of play will be published within the league website. If the round isn't resumed, the last group must have completed 9 (nine) holes to establish a complete round. All team matches, Skins, CTP and Low Net events will be closed upon the last hole completed by the last group. All team points will be awarded through said hole and all individual event winners will be paid from the total weekly \$ pool. If some Par 3s are not played by all groups, their portion of the \$ pool will be divided amongst the winners of the played Par 3s.	
Team Events and Player Fees:	Teams will play for points in two events: (1) Team Modified Best Ball and (2) Team Individual Net Score. The player entry fee is \$100. There is a \$39 administration fee and also a \$10 fee for Pizza & Non - Alcoholic Beverages served at the season Final Scramble Event. The total of \$149 will be invoiced on the first week of play. See 'Statements' on Page 5 for payment information.	
Individual Events and Player Fees:	<ul style="list-style-type: none"><li>• Weekly Individual Handicap Skins - \$10 weekly entry fee per player.</li><li>• Weekly Individual Handicap Low Net Round - \$5 weekly entry fee per player.</li><li>• Weekly Individual Closest to the Pin - \$5 weekly entry fee per player.</li></ul>	See 'Statements' on Page 5 for payment information.
Glacier Club Green Fees:	Glacier Club Green Fees will be \$440 which includes the cart. These fees cover play for 11 weeks @ \$40 per week. The two scramble events are free. Range balls are extra. The green fees are to be paid directly to Glacier Club and are due in full on May 14th. Cash, Check or a Credit Card are accepted.	

## RULES OF PLAY:

Ball in Play:	<i>PLAY ALL SHOTS DOWN!</i> (Exceptions below) USGA, Glacier Club and League Rules govern all play.
Putts:	<i>NO GIMMIE PUTTS - PUTT EVERYTHING OUT! - NO EXCEPTIONS!!</i>
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 agreed, rake the spot and replace your ball. No penalty.
Divots:	If a ball is in a fairway divot you must consult with your opponent to have it replaced. If agreed, drop one club length from the original ball. No penalty. This doesn't apply in the rough as a ball can't be moved in the rough.
Ball on a Bridge:	A bridge is part of the hazard. With a 1 stroke penalty you may drop two clubs from where the ball entered the bridge. To attempt to hit the ball from the bridge is legal.
White Tees:	All players will play their tee ball, on all the Par 4s and Par 5s, from the front of the tee box in which the White Tee Markers are located. On all the Par 3s the tee ball will be played from the White Tee Markers.
Out of Bounds and Lost Ball:	<p><b>Any ball in a PENALTY area:</b> If a ball comes to rest in a penalty area or is lost in one, if you wish you may drop outside of this area. With a 1 stroke penalty take a drop within 2 club-lengths from the entry point.</p> <p><b>Any ball that is OUT OF BOUNDS:</b> With a 1 stroke penalty take a drop within 2 club-lengths from the approximate point where the ball crossed the OUT OF BOUNDS margin or at the point where it is presumed lost. If there are any questions regarding the drop location, consult with your opponent to choose a location that is agreeable. All other shots that end up in a Red or Yellow Hazard are to be played using USGA Rules.</p>
Special Local Rules:	<p><b>HOLE #5:</b> The gully area left of the water is considered a league rule hazard. You may attempt to hit the ball from this area or use the USGA Red Hazard Rule. Declaring this rule, with a 1 stroke penalty, you may drop laterally 2 club-lengths from the edge of the hill above the hazard.</p> <p><b>HOLE #8:</b> If your drive is Out of Bounds or lost to the LEFT of the bridge, with a 1 stroke penalty play from the drop marker on the Tee side of the hazard.</p> <p><b>HOLES #8 &amp; #16:</b> If a tee ball goes into the hazard, you must hit your second shot from the tee side of the hazard. If an additional shot goes into the hazard, play from the drop marker on the Green side of the hazard - hitting 5. If your tee ball is short of the hazard and an additional shot goes into the hazard, play from the drop marker on the Green side of the hazard - hitting 4.</p> <p><b>HOLE #9:</b> If a tee ball goes into the hazard, with a 1 stroke penalty play from the Red Tee box. You may not tee up the ball.</p> <p><b>HOLE #11:</b> If a tee ball goes into the tee side water, with a 1 stroke penalty play from the Red Tee box. You may not tee up the ball.</p> <p><b>HOLE #15:</b> If a tee ball or any other shot goes into the second or third ponds and a member saw the ball bounce on land before going into either pond, with a 1 stroke penalty drop 2 club lengths from the approximate point where the ball entered the pond. If there are questions as to where the ball entered the pond, consult with your opponent as to where a drop location is agreeable. If no one saw the ball bounce, with a 1 stroke penalty play from the drop marker near the second pond.</p> <p><b>HOLE #16:</b> The bare areas to the left of #16 green is considered "Ground Under Repair". Consult with your opponent as to where a drop location is agreeable, no closer to the hole. No penalty.</p>
Scoring:	All players must count all of your strokes per hole. The nature of our competition requires that all strokes be counted until the ball is holed. There are no maximum strokes and no pick-ups. No exceptions.

RULES OF PLAY:

Unplayable Ball:	<p><u>Unplayable Ball Rule:</u> If a ball is in an extreme bad position it is advisable to declare it unplayable. An unplayable ball relief is allowed anywhere on the course except in a penalty area. You then have three possibilities, each incurring a 1 stroke penalty:</p> <ol style="list-style-type: none"><li>1. Take a drop within 2 club-lengths of the original ball. If the drop is again unplayable, you can declare again with another stroke penalty.</li><li>2. Take back-on-the-line relief by dropping a ball keeping the spot of the original ball between the hole and the spot where the new ball is dropped. There is no limit as to how far back on this line the ball may be dropped.</li><li>3. From the spot where you played your last stroke, drop within 1 club-length. You may tee up in the teeing area.</li></ol>
<div>Slow Play:</div> <div>Lets try to make these work, our reputation is not good.</div>	<p>The allotted time to play 18 holes is 4.5 hours. The following guidelines are to speedup play.</p> <ul style="list-style-type: none"><li>• Play Ready Golf - Go to the tee, hit the ball. No honors. Watch each others drive to help locate it.</li><li>• Continuous Putting - Putt until your ball is in the hole, no need to remark.</li><li>• The USGA time to search for a ball is only 3 minutes - after 3 minutes drop a ball and play on.</li><li>• Discuss your score, fill out your scorecard and clean your clubs at the next tee box, not at green side.</li><li>• Drop your cart mate off at his ball and then go hit your ball.</li><li>• You may take two carts per team to help speed up your play.</li><li>• You are to stay within sight of the group in front of you. If out of sight, you're too slow and must speed-up.</li></ul>
Weekly Team Events:	<p>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.</p> <p>TEAM MODIFIED BEST BALL: Handicap Adjusted</p> <p>Team Net Best Ball will be play against the opposing team Net Best Ball. The team with the lowest net best ball will win the hole and two points. Should there be a tie on any hole, each team will win 1 point.</p> <p>TEAM INDIVIDUAL NET SCORE: Handicap Adjusted</p> <p>The "A" player of each team will oppose each other and the "B" player of each team will oppose each other. This event is played with a front 9 and back 9 format. The Net Score on the front 9 is determined by deducting your front 9 handicap from your front 9 gross score. The player with the lowest net front 9 score wins 6 points. The same format applies to the back 9. Should there be a tie on either 9, each player wins 3 points.</p> <p>WEEKLY TEAM POINTS:</p> <p>Weekly team points will accumulate over the length of the season. The 2 YTD lowest weekly team points will be thrown out. The 1st YTD lowest team points will be thrown-out after play on June 25th and the 2nd after play on August 6th. There will be 5 winning teams. The pool is \$2,400 with a distribution of: 5th Place = \$200, 4th Place = \$300, 3rd Place = \$450, 2nd Place = \$650 and 1st Place = \$800. Good Luck to all teams.</p>
Weekly Individual Events:	<p>SKINS:</p> <p>Skins are handicap adjusted and each player receives 100% of their handicap 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 players scoring a skin on the same hole will not cancel each other.</p> <p>LOW NET ROUND:</p> <p>Low Net Round is handicap adjusted and each player receives 100% of their handicap strokes. There are two flights, "A" with a handicap cap of 21 and "B" with a handicap of 22 and above. Three winners in each flight.</p> <p>CLOSEST TO THE PIN:</p> <p>Tee ball on the Par 3s must be on the green. Last group, please bring in the markers.</p>

## RULES OF PLAY:

Rule Issues:	Should a player be challenged with any rule issues during play, please contact any Board Member for advice. It's a good idea to play 2 balls until holed out and then the outcome will be determined upon completion of play.
Proper Drop Location:	PLAYERS: Please remember you must drop your ball no more than the published club-length from the hazard edge or the agreed upon margin of entry. If that location is not on level ground or a groomed location, that's the rub of the green. If your drop spot is on the side of a mound or any other awkward location, that's the rub of the green. Please play this accordingly as we wish all players to compete with the same integrity. Thank You!
Red or White Painted Lines on Cart Paths:	Glacier Club has hazard lines painted on some of the cart paths. The league doesn't recognize these lines as an indication of being in a hazard. If your ball is touching any portion of the asphalt surface of the path, it is considered to be in play. To be in the hazard, by a cart path, the ball must be on the dirt/grass on the outside of the cart path. If your ball comes to rest on the cart path you may drop one club length. No penalty.
Handicaps:	All players will have an established handicap prior to the first week of play. The World Handicap System (WHS) governs our handicap calculations. There is a cap of no more than 3 strokes difference per handicap update. There could be a variable to this circumstance. The league will use the method of the best 5 of the last 10 scores to calculate handicaps. Maximum handicap is 36. Handicaps will be updated every 2 weeks and posted on the website.
Absent Player: / Absent Team: / Third Team Player:	There are no subs. If a player is going to be absent, 3 options are available. (Option 1) The player who's playing may choose to play both the "A" and "B" positions. (Option 2) The player who's playing may choose a stand-in shadow player to represent his absent partner. To determine the shadow player, the player who's playing will pick a name from a blind draw before he tees off. The blind draw will be from no more than 4 league players with similar handicaps of (+ or -) 2 strokes of the absent player. The name drawn is the shadow player and his score will represent the score for the absent player and will be for only the Team Modified Best Ball and the Team Individual Net Score events. The absent player will not receive a refund for green fees from Glacier Club. If both players of a team are to be absent the 40 / 20 points rule will apply. The playing team will get 40 points and the absent team will get 20 points. The playing team may play in the individual events. If both teams are absent, then a throw-out week will apply to both teams. (Option 3) A team may chose to have a third player for the shadow player position only. This third player must be announced prior to the start of the season. If a team has a third player, option 2 is not available. The \$20 individual events fees for the absent player will be refunded. There may be exceptions to the above rules.
Late Arrivals:	If a player is going to be late, his partner will play the "A" and "B" positions until both players are present.
Rain Checks:	Glacier Club does not have a rain check policy. They also do not serve alcoholic beverages.
Unable to Finish Round:	If a player is unable to finish the round, the remaining holes will be scored with his partner playing the "A" and "B" positions. If both players of a team are unable to finish and less than 9 holes have been played, the total round will be scored using the 40 / 20 points rule. Should this occur during the second nine holes, the first nine will be scored as played and the second nine will be scored using the 20 / 10 points rule. No additional penalties.
Distribution of Winnings:	Weekly individual event winners will be paid every two weeks. The season team events will be paid at the end of the season during the Final Scramble Event.
Scorecards:	Personalized scorecards will be in the Golf Shop League Box on the morning of play. Upon completion of play, please compare the accuracy of your scorecards.
Weekly Website Publications:	Published within the league website are the competitive results for all weekly events and YTD financials, league rules, season calendar, season and weekly pairings, handicaps and the player roster. There are also several additional areas of content that may be of interest.

STATEMENTS

First Statement:	The first statement will be attached to your scorecard on May 14th. The amount will be for \$269: Team Events @ \$100, Administration Fees @ \$49 and Individual Events @ \$120 (Weeks 1 - 6).
Second Statement:	The second statement will be attached to your scorecard on July 16th. The amount will be \$100: Individual Events (Weeks 7 - 11). This amount will be adjusted for any credits that may apply. The Fun Scramble Week and the season Final Scramble Event fees will be collected on the day of the event.
Payment Method:	You may pay via check, Apple Pay, Venmo or Zelle. Checks made payable to Mike Wise.
Board of Directors:	The Board of Directors are 5 league players who govern the process of play. If you have concerns, please feel free to voice your opinions to any Board Member. We Thank You for playing in the Glacier Club Mens Tuesday Team Golf League and wish you to have a great 2024 Golf Season.

Board of Directors:

Bob Goralewski	248.828.5380	bobg248@comcast.net
John Gregorich	586.206.1144	jgregorich@comcast.net
Chris Hibberd	586.216.0335	chibbs1953@gmail.com
Roger Markham	586.382.2223	rwmjem@sbcglobal.net
Mike Wise	586.337.1957	4left@att.net