

The StonyCreek Senior League seeks to provide Competitive golf in a Social atmosphere

- **Schedule**

- We'll play every Wednesday, April 19th through September 27th
- The first tee time will be approximately 7:30 depending on sunrise. The latest tee time will vary depending on the number of players
- Weather decisions will be made at least 30 mins before first time. Cancellations will be posted on website and emailed. Rainouts will not be made up.

- **Communication**

- League WebPage: www.stonycreekgolfclub.com/seniorleague
- Email: An email will be sent weekly: usually Saturday or Sunday
 - All information from the email will be posted verbatim on Website as well

- **Fees**

- League Fee is \$50, 100% of which goes into the prize fund
- Optional \$20 for the year for the Closest to the Pin and Long Putt. Each week will have 4 Closest to the Pins and 1 Long Putt Contest.
- If you are new to the league and would like to wait a couple of weeks before committing to the league fee, that is okay
- You can pay league fees online at <https://shop.stonycreekgolfclub.com/products/2023-senior-league-fees>
- Green fees are paid weekly and are \$2 off regular weekday fees, making riding \$34, or \$29 with a Discount Pass. Walking is \$9 less.

- **Formats**

- The last week of each month starting in May will be a team game with various formats
- All other weeks are individual play
 - 4 divisions by handicap
 - You can move up or down a division week to week depending on your course handicap
 - We may re-set division once or twice over the season in an effort to have a similar number of players in each
 - Pay low gross and net in each division including ties
 - You can only win 1 way. We will pay low gross first and if that same player has low net, we will pay 2nd best net
 - Players will also earn a point for every stroke their net score is under par. There will be payouts for the highest point totals at season's end.
 - The first two weeks of play will also include a prize for low score amongst those without an established league handicap
- Scorecards
 - Designate 1 scorekeeper for the group
 - Confirm all scores before turning in your card
 - Please write first and last names on scorecards
 - Record a number for each hole

- 1 time \$10 bonus paid to any player if they shoot their age or better: You need to let John know. Gross score, not net
- **Handicaps**
 - Handicaps are based **solely** on league scores and are calculated using the WHS/USGA Formula
 - New Players will receive a handicap after two posted league scores
 - Handicaps are recalculated each week, that doesn't necessarily mean yours will change each week
 - Handicap is not the same as an average. *A golf handicap is a numerical measure of a golfer's potential ability*
- **Tees**
 - We play the silver tees
 - John will rotate couple holes each week that will play longer than the typical Silver placement. This is to distribute the wear and tear on the tee boxes
- **Winnings**
 - League winnings are paid out in the form of Pro Shop Merchandise Credit which can be redeemed at any time. All credit must be redeemed by year's end
 - Payouts for the year will be determined after we know approximately how many players we will have
 - Winnings will be updated each week on posted on league webpage
- **Tee Times**
 - We alternate weeks between open sign ups and assigned pairings
 - Week 1, April 19th will be assigned pairings
 - When checking-in for play, you will sign up for the next week
 - Do not speak for another player without confirmation
 - If you are not in attendance for a week you will sign up with John. You can email, call, or tell me in person
 - You may **NOT** call-in prior to arrival to sign up for the following Wednesday. I understand most players have a preferred time they would like to play, but we have a large group and sometimes you may play at a time that is not your favorite. If you have a specific *need* regarding your schedule, I will always do the best we can to accommodate it
 - **Open Sign Ups:** You pick the time you want to play along with the players, based on availability
 - **1** person may signup **no** more than **4** players
 - **Assigned Pairings:** You will sign up as a YES or No, & John will put together random pairings. You can note a preferred time, but No Guarantees
 - The last week of each month will be a team game with assigned pairings
 - Pairings will be posted and emailed sometime between Saturday and Monday
- **Rules of play:** Contests have rules and we have a contest each week. You will play by the rules or you will not play. You can play however you like on Monday, Tuesday, Thursday, & Friday. Wednesdays are different.

- Course will be marked including GUR each week
- A ball lost not in a Penalty Area carries a penalty of ***stroke and distance***. You can also take a triple bogey at any time
- We will play the ball down unless otherwise noted for the day. No rolling, bumping, fluffing, nudging, or other forms of cheating 😊
- Local Rules
 - Triple Bogey Max
 - Gimmies: If you are inside the vertical length of the flag (not the flagstick), your next stroke is good
 - Out Of Bounds: you may drop with penalty as you would from a Red P.A. It must be known or virtually certain that the ball is O.B. not assumed.
 - Drop Areas on 4/5: a ball lost to the right side of the hole is deemed to have entered the penalty area and you may drop at the Orange tee box with penalty
 - Drop Area on #11 will be marked on the green side of the pond
- **Pace of Play**
 - With 9 minute interval tee times, you may not be waiting on the group in front of you at the start, but your goal should be to catch them.
 - League days are like rush hour. Don't expect to drive 80 MPH, but don't be the guy who causes the traffic jam
 - Slow groups always have one thing in common, time spent with nobody taking action to advance the group
 - A group may be asked to skip a hole and take Double Bogey if
 - They are behind the time listed on the scorecard &
 - They arrive to a Par 4 or 5 Tee box and the group in front of them have already completed the hole
 - Our on-course staff are part-time employees acting on John's instructions. If you have an issue, take it up with John.
- **Carts**
 - Do not park on tee banks or pull off cart path by tee boxes
 - Always stay at least 10 yards from tees and greens
 - Follow any additional cart rules for the day, regardless of where your ball is
- **Course Conditions:** We are a large group and will have an impact on the course conditions, let's make it a good one. Fix ball marks and replace divots, fill-in un-replaceable divots with sand
- **Feedback:** Please let John know any feedback all year long, but keep in mind we have a large group and will approach every situation with the good of the entire group in mind