

The StonyCreek Senior League seeks to provide Competitive golf in a Social atmosphere. We have a large group which is great and provides a lot of opportunities. It also means the following: To play in this league you will need to play by the rules, have flexibility on the time of day you play, be both patient and efficient on the course, and be willing to play with new people. If this doesn't sound like brand of golf, that's okay, but this may not be the group for you.

- **Schedule**

- We'll play every Wednesday, April 23rd through September 24th
- The first tee time will be approximately 7:20 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, Mobile App 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 the 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 didn't pay the extra \$20, don't write your name on a marker.
- Green fees are paid weekly and are \$2 off regular weekday fees, making riding \$38, or \$33 with a Discount Pass. Walking is \$10 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 league handicap
 - We may re-set divisions during 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

- Write first and last names on scorecards: failure to do so may result in a No Card for the week
 - Record a number for each hole
- One-time per season \$5 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
 - The Handicap you will see in league is your course handicap from the Silver Tees. This will be lower than a Handicap Index
 - 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
 - We will rotate a 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
 - The new larger tee box on #6 should be ready for play early-mid summer
- **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
 - Winnings will be updated each week and posted on league webpage and the bulletin board
- **Tee Times**
 - We alternate weeks between open sign ups and assigned pairings
 - Week 1, April 23rd 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
 - 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
 - Do not call in for tee times
 - Do not drive out hours in advance of your tee time
 - **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 Friday and Monday
- **Rules of play:** Contests have rules, and playing a large field event requires everyone to play by a uniform set of rules. You will play by the rules or you will not play. You can play anyway 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 (P.A.) 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
 - Resources for the Rules
 - USGA rule book or app
 - Golf Professionals: John or Kevin
 - This piece of paper
 - Resources NOT to use: Hearsay, the memory of a fellow senior, youtube, information prior to 2019.
- **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**
 - Stay on the Path by tee boxes. Do not pull off even a little

- 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 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

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www.stonycreekgolfclub.com/seniorleague