

# Rochester A-List



**Scoring:** Scoring will be done by designated golfer in your group on the app with live scoring. If you are having trouble for any reason, hand in a paper scorecard. If you do that, make sure scores are added up, and legible. All scores for each foursome should be on one card and initialed by all players. Any scores not submitted within two days of play (to league coordinator) will not be counted, and you will not earn any points. Once scores are posted, they are final so late scorecards will not be entered or score changes.

**We Promote Fast Play & Good Etiquette--** for all golfers. One practice we recommend for everyone is the six shot rule. If you haven't reached the green in six strokes, just pick up the ball and place it on the green within two club lengths of the hole, and putt. Mark down max score (double par). This is faster, reduces beginners' frustration, and is a way to actually finish up at each hole.

**League Equitable Stroke Control: (ESC)** This makes handicaps more representative of a player's potential scoring ability. Our interpretation of ESC for league purposes is the maximum score on holes is double par: par 3's is 6, on par 4 is 8 and 5's the maximum score is 10. Please write down on scorecards this way.

**Most Important Rule:** Don't cheat. Be honest with your score. There are handicaps which are used to even scoring ability, and there are prizes involved, so the usual heal wedge or fluff is NOT ok. If your ball goes in the water, take a stroke and drop your ball no closer to the hole at the point it went in. If your ball goes out of bounds, you must take a stroke, and hit the ball again from the original hitting spot. If it goes in the woods but is not out of bounds, you can take a stroke and hit again from either where you hit from originally or drop the ball 2 club lengths from where it is, or as close as possible to where it is at the nearest playable spot. If you're unsure if it is playable, hit a provisional ball. Or take your mulligan.

**Mulligans:** For each round, players may take one mulligan (tee shots only).

**Subs:** This is a non partner league so there are no subs. If you cant make it, let your coordinator know in advance. If someone in your foursome is not able to make it and you want to bring a sub, you can. Subs will pay \$10 each time they sub (except final tournament day which will be at cost). No one should sub more than two times in this league. Sub scores will not count. Sub money goes into the prize pool. Please pay for subs the night they play.

**Handicaps:** Handicaps will be figured out for you and updated on a weekly basis. There is no maximum to handicaps as of 2020.

**Scoring:** Flex is an individual scoring league. You're competing each week against each player in the Flex league. Your score minus your handicap = your weeks score. Points will be awarded as indicated below weekly:

**1st receives 1 point per player on the roster, each subsequent place receives 1 point fewer than the previous place, and all ties split points. You will also be competing for birdie points. The overall league member (Flex and partner league) with the most birdie points will win a most birdies prize.**

**Prizes:** Some weeks, we'll have a contest and prizes for closest to the pin or fewest putts. You can only win max of two times. End of season prizes will be awarded based on points accumulated during the season.

**Lateness/No Opponent at Tee Time:**

If at your scheduled tee time, your whole foursome is not there, you can tee off w/o them or wait. If f you chose to wait you need to go to the back of the line and tee off last or on a diff. nine. If golfers golf separately all scores will count if they finish. Hopefully the teams will be golfing w/ a different twosome who can vouch for scores, but scoring is secondary to having fun so we use the honor system if not.