

Floundering Strokes Rules Page

Welcome to the Floundering Strokes Monday Night (MNG) league. This league was established in 1998 by a close group of friends and co-workers. Some strokes have come and gone, but the core MNG Floundering Strokes remain the same.

Tee Times / Scheduling

- Tee times will begin at 5:23pm
 - 5:23pm
 - 5:33pm
 - 5:42pm
- Players must signup via the GLS site.
- Signups will open at 8am the Wednesday prior to Monday and will close at 8am Monday.
 - An email to St. Andrews and all the MNG players will be sent at 10:00am on Monday.
- If a player requests to be paired with another person, it MUST be noted in the "comment" section during the signup period.
- The remaining pairing will be random using Chwazi (have fun figuring that out!)
- The groupings (pairings) will be provided to St. Andrews Monday mornings.
- Tee-off order. Using Chawazi, one person per group will represent their group to determine tee-off order.

Registration / Prizes

- Each golfer will pay a \$15 site registration fee (no exception) to join the MNG league, whether you are participating in the Prize Money or not. This covers the administrative cost to be a member of the Golf League Site (GLS). Golfers will be responsible for covering the cost of their green's fees and range balls. **One time participation can be exempted: example if Garret want to come out and play with Thurl one night (assuming there is room).
- A \$6 donation will be assessed for each player, per round. These donations will be used to payout Win, Place Show (WPS), Skins, and Closest-to-the-pin.
- Prize Payout
 - Prize money won **or** lost will be paid out at the end of the season.
 - No winning payouts will be awarded UNTIL ALL LOSS are collected.
 - Payments will be handled via Venmo or Zelle. *The Crapper will not be exchanging Cash or Checks.
- Win, Place Show (WPS)
 - Net Scores will be used to determine WPS.
 - Of the \$6 donation, \$2.50 per player will be used for the WPS payout.
 - Cash prizes will be awarded to 1st, 2nd, and 3rd place finishers.

- ***Ties:** In the event of a tie, the prize money will be combined and split evenly. For example, if there is a single winner for 1st place and a 2-way tie for 2nd place, then first place wins 50% and the two others will split the remaining 50% (30% + 20%).
- Skins
 - Net Scores will be used to determine Skins
 - Of the \$6 donation, \$2.50 per player will be used for the Skins payout.
 - Notes on the event of NO Skis:
 - If there are no skins, then any carryover or transfer to other prizes will have to be handled manually by the league managers. The system will just award no money to anyone if there are no skins (and you'll be able to see this by the fact that no one will show up as winning a skin).
- Closest-to-the-pin (CTP)
 - Of the \$6 donation, \$1 per player will be used for CTP
 - Your ball has to be on the surface of the green (not the fringe) to be eligible to win this prize.
 - The golfer closest to the pin **MUST** make par to earn the CTP prize money.
 - If there are no CTP winners, the money will be split (50/50) between WPS and Skins, this will need to be done manually by the league managers.

Rules

- Stroke Rules will be used during the MNG Golf League Session:
 - Everyone will tee off from the White Tees (or the same tees)
 - Gross scores will need to be entered onto the scorecard.
 - The GLS System will adjust net scores based on current handicap.
 - Relief, player can take 1-club relief, must stay on the same cut of grass.
 - Puts, puts within **your** putter leather (putter leather) are good.
 - Out of bounds and lost balls are to be played as lateral. Player will take distance (where the ball went into the hazard or last seen) and take a 1-stroke penalty; aka, "In on 1, out of 2, hitting 3.

Handicaps

- Each player will receive 100% of their course handicap for net WPS and skins game. No player can receive more than one stroke per hole.
- Players will be required to enter scores into GolfLeagueSite.
- Players handicaps will be maintained on this site. However, if their WHS handicap index on the site deviates considerably from their true handicap due to an extremely good or extremely bad round, the league manager reserves the right to manually override the player's handicap.