
The Broken Tee League Overview

- **Entry Fee:** \$115 per participant (covers league admin app, Ryder Cup Team and LIV Tournament payout, and season champion payouts/prizes).
- **League Membership:** Payouts and Calculations based on 35-man league and will adjust based on annual league membership and actual pay-ins*
- **Season Schedule:** Weekly play begins the **last week of April** and runs through the **second-to-last week of September**.
 - Practice Round Week: 4-20-2026 = **The Greg Kuch Medicinal Card Open**
 - Opening Day: 4-27-2026= **The Trump National Open Borders Invitational**
 - League Final Night: 9-27-2026 = **9th Green at 9 Banquet**
- **Exclusions:** No play on holiday Mondays (Memorial Day, July 4th week if applicable*, Labor Day).
- Home Course: Pine Hills
 - \$35 Riding Per-Week (No Senior Pricing)
 - Rotate from Front to Back
- **Divisions Based on Handicap from 2025 (will move to a two year average once historical record is able to be captured*):**
 - Once league membership is fully established the league handicap committee will place golfers in divisions based on their handicaps
 - **Division A** –
 - **Division B** –
 - **Division C** –

Handicap Determination

HANDICAPS – League handicaps are designed to reflect current playing ability of all league members. **Handicaps are used to determine weekly stroke net-play results and points awarded in the FedEx standings.**

Handicap Committee Members Consist of:

- Handicaps will be calculated using the **World Handicap System (WHS)** methodology as recommended by the USGA.
- League handicaps are based **exclusively on league play** and your scores from other rounds outside of the league will not count towards your **Broken Tee League rounds**.
- Handicaps to start the season are based off of the players season ending handicap from the prior season for all returning league players.

- New members will establish an initial league handicap by submitting results from their **most recent three rounds**, calculated using a recognized handicapping system.
 - Handicap Committee will review player entry and place in division
 - Rounds do not have to be played at Pine Hills
 - After 5 weeks in a player is outperforming or underperforming in their tier the committee can move the player based on request from the player (to move down) or a committee member (to move a player up)
 - Earned points as is will follow the player in either direction
- A **WHS** or **GHIN handicap is not required** for league participation but is appreciated if available.

Why the WHS

- Players can establish a Handicap Index after as little as three scores
- A player's Handicap Index will be calculated using the best 8 out of their 20 most recently recorded scores, or a smaller number if 20 scores have not yet been submitted
- The Course Rating and Slope Rating of the tees played is fundamental to the calculation of a Handicap Index
- The maximum hole score for handicap purposes is a net double bogey
- A Handicap Index updates the day after a score is posted to the player's scoring record, or soon after, providing players with a responsive measure of their ability
- Safeguards limit the extreme upward movement of a Handicap Index and reduce a Handicap Index when an exceptional score is submitted.

Weekly Play Format

The weekly events will be conducted as **Standard Stroke Play** Scoring, which will follow the **Low Net** format, utilizing each player's official handicap index.

Scoring Rules:

1. **Stroke Play Format:**
 - Each round is played under the rules of standard stroke play, where every stroke taken is counted. The total number of strokes played over the course determines the gross score.

2. Handicap Application:

- Each player's **Handicap** formula, as determined by the league committee, is subject to annual review.
- The player's Handicap is then subtracted from their **Gross Score** to determine their **Net Score**.

3. Low Net Winner:

- The lowest Net Score determines the weekly winner among all participants and each subsequent placer, i.e., 1st Place Weekly Winner, 2nd Place Weekly Runner-Up, Weekly Third Place Placer, etc., until the final placer in the division is placed.
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Skins, Pins, Low Net, and Side Games

There will be 2 skins divisions based on skill level and league handicaps. **We will not handicap skins this year.** Of the \$10.00 each player puts in for weekly play, \$8.00 goes toward skins and low net, and \$2.00 per player each week goes toward pin shots (\$1.00 per hole)

- \$160 buy-in per participant at the start of the season.
- Covers **weekly skins game** (gross only), **closest-to-the-pin, and low-net contests**.
- Managed separately from league standings.
- Not mandatory to join
- You must also be there on Mondays to be included in skins ,pins and low net and tee off after 4:00 pm for weekly entry to be counted in the weekly game.
- Side Bet Games are Encouraged and Separate from the \$160 Skins & Pins buy-in.

Financial Breakdown (18-week season, minus 2 weeks for fun night/league end Ryder Cup):

- Weeks paid: **16**
- Cost per week: **\$10**
Total per player: $16 \times \$10 = \160

Weekly Pot Breakdown Per-Player:

- Skins & Low Net: $16 \times \$8 = \128
 - Pin shots: $16 \times \$2 = \32
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Weekly Tee Times

A tee sheet including tee time and foursome pairings will be sent out weekly, usually over the weekend, via the App or Email. Groups must tee off with four golfers at all times. If a group has only three golfers heading to the tee box, a golfer may move up and join them with notification and approval from **the Tee Time Committee** consisting of:

- Member A- Cell/Email
- Member B- Cell/Email
- Member C- Cell/Email

Please do not bring in an additional guest golfer or adjust groups without prior approval. No cutting someone out of a scheduled tee time.

If you are running late, send a group communication as soon as possible so the league members at the course can adjust. If you know in advance that you will miss a Monday league night (work, kid event, vacation, etc.), notify the league commissioner, Kevin Jakub, as early as possible and avoid waiting until after the tee time schedule has been released requiring adjustments.

Please be open to playing with all members of the league. It's great to play with your buddies, and the league will accommodate this whenever possible. At the same time, being open to new playing partners and league members helps strengthen the league. Building new connections and networking is part of the fun!

Players are expected to notify the commissioner when they will not be able to play in a league event due to vacation, work, family commitment etc. Players must **OPT OUT** of weekly events no later than the Friday before league play is to occur.

League Playing Rules

The league is based on adherence to USGA rules. Players are expected to discuss and resolve situations within their group regarding lies, point of entry, lost balls (not in hazards), and out-of-bounds rulings. Please be aware of specific league rules such as:

Lost Ball Due to Hazard/Out of Bounds

When the ball enters into a hazard/out of bounds area please adhere to the following league rules that are in accordance with the USGA:

- A **two-club-length drop at the point of entry** with a **one-stroke penalty**.
 - **Point of entry** is defined as where the ball **first crosses out of bounds or into a hazard**, not where the ball comes to rest.

- At the player's discretion, a **lateral drop into the fairway**, in direct line from the point of entry, with a **two-stroke penalty**
- Players are asked to come to an agreement within the playing group/partner and play to effectively promote pace of play.
- **Returning to the tee will not be used for lost or out-of-bounds shots to protect pace of play***

Penalty Areas (Formerly Hazards) – Key USGA Rules

Penalty areas identified by being marked by **red or yellow** stakes or markings on the ground. Players are to observe these areas and adhere to the following rules while in league play:

- Ball is determined to be in a penalty area when **any part of it lies within the edge** of the marked area.
- You may **play the ball as it lies** in a penalty area with **no penalty**, if possible.

Other League Specific Playing Rules

In order to promote pace of play and to best accommodate the players in the league the following league specific rules are established:

- Pick and clean is always permitted **in fairways only**.
- No touching or moving the ball in the rough, sand, or other fairways.
- **Putt out all par and birdie attempts**
- **Ready golf** is the league standard
- Foursome must agree to pull pin or keep in the cup at the start of the round (either is fine).

Poor Weather Condition Rules

Bad weather conditions are determined by Pine Hills and are defined as cart path only and the following rules are established:

- Pick and clean anywhere on the course.
- Pick and rake in traps
- Pick and move on greens in foursome is in agreement the path the cup is obstructed by heavy standing water or footprints caused by foot marks (very rare).

Early season course conditions or conditions that may result in a 90* only cart path rule will allow for the rules committee to determine if **Winter Rules are permitted**. Winter rules are defined as:

- Winter rules generally apply **only in your own fairway**, unless otherwise stated by league officials.
- A ball may be **lifted, cleaned, and placed** within a specified distance (commonly **6 inches to 12 inches**), **no closer to the hole**.
- The ball may be **placed** (not dropped) within the allowed distance.
- Winter rules **do not apply** in the rough, bunkers, penalty areas, or on putting greens unless specifically noted.
- No improving the lie beyond the allowed distance (e.g., moving from rough to fairway is not permitted).
- Winter rules are typically in effect during **poor course conditions**, early season play, or after heavy rain and will be announced prior to the first tee-time. ***Foursomes may not enact winter rules on their own****

Season Championship Format

- **Points System:** Players earn points each week based on Fed Cup Points and Stableford Scoring System (outlined later in Doc)
- **Divisions A, B, C** tracked separately for fairness.
- **Playoff Week:** Final two weeks of the season serve as playoffs
 - Top Four Placers Per-Division Playoff Matches
 - Handicapped Match Play
 - 1 Seed In Each Division Selects Their Opponent
 - Semi-Final Match Can Occur outside of Monday Night for player availability
- **Awards:** Season Champion crowned in each division, plus an overall League Champion (Most Points From Regular Season Determines Overall League Champion).

Weekly Points System (per division A/B/C)

Scoring will be structured by two distinct metrics that emphasize weekly event net play (FedEx Points), weekly event gross play (Stableford Scoring), and weekly participation (embedded in both FedEx scoring and Stableford systems by increasing opportunities to accumulate season point total).

There will no longer be two halves to the season, as the league will now operate as a full-season structure. The final two weeks of the season (Semi-Finals and Championship Week) will consist of two weeks of match play structured by league handicaps between the Top Four season scorers in each division.

Scoring for the season will be cumulative for all weeks played and excluding any special scoring systems as defined:

1. FedEx Cup Point Scoring- Considers weekly Net Play, i.e, handicapped scoring

FedEx Weekly Event Placement Points

- **1st – 10 Points**
- **2nd – 9 Points**
- **3rd – 8 Points**
- **4th – 7 Points**
- **5th - 6 Points**
- **6th – Down- 3 Points**

2. Stableford Point Scoring- Considers weekly gross play, i.e., skilled play, non-handicapped scores (gross).

Stableford Weekly Points Earned

- **Double Eagle- 8 points**
- **Eagle - 5 Points**
- **Birdie - 3 Points**
- **Par - 2 Points**

Makeup Round Point Eligibility

Players who are unable to make the regularly scheduled league night play are permitted to play a makeup round. Conditions for makeup rounds are as follows:

- Makeup rounds can only be **completed in advance** of your missed league night.
 - IE if you miss on Monday, July 6th you cannot make up your weekly round at any point after July 6th. You can make up your round at ANY POINT before July 6th.
- **Four** makeup rounds for the year are permitted.
- Makeup rounds are not eligible for Pins/Skins play
- You are **only to be awarded 3 points** that count towards the FedEx Cup standings
- Stableford points can only be earned if you play with **more than one other league member** who **both** attest to your score by signing the playing card.
 - Scoring cards will be submitted to the league commissioner via email/text.
 - Score cards must be **submitted in advance** of the missed league night. **NO EXCEPTIONS.**

No-Shows / Incompletes

- **No card** = 0 points, no exceptions*
- **Weather Abandonments:** if $\geq 50\%$ groups complete, results stand; otherwise, week becomes "Fun Night" (no points) but skins/pins still pay if holes/valid scores exist.

Season Structure & Playoffs

- **Regular Season Events:** Scale Outlined Above
- **Playoffs:** Final 2 weeks determined by Match Play in the Semi-Final and Finals
- **Season Division Champions:** Crown one champion per division based on season-long point total and Handicapped Match Play Final results.
- **Overall Champion- The overall** Champion, the highest total points accumulated across all divisions, will be crowned at the end of the season.

Quick Example (how a typical week is scored)

- **Week 6 Scoring Examples: The Secure Border Classic Sponsored by I.C.E**
 - 1st place finisher = 10 FedEx points (net), Stableford points (Skilled Play) earned from 2 Birdies X 3 points each (6 Points) and 4 Pars X 2 points each (8 Points)= **10+6+8= 24 Weekly Points**
 - 4th place finisher = 7 FedEx points (net), Stableford points (Skilled Play) earned from 3 Pars X 2 points each (6 Points)= **7+6= 13 Weekly Points**

- 16 place finisher =3 FedEx points (net), Stableford points (Skilled Play) earned from 1 Par X 2 points each (2 Points)= **3+2= 5 Weekly Points**

Ties in FedEx Points

- Tied players split the sum of tied positions' points (USGA recommended approach)

League Finals Format Overview

- **Type:** Individual Match Play (1 vs. 1)
- **Scoring:** Each hole is a separate contest. The player who wins the most holes wins the match.
- **Duration: 9 holes** only (no full 18)
- **MATCH PLAY WILL BE EVALUATED FOR FUTURE YEARS**

How to Win

- A player goes “**1 up**” by winning a hole.
- If a hole is tied (same **net score**), the hole is **halved**.
- The match ends when one player is “**up**” by **more holes than remain**.

Example: If a player is 3 up with 2 holes left, the match ends — result: “3 & 2”.

Handicapping Rules for Match Play Finals

1. Handicap Allowance

- Each player uses their **9-hole course handicap**
- Handicaps are applied at **100%** unless otherwise stated by league rules.

Confirm handicaps are based on **9-hole ratings** from the league-approved system.

2. Stroke Calculation

- Subtract the **lower handicap** from the **higher handicap**.
- The higher-handicap player receives that number of strokes.
- Strokes are applied based on the **Stroke Index 1–9** (the 9-hole side being played).

Example:

- Player A: Handicap 4
- Player B: Handicap 9
- Difference = 5 → Player B gets **1 stroke** on holes with Stroke Index 1 through 5

3. Two Strokes on a Hole

- If the handicap difference is **greater than 9**, a player will get **two strokes** on the hardest holes.

Example:

- Handicap difference = 12
 - Player gets 1 stroke on every hole, and **2 strokes** on Stroke Index 1, 2, and 3
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Order of Play

- The player **furthest from the hole** plays first.
 - On the tee, **honors go to the previous hole winner**.
 - If the hole was halved, honors remain with the previous player.
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Concessions

- A player may concede:
 - A **stroke**
 - A **hole**
 - The **match**
 - Concessions are **final** and **cannot be withdrawn**.
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Ties & Playoffs

- If the match is **tied after 9 holes**, use one of the following methods (league decides):
 - **Sudden death** playoff starting on hole 1 (handicaps still apply).
 - **Closest to the pin** on a designated hole (if time/availability is limited).
 - **Chip-off** or putt-off on the practice green.

League Scoring App Recommendation

To manage scoring, standings, scheduling, handicaps, and league states, the league will use a commissioner-selected and committee-approved App. A free App will be considered, but only if it meets all league management requirements.

- [Golf League Sites Scoring App](#)
- \$ 18 per-player for the season*
- Controls all league functions
 - Schedule
 - Handicaps
 - Skins
 - Tee Times
 - Player Stats
 - League Stats
 - Manages Handicap for other rounds outside of the league if you desire

Weekly Score Card Responsibilities

- **Posting Scores:** Player scores are entered hole-by-hole in the Golf League Scoring App after each hole by the foursome captain
- **All Players Confirm scores** after each hole to avoid disputes
- Group attests scores in the APP before leaving the course and submitting the round
- Foursomes should still maintain a paper score card and submit it at Bennetts to allow for:
 - Scores to be cross-referenced in the App
 - Serve as a backup in the event of an App outage/disruption

League Dues Breakdown and Payouts

Our league remains a "buddy" league first, where friendship beats out prize money every time. While we're making some adjustments to the banquet and awards, we've landed on a hybrid format for year one. We are introducing a format that keeps the tradition of prize distribution but will be significantly boosting the total cash payouts. The **League budget is based on collections from 35 members × \$115, totalling = \$4,025.**

Below is a table outline anticipated revenue and expenditures. Detailed budget sheets will be shared throughout the season.

Fixed Revenues and Expenses/Costs

Item	Estimated Cost
League Revenue	115 X 35= \$4,025 (rises with increased membership)
Donations/Incentives	Bennett's TBD
Donations/Incentives	6* Rounds from Pine Hills
Golf League Scoring App Cost	\$18 x 35= \$630 (rises with membership)
Liv Fore Sale Foursome Payout	\$200 to Winning Team
Overall League Champion (Most Points)	\$100
Division Winners	\$1,200 (\$400 per division)
Division Runner-Ups	\$525(\$175 per division)
Skills and League Awards (Good Guy, Club Thrower of the Year, The Houdini Escape Artist, Best Dressed, Most Improved, Rookie of the Year etc.)	Funded from Gift Cards, league donations, League Sponsorships, \$100 from league fees.
Banquet	\$1,000 Subsidy (additional member money add funds here and may add small fee to those who attend 9th Green at 9 Banquet)
League Prizes	\$250 (new members above 35 add funds here)

Special Events/Tournaments

Two major tournaments per year, with unique formats:

1. **The LIV Fore-Sale Summer Classic Team Event**

- One Time Event: July 6th or 13th (Played on Back 9 after the annual Junior League event hosted by Pine Hills)

- Randomized Teams or Captains Pick in Snake Draft
 - Payout from the entry pool paid, and the Traveling Trophy
 - No League Champions Points Earned
 - Additional Skins Game Played
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Broken Tee Ryder Cup

- Held mid-September during championship match play (last two weeks).
- Teams drafted by league leaders serving as captains (based on standings from A, B, C top two in each division).
- Format
 - Week 1 2 Man Best Ball from Teammates in Foursomes
 - Week 2 Two Man Match Play
- Payout
 - Bragging rights trophy or small prize pool from entry funds.

*****LIV and Ryder Cup Week:** No league points that week (team-only event), but sidegame signups will be available for interested parties for an additional buy-in not accounted for in skins and pins pay-in total***

Skills Challenges

Three skills contests are incorporated into regular league event nights:

- **Low Stroke Putting/Chipping Challenge** (early season)
- **Straight and Long Drive Contest** (mid-season).
- **Target Practice:** (late-season)

****Small prize awarded (gift cards, dozen golf balls, etc.) funded from entry fee*

9th Green at 9 Banquet and Other Social Events

- Weekly meet-up after golf will take place at:
 - An incentive is offered to our league in the form of:

- Weekly attendance at the sponsored location is meaningful to our league. We hope to see you there more often than not!
- 9th Green at 9 Banquet
 - Held at:
 - Banquet Committee will help plan the details of the banquet and end of season awards and program
 - Banquet Committee Consists of: Kevin Jakub

League Etiquette Reminders

1. Be Punctual

- Arrive early enough to check in, warm up, and be on the tee box **ready to play** at your assigned time.
- **Tee times are not suggestions**—they are commitments.
- Play with your assigned group—no tee jockeys.

2. Know the Rules & Format

- Understand the format for the week (stroke play, match play, scramble, etc.).
- Review any **local rules** or special conditions announced by the league coordinator.

3. Respect the Pace of Play

- Be ready to hit when it's your turn (or adopt "**ready golf**" when appropriate).
- Limit practice swings; move briskly between shots.
- **Keep up with the group ahead**, not just ahead of the group behind.
- Look for your ball; don't send out a search party.
- Avoid back and forth from cart to shot and back again.

4. Protect the Course

- Repair ball marks on greens.
- Replace divots or use seed mix if provided.
- Rake bunkers carefully after use.
- Avoid unnecessary cart traffic on tees, greens, and wet areas.

5. Score Responsibly

- Keep an accurate score for yourself and others if assigned.

- Confirm scores with the group **before turning in the card.**
 - **While the league has a digital scoring system, the hard score card still must be submitted to the league officers after the round at the meeting location!**
 - Please have one member or the foursome submit your groups card weekly!
- Do not pencil in/key stroke “guesses” if unsure—clarify before submission with your playing partners.
- Putt out all attempts at Par and Birdie.

6. Be Honest and Fair

- Play your own ball and count all strokes.
- Observe and report any rule infractions respectfully and fairly.

7. Manage Handicaps Ethically

- Post all scores consistently and honestly to maintain a fair handicap.
- Avoid "sandbagging" (intentionally inflating scores to gain an advantage).

8. Observe Facility Rules

- Pine Hills is a GREAT COURSE and challenging. Respect the game of golf!
- Respect staff, facilities, and other patrons at all times.

9. Handle Disputes Respectfully

- If a rules issue arises, resolve it calmly with the group or consult a league official.
- Play a second ball under Rule 20.1c(3) if needed and determine the ruling post-round.
- Share concerns about the management of the league respectfully. Remember, this is a voluntary league and the commissioner and committee are volunteering their time. ***If you aren't happy you are always welcome to run the league or find a new one.***

10. Stay for the Group- Support Our Sponsors

- We earn incentives that contribute to our league in the terms of sponsorship by Bennett's Bar. Frequenting Bennett's after our league helps that relationship and our league in total. We hope to see you after your round for a bite to eat and a drink!

