

Welcome to the Tuesday 2-Player Gary World League at Wallinwood Springs Golf Club. 22 weeks total, 18-week commitment for the regular season and an additional 4 weeks for the playoffs. We expect each and every member of our league to abide by specific league and course rules. Below is a brief synopsis of how we will set up the league this year.

PAYMENT:

- Payment to the League due no later than April 21, 2026
 - \$205 (Covering prize money, pre-paid weekly skins, superskins, app fee); if opting out of super skins \$185.
 - \$100 prize pool (\$80 to prize pool, \$20 super skins(optional))
 - \$90 pre-paid weekly skins & CTP (\$2 gross skin, \$2 net skin, \$1 CTP)
 - \$15 app fee
 - Venmo: Zach-Mervau

INCLEMENT WEATHER:

- Should we experience a rain out on any given week, except during playoffs and the league is cancelled, the next scheduled match will be played the following week, as planned. If heavy rains should persist, we will make every effort to cancel the league, through the app push notification and email, NO LATER than 2:00 PM. MAKE SURE TO TURN ON THE NOTIFICATIONS ON THE APP.
 - The only time league night will be canceled, is when the course cancels, so plan on playing every night.

SEASON SCHEDULE / TEE TIMES

- Every Tuesday starting at 3:32 - 4:28 (8min increments).
- There will be 18 weeks to our regular season, starting on April 28th and ending August 25th. Playoffs will begin September 1st.
- Playoffs will be 4 weeks (all 16 teams will make the playoffs based on regular season standings completion).

ATTENDANCE:

- Any team that does not show up for a match, with zero subs, will not be allowed to gain any points. The opposing team still will have to earn their points.

- For a team to be eligible to gain points, at least one member or one sub must participate.

PRE-PLAY/RESCHEDULING MATCHES

- Pre-play on the same 9 you intend to play on league night not is allowed (limit to 3-4 times).
- It is ideal and preferred that all matches are played on league nights. If, however, you wish to schedule a match, you must confer with your opponent and agree to play.

RULES FOR OUT ON THE COURSE:

- LEAGUE INTEGRITY:
 - PACE OF PLAY - Make sure you are looking at the cart display for tracking your pace, keep at or under that. Expectation is to complete 9 holes in 2 hours 15 mins.
- TEE BOX COLOR SELECTION
 - If a player is 65 years old they may elect at the start of the season to play from the GOLD tees, but must stick to whichever selection for the remainder of the season.
 - All other players play from the white tees.
- WINTER RULES APPLY:
 - To help keep play moving, winter rules will apply throughout the entire season. This means a player may move their ball 6 inches in any direction from where the ball lies.
- A PRESUMED LOST BALL/Out OF BOUNDS/HAZARD:
 - After searching for a ball presumed in play for a MAXIMUM of 2 minutes, a ball must be declared lost (point of entry). The player must drop a ball from the spot the ball is presumed lost per the decision that the group agrees to. One penalty stroke will apply.
 - POINT OF ENTRY (not where the ball landed).
- FREE DROP AREAS:
 - A free drop (no penalty stroke) will be allowed under the following conditions:
 - Temporary standing water

- Cart paths
- Man-made obstacles
- Bare ground / dirt
- Ground under repair

DROP ZONES

- Drop zones for holes 5, 13 and 15 on the par 3's.

SUBSTITUTES

- All subs need to pay a ONE-TIME fee of \$15 to cover the app fee. Members are responsible for informing subs of this requirement. If a new sub has never played the league, notify Zach so they can be added to the app. Provide a Handicap and email address for the proposed sub.
- Subs that have already established handicaps are the only ones allowed to participate in the playoffs (if your team is still in contention).

HANDICAP SYSTEM:

- Stroke play with handicaps based on the 100% format using WHS scoring.
 - The World Handicap System (WHS) is a unified golf handicap system introduced in 2020 by the USGA and The R&A to provide a consistent measure of a golfer's ability worldwide. Here's a concise summary: Purpose To standardize handicaps globally, allowing fair competition among golfers of all skill levels, regardless of location. Key Features Handicap Index: Calculated from the best 8 of the last 20 scores. Adjusted for course difficulty using the Course Rating and Slope Rating. Course Handicap: Converts Handicap Index to a number specific to the course and tees being played. Formula: $\text{Course Handicap} = \text{Handicap Index} \times (\text{Slope Rating} - 113) + (\text{Course Rating} - \text{Par})$ Course Handicap = Handicap Index $\times (113 - \text{Slope Rating}) + (\text{Course Rating} - \text{Par})$ Weekly Revisions: Handicaps are updated weekly to reflect recent performance. Playing Conditions Calculation (PCC): Adjusts scores if conditions (weather, course setup) significantly affect scoring. Limits on Upward Movement: Caps are in place to prevent a handicap from rising too quickly due to poor play.
- Subs will establish handicaps on first night.
- New players will receive an initial handicap index based on 10 simulated scores.

SCORING:

- The two “A” players will play against each other head to head and the two “B” players will play against each other head to head using the player’s handicap and score (net score). Each “A” and “B” player match has 1 point available per hole = 9 total points per player match (if the players tie a hole, a half point will be awarded to each player.) The team that wins the low team net (team scores with team handicaps) = 4 points (if the teams tie, 2 points will be awarded to each team) There are a total of 22 points available for each team to win each week. A running total of the each team’s points will be kept each week to create a team standings. Those team standings will determine playoff seeding.
- If one member of a team is a no show, his handicap plus 10 strokes will be added from par on 9 holes.
- If both team members are a no show, as stated above will be assessed and no points will be awarded. The other team automatically gets the 4 team points, but has to earn the remaining 18. If both teams do not show up, neither team will be awarded points.
- Max score per hole is a quadruple bogey, once you've hit that mark, pick up your ball.
 - Par 3: The pickup triple bogey score is 7
 - Par 4: The pickup triple bogey score is 8. The hole out triple bogey score is 7
 - Par 5: The pickup triple bogey score is 9. The hole out triple bogey score is 8

PLAYOFFS:

- One member of your team has to be present in the playoffs (if your team are still in contention).
- Tee times and opponents will be sent out a few days prior to next scheduled night
- All teams at the end of regular season (week 18) will be seeded accordingly.
- Overall seeding for playoffs will be determined by regular season points. In the event of a two-team tie, the 1st tiebreaker will be the team that won the head-to-head match played between the two teams during the regular season.
- First two rounds of the playoffs will be 9 hole matches. The semi-finals and championship matches will be 18 hole matches.

PRIZES:

- Regular Season 1st place: \$800
- Regular Season 2nd place: \$320
- Regular Season 3rd place - \$160
- Playoff Champion- \$800
- Playoff Runner-Up - \$320
- Playoff 3rd Place-\$160
- Skins: There is a weekly Gross pot (\$64) and a Net pot (\$64) that will be paid each week. If there are multiple, the pot will be broken up accordingly.
- Closest to the Pin – Weekly \$32 pot that will be paid.