

The Team:

- Four Person Teams
- Each team is allowed 4 additional subs
- Limited to eight (8) players on the roster at one time.
- Age limit for the league is 18 years or older
- Team Fees: \$425.00 (Includes Prizes and Season Ending Dinner)
- Green Fees will be at posted at Super Twilight Rates which current rates are located at <https://www.playfoxtail.com/golf/rates>. Annual Members, Player's Club and Sunset Club rates will be honored.

Sponsorship

- \$100 Per Sponsor – recognition on [www.playfoxtail](http://www.playfoxtail.com) and league website. (all proceeds go into prize fund – for selected league day: Tuesday, or Wednesday.

Format of Play

- Each 4-person team will play against another 4-person team
 - **Individual Play Points:** Player A on one team will play against Player A on another team. 1 point for Match Play. 1 Point for stroke play. Ties will be ½ point. 2 possible points per player per week.
 - **Team Points:** Team versus Team. 1 Point will be awarded to the team who has the lowest total score of all 4 players (with handicaps) against the team they are paired against that week. ½ point for a tie.
 - Individual Player Points PLUS Team Points will equal the 1st half season winners and 2nd half season winners. The 1st half season winners and 2nd half season winner will play in Semi-Finals. Tuesday Semi-Finals winner will play Wednesday Semi-Final Winner in Finals.
- Opponents will play against each other depending on handicap as indicated by the Golf League Software Computer. Team "A" lowest handicapped player will play against Team B lowest handicap player.
- For Match Play – the matches will be played stroking of the low handicap among the 2 player match.
- For Stroke Play – both players will receive 100% of their handicap.
- For Team Play – all players will receive 100% of their handicap.

Prizes

- **Individual Play**
 - Each Week – Prizes for Low Gross, Low Net, and 2nd Low Net
 - 1st Half Most Points per league
 - 2nd Half Most Points per league
 - Most Points overall season ending – 1 winner
- **Team Play**
 - Team Points 1st Half & Team Points 2nd Half
 - Earning Points will win percentage of prize pool

- Team Points PLUS Player Points
 - Winner of the Finals are crowned League Champions and receive a commemorative trophy plus name on perpetual plaque. No gift cards are awarded for Overall Champion.
- Weekly Closest to the Pin Contest / team
 - 4 Drink Tokens to be handed out the next week
- Variances to prizes may occur depending on size of teams on Tuesday and Wednesday: for example, the season may be split into thirds or a day may have a Tuesday A and a Tuesday B League.
- End of season competition where teams are essentially eliminated will play in a 4-person scramble against other teams – there will be prizes awarded.

Payout:

- Approximately 91% of entry fees go to weekly, half and season prizes.
- Of the 91% payout roughly 50% goes to Team Prizes for 1st Half and 2nd Half.

Season Ending Dinner:

- At the end of the season we will host a dinner on the final day of league play. Included in your entry will be dinner for 4 people.
- Additional guests and/or substitutes will be \$40 per person.

Handicapping:

- League handicaps will be based upon the World Handicapping System. For more information please go to www.whs.com
- Previous league players will have their handicaps role over to the new season
- New members will need to provide 5 – 18 hole scores or a GHIN number.
 - When providing 5 – 18 Hole scores – we will need to know score, date, course and tee.
 - Providing less than 5 – 18 Hole scores is acceptable however, providing anything less than 5 – 18 hole scores will creating handicap penalties based upon the WHS.
- Once the league is started – handicaps will be based on League Play only. Please understand that your USGA/NCGA handicap may be different than the league handicap. The league handicap is your accurate handicap for playing an evening 9-hole round on the same course from the white tees for 16 weeks.
- **Handicap Corrections**
 - In case of injury: Players may ask to have the handicap re-evaluated if their scores and their handicap is no longer accurate.
 - The injured player – must submit 5 – 9 hole rounds
 - If the difference between the 9 hole differential is greater than 4 strokes for 9-holes we will advance the request to the League Captains.
 - If the handicap is to be adjusted – an email will be sent to Captains to approve the change. 51% of the Captain’s must approve the adjustment for the change to be made.

- In case of non-injury reasons. Such requests will be looked at on a case by case basis.
 - The WHS uses complex formulas and algorithms to adjust handicaps daily. Which includes adjusting course slope and rating based on weather.
 - The league commissioner will look at the differences of the current USGA Handicap & current and previous League Handicap, player's win rate, and other factors which are deemed appropriate.
 - If it is deemed the handicap should be changed – an email will be sent to the League Captains for approval. A 51% approval will be required.
- **Maximum handicap 18 for 9 holes**
- **Maximum score:**
 - Since two formats of play are being used at the same time: Match and Stroke makes it difficult to have a maximum score; however, we use triple bogey as the maximum with the exceptions/rules below.
 - If the player is giving up after hitting triple bogey – the player will indicate an X on the scorecard. This X score will always lose even if the opponent scores a legit triple bogey.
 - If the player is conceding the hole, as an example, the opponent hits a Par 3 and has 1' for birdie – while the player hits 2 in the water and wants to concede. This is not permitted as there is a Player Stroke and Team Stroke competition. The player should continue until they reach triple bogey OR players agree that a score of triple bogey or higher is inevitable.
 - A score of a legit triple bogey should always beat a triple bogey with an X or x score. Do not write x if a player scores a legit triple bogey.
 - If a player has an X score that score will always lose. So if the opponent scores a legit triple against an x – the x will be recorded as a higher number to ensure a loss.
 - Players are not permitted to concede one format but play on for the other format. Both formats should continue play without conceding.
 - For handicapping purposes the highest score permitted will be net double par (WHS) which is automatically calculated.
 - When using “x” for Team Stroke and Player Stroke play, the number needed to lose will be recorded as the score.
 - A Triple X versus a Triple X shall be a tie. If one of the Triple X gets a stroke – then it will be recorded as a Quad X and Triple X – tied. If the player get 2 strokes then it will be recorded as Cinto X versus Triple X tie.

Conditions of Competition

- All USGA and local Foxtail Golf Course rules apply.
 - **Local Rules:**
 - Alternate rule for Stroke and Distance Rule E-5 is in effect
- Players may bump their ball, no more than 6 inches, through the green. The 6-inch bump allowance does not apply in hazards, sand traps or on the green.
- Sand traps – if your ball comes to rest in a disturbed area – players with free relief can place the ball in the bunker in a clean lie or by using their foot or club create a spot which is flat, no closer to the hole.

Schedule and Absentees:

- Tee Times will be assigned prior to play and will be available online at the league website.
- Teams with less than 4 players may compete for individual prizes but will not receive any team point.

Late Arrivals

- Late teams can join the match in progress on the next tee box.

Playoffs Format

- Tuesday and Wednesday: the best team of the 1st half will play the best team of the 2nd half.
- The winner of the semifinal will play against each other. The winning team will be the Industrial League Champion.

Playoff Rules

- The handicap going into the championship will be the player's current league handicap.
- Players must have played in no less than four regular season matches to qualify as a participant in the playoffs
- Regular season match play competition applies.
- If the teams are tied at the end of 9 holes the lowest handicap player from each team will continue in a sudden death match play until there is a winner.

Team Captain Responsibilities

- Fill out an entry form which include player's names, emails, desired start time, and day of play.
- Communicate with the League Manager and other captains about problems, changes, questions, etc.
- Communicate league information to teammates: League website, how to find tee times and etc.
- Coordinate team schedule to avoid absences.
- The day before your League Day – please send a starting roster of players to the League Manager: cgay@playfoxtail.com. We do expect last minute changes as well, but this will help with players knowing their tee time. Please call in subs/changes as soon as possible.
- Give scorecard of matches to the golf shop.
- Coordinate picking up the closest to the pin contests and leave information with golf shop