



KINGSBURY GOLF LEAGUE

LEAGUE RULES

Format

Qualifying play will take place during the first three weeks of league play. Matches will begin the fourth week. Each match will be worth 9 points.

Playing

1. Ball must be dropped in the rough and sand
2. All shots that do not register must be replayed (no penalty)
3. Putts must be hit from the middle of the mat even with the tee
4. Asphalt and pine needles are played from the fairway
5. If you hit the ball O.B. you must select "rehit"
6. No mulligans unless otherwise specified

Substitutes/Make-ups

1. Each player may have a substitute if needed
2. Subs must play at least one 18 hole round sometime prior to get handicapped
3. If you can't play during league times you must make up the match before the next week at your own expense. (ie. rental of machine)
4. You are required to call ahead if you are not going to be able to play your match at the assigned time.
5. If you are not present on league night or have not rescheduled your match to play with your opponent at another time said player will lose 6 points off his league total.

Simulator

1. If the simulator stops registering shots please notify the staff
2. If the shots are not registering correctly please notify the staff

LEAGUE MATCHES

Matches

Weekly matches are worth a total of 9 points. Matches will be played at different golf courses each week with varying difficulty. League matches will be played with handicaps in the format of Match Play. Each hole is worth a point (ie. Joe wins 6 holes and Mike wins 3 holes. Their score for the week is 6 for Joe and 3 for Mike). There also may be 1/2 points for ties.

Handicaps

Handicaps will start after the first 3 qualifying rounds.

Time Policy

1. In order to keep the pace of the game, your simulator will be set to a specific time in between shots to keep play moving.
2. Be ready to hit your next shot.
3. Limit your practice swings.
4. You will have two hours to complete nine holes you will be playing as a foursome, so there will be two matches going on at the same time.
5. Be helpful to your competitors if they need to use the restrooms please utilize the skip player button to keep play moving.
6. If you do not finish in the allotted time, however your match stands, will stand and the remaining holes will be counted as ties or 1/2 points.