

Men's 18-Hole League (New Member Handout)

- View the league website at www.ffgmga.org. CRITICAL—not just for pairings and results but extensive information is given pertaining to the league and the respective Divisions (A&B). The “League Information” drop down menu is also very important. Let your VP know if you cannot access the website.
- Weekly Check-in:
 - Obtain starting hole # and your grouping from the website the night before play even if you have checked earlier as there are often late changes.
 - If you have pre-funded your member card account, use a Preferred Rate Card slip (available for download from league website).
 - The golf carts will be identified by starting hole #; look for your cart and confirm your name is on the scorecard on the steering wheel (or adjacent cart); there can be as many as four carts for a single hole.
 - 7:30 AM shotgun start until September (when it is moved back to 8:00 AM); be at your cart by 7:15 for the golf pro's announcements. Listen up!
 - Many come out early to warm up and hit balls; many do not.
- Scorecards:
 - 'A' Division: Turn in a separate scorecard for each two-man team. Trade scorecards with the other cart in your foursome; both carts should keep all four players' scores for verification. If you require a blind draw, flip a coin/tee to designate one player from the other cart/team doubling as your partner for the day; players doubling as a blind draw do not have additional payout opportunity as the blind (clearly indicate on scorecard which player is playing for the blind).
 - 'B' Division: Turn in a single scorecard for the foursome. Blind draws will be assigned by the Division VP and have the opportunity for an additional payout as the blind.
 - Both Divisions: Enter a gross score for each player for each hole (do not enter net scores). Enter an “x” adjacent to the score entered for any hole that you did not complete; e.g. “8x”. Verify your hole-by-hole gross scores before someone from your team signs or attests the scorecard; bring into the snack bar and turn in to your Division VP or his designee.
- Your individual gross 18-hole score (ESC adjusted) will be input to the GHIN handicap system on your behalf—do not input your own score and cause duplication. We will access your revised INDEX from GHIN per the twice monthly cycle.

- When finished playing and driving back to the clubhouse, be considerate of other players still finishing.
- Weekly format of play for stroke play:
 - A Division:
 - Two-man Team - Combined Net (with your cart mate as your partner for the day)—top 3 teams paid.
 - Individual Flight Winners – roughly equal number of players in each of seven flights; low net winner paid for each flight
 - Prox - (2) closest to the pin holes
 - B Division:
 - Foursome teams--game changes weekly (see schedule)
 - Pro-shop Credits are posted to your account monthly for cumulative weekly winnings which have been posted to the league website.
 - Skins: Gross & net skins are awarded weekly if you opted in and paid. There is a \$2.00 drawdown for each week *that you play*, with \$1.00 going to the gross skin pool and \$1.00 to the net skin pool. The golf league software will determine skins; see hole-by-hole scores and winners on website. Participants' season-ending skins balances will be paid out in cash at the end of season awards meeting.
 - In stroke play competition **YOU ARE REQUIRED TO HOLE OUT**; there are no “gimmies”. However, in the interest of pace of play, we limit play/scoring to a maximum score on each hole: 8 strokes for ‘A’ Division and 9 strokes for ‘B’ Division. Once you’ve reached your maximum score, pick up.
- Match Play: No prize money or opportunity to win \$\$\$ during match play weeks (other than side bets!) and no skins are awarded. It’s all about bragging rights, pride, and season-ending *team payout*. 5 points are awarded to the winner of each match with 2 ½ points going to each competitor in the event of a tie.
 - If your match is settled early, you may continue play (or may drive in) but be mindful to not disturb other matches in progress, especially within your foursome. If you elect to discontinue play, you will still need to record a score for GHIN posting purposes. For any hole not completed, record a gross score that will yield a net par for that hole and mark it with an “x”. If any questions about that procedure, see your Division VP or your Captain.
 - The defined maximum score in effect for stroke play is not in effect for match play; play continues until the hole is decided. Putts can be given/holes conceded. If a hole is conceded prior to completion, players should record their estimate of the score they most likely would have made had they completed the hole; mark that estimated score with an “x”.
 - No rain checks are given if you are closed out of the match very early and want to leave.

- End of season Individual Stroke Play Championship: The regular season and seasonal team competition will conclude at the end of September. During the first two weeks of October, we will play a 36-hole individual stroke play championship. Players' scores will be accumulative; we will award cash prizes for low gross and low net winners in each division. There also will be weekly low gross and low net prizes so that those who cannot compete for the full 36 holes will have something to play for. No skins will be awarded during the end of season event.
- Schedule—importance of 5 match play weeks (note them on your personal calendars). For match play, every player competing that week has an opportunity to score points for his seasonal team. If you win or tie your match, it adds to your team's cumulative results. If you are not there, your team is at a scoring disadvantage. For stroke play weeks, we use the 4 lowest scores made by members of your seasonal team for the cumulative stroke play team results for that week. Thus, your team is disadvantaged somewhat less for absences during stroke play weeks.
- Winning Seasonal Teams--names of members of each winning team are engraved on plaques displayed at Druid Hills (Stroke & Match Play separately). Modest payouts in pro shop credits go to the top 3 teams in 'A' Division and the top 2 teams in 'B' Division for each of stroke and match play.
- Signoffs—advance notice of weeks a player is unavailable. Please email your Division VP as soon as you know you will be out for a given week(s) before you forget and so that pairings do not have to be unnecessarily reworked shortly before play. See the Signoff Sheet on the website for recorded anticipated signoffs in case you've forgotten.
- Rules for League Competition [READ THEM] – on the league website; there is a helpful summary of key/frequently used USGA rules; a page for FFG's local rules and a few supplemental rules unique to the league.
 - 'A' Division always plays the ball down, as it lies, unless course conditions dictate otherwise and it is announced before start of play that we will be playing Lift Clean and Place for the day. See League rules for "Lift, Clean and Place" specifics.
 - 'B' Division always plays preferred lies: move the ball within one standard grip length except in bunkers or penalty areas.

- **Weather**—be prepared to play in rain to a reasonable degree. We recommend having rain gear; rain gloves; club/bag covers are helpful. While on the course, or having been pulled off of the course due to weather, we prefer that any decision to cancel remaining play for the day be made by the Division VP's each separately for their respective Division and not individually by 115 players. We make every effort not to be unreasonable. We understand that every individual's situation can be different (and thus their need to make an individual personal decision) due to their physical condition or limitation as affected by cart path only situations.
 - There is the remote/rare possibility that the forecasted weather situation is so extensive and severe that play would be called off in the morning prior to the start of play. However, that would only occur after we've conferred with the golf staff, and we would then try to get an email notice out as soon thereafter as possible. Otherwise, you should always plan to show up at the course expecting play to occur. Be aware, weather at the course can be very different from what you're experiencing at your location.
 - No rain checks are issued unless the Division VP cancels play before completion of 14 holes; hopefully, someone will drive around and tell you if play is cancelled or suspended (or you may call the pro shop for instructions if uncertain); horns for clearing the course may not always be heard—we often are sent back out; possibly more than once.

- **Pace of Play**—In stroke play, we play **READY GOLF!** Don't stand on the tee waiting for your partner to eventually come and hit first!!! Don't wait for another player to come and hit before you because his ball is a few yards behind yours—if it's safe, and you're ready—HIT IT! You don't need to ask permission. Clean and replace clubs and mark scores after moving your cart forward if you can do so without disturbing other players. Speak up when necessary: "Hey, we are a hole behind and need to catch-up!" If, after fair warning, the course ranger asks your group to move up one hole, each member of the group will be assessed a net par for any hole they did not finish plus a 2 stroke penalty for slow play. This is in accord with the USGA rules for recording a score on a hole that you were unable to complete and the penalty that the rules prescribe for slow play.

- **Repair ball marks**—not just your own. The sand bottles on side of carts are not decorative accessories—they are removable and can be used to fill divots. Please do so.