

2023 Fluid Systems Golf League Format

28 Players for 18 Weeks of Golf

- Each player will be playing match play golf against one opponent and will be paired with two additional players to form a foursome each week. **Since this is match play, gimmie putts are not automatic at any distance. It's up to your opponent to give you any putts if they elect to do so.**
- Each player will start out using last year's handicap for the first two weeks. In week (3) we will recalculate the handicaps at 80% based on you scores for the previous two weeks. Then your handicap will be calculated each week with new scores add in.
- Handicap strokes will be given between the difference of each players handicap. Example: If you are a (5) handicap and you are playing against a (10) handicap, you will give up 5 strokes on the 5 hardest handicap holes on the course.
- We are playing a 20-point system. If you win the hole, you earn 2 points. If you tie the hole, each player receives 1 point. The player with the lower final score with handicap will earn the 2 points, if they tie with handicap included, then they will each receive 1 point.
- In the event that a player cannot make golf, it is up to him to secure a sub for him for the night. We will do our best to provide a sub list and update it throughout the season. The list will be available on the website: <https://www.rayressler.com/fluidsystems/>. But ultimately, it is going to be up the individual missing to get a sub. **All new subs handicap will be calculated that night after the round at 80%. Handicaps for all returning subs from last year will be used for them and will be updated each time they play a round.**
- In the event a player does not have a sub, then we will calculate a handicap card with a three-stroke penalty added to the easiest handicap holes at the golf course. The cards will be calculated for the points won, but a missing player without a sub cannot be awarded any more than (8) points. The player present still has to earn points but will take no less than a minimum of (12) points. He can take more points if he wins more holes during the round.
- There will be no more than (16) strokes given to your opponent for the 9-hole round. So, a (0) handicap golfer playing a 20-handicap golfer will only have to give up 16 strokes. He will give up 2 strokes on 7 holes and 1 stroke on each of the par 3 holes.
- The most you can take on any hole is double par. (6) on a par 3, (8) on a par 4 and (10) on par 5's.
- Unless the sand traps are maintained properly, then we will not be playing out of them. You **must** take a drop behind the trap on greenside bunkers, keeping the sand trap between you and the green. On fairway bunkers **you can take a lateral drop (2 club lengths) out of the sand trap where it entered the bunker, or you can take line of flight as far back as you want.**

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- Balls coming to rest inbounds near a man made obstacle preventing a normal stance or swing may be moved without penalty. This includes cart paths, stakes or posts designating distances to the holes and fences designating out of bounds. The ball may be dropped (not placed) 2-club lengths away from the obstacle, but not closer to the hole.
- If your ball somehow finds any water hazards, you will be allowed 2-club lengths relief from the point of entry into the hazard. Not where it ended up in the hazard. **We are no longer allowing a drop in the middle of the fairway.** We are playing winter rules the entire season. A ball anywhere in **your fairway** may be moved a maximum of [6"] with your club, left, right or back, but not any closer to the hole. We have established drop zones for the following holes: Not in the middle of the fairway for any water hazard.
Hole #4 (Par 3): Drop on the other side of the water-anywhere in front of the lady's tee marker.
Hole #6 (Par 4): Drop on the other side of the water-anywhere in front of the lady's tee marker.
Hole #7 (Par 3): Drop on the east side of the cart path in front of the lady's tee marker.
Hole #14 (Par 4): Drop on the other side of the water north of the lady's tee marker.
- All balls hit inside the tree line on hole #3 are considered out of bounds and normal drop rules will be enforced. The area past the maintenance road towards the green on #3 up to the tree line left of the cart path will be in play. Anything outside the large tree by the maintenance road is playable if it is not inside the tree line on the left side towards the green.
- All balls hit on the left side of the cart path on #5 are considered playable on the grass area only. Once you are past the tower down the left side of the green, which skirts hole number #3 will still be in play but must be played as it lies.
- It has been established that the following areas on holes # 15, #17 & #18 are out of bounds and normal drop rules are observed. Hole #15, woods down the left side. #17, woods down the left side. Hole #18, woods down the entire left side towards the green. The wooded area right of the cart path on #15 towards the green is in play as it lies.
- There are (2) areas located on hole #15 with manmade ditches. One is in the wooded area right of the cart path which is in play. The other one is on the left side of the fairway before the wooded area that is out of bounds. You will be allowed a free drop, two club lengths laterally on the right ditch and a drop behind the ditch on the right. No closer to the hole on either drop.
- Power lines and towers come into play on the course in several holes. You will be permitted a rehit without penalty if you hit a wire on the hole you are playing. This does not mean a wire on any adjacent hole. They will be played as they lie. If they end up inside the tower area, you may take a drop, but cannot be any closer to the hole.
- League fees for the 2023 season will be \$400.00. These fees are due no later than the 17th of April, which will be our first night of golf. Please bring checks or cash for the entire season. The checks should be made out to Mark Steiner.

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- When we have **Skins with Handicaps**, you will need to keep two scores. Your actual score and then your score with the handicap under your actual score. If you are a 9-handicap golfer, then you will get one stroke on each hole. If you are a 10 or more-handicap golfer, then you will receive (9) strokes + every additional stroke above 9 in your handicap. So, a 12-handicap golfer will receive 9 + 3 additional strokes. The extra strokes will be calculated on the hardest handicap holes for the nine we are playing. Again, the most strokes you can get is (16).
- All subs will be required to pay \$15.00. These funds will be used to help cover some of the costs for our end of the year outing.
- Each week we will collect **(\$5.00 per player for the nights gimmicks-mandatory)**. The breakdown is (\$3.00 for skins & \$2.00 for CTP). Mark or Ray will collect the fees for the gimmicks prior to each round. All subs are eligible to participate in the gimmicks, but it is not mandatory for them. We will also have **Mystery Drawings** each week. The fee is \$1.00 per player. This is not a mandatory gimmick. We will draw out a score, and if you match it, you will win the pot.
- We will also have the **50/50 Drawing** each week, which is \$5.00. This is not mandatory, but the money collected does go towards our end of the year outing costs. The winner from the previous week will be required to sell the 50/50 the following week.
- For anyone that wants to participate in the **Closest to the Pin** for the season, the cost is \$10.00 per player. Ray will collect the fees no later than week 2, but you must commit to Mark or Ray if you want to participate on the first week of golf.
- **We will be mixing in some different style formats throughout the season as well as a position round the week before the final week of play.**
- The **Top Four-Point** leaders after week 17 will play in the finals for the league championship in week 18. Those not making the playoffs will be playing in the Infamous Red Tee Scramble.
- If you are 70 years or older, you are entitled to play from the Senior Tees (Gold Tees at GH). You still have the option of playing from the white tees if you want to. Please keep in mind though, that if you begin on the white tees, you must finish on the white tees. If you start on the gold tees, then you finish on the gold tees. **All par three holes will be played from the white tee boxes for the entire league.**
- These rules were adopted and approved by the League Management for the 2023 Season

Mark Steiner-President
Ray Ressler-League Secretary