

## **ForePlay Oakdale League Information for 2022**

### **League Commissioner**

Ralph Ludden: 651-704-9260 [ralphludden@gmail.com](mailto:ralphludden@gmail.com)

### **Initiation Fee (per player – 4 players from each team must pay)**

**\$85 payable BEFORE the first day of play May 4<sup>th</sup>, 2022**

**League fees must be paid BEFORE the first night of league**

\$23.00 Year End Banquet

\$7.00 League maintenance

\$55.00 Year End Prizes

**\$85.00 Total**

### **Season**

Every Wednesday

Tee times between 5:00pm-6:00pm

May 4<sup>th</sup>, 2022 thru – August 24<sup>st</sup>, 2022

Sunday August 28<sup>th</sup>, 2:00 pm start (Year end Scramble)

### **Green Fees**

Teams are encouraged to pay green fees in full increments. This will speed up the process at the counter each week. To entice you to do so:

-If you pay the full 16 weeks prior to May 4<sup>th</sup>, you will receive a certificate good for (2) 18 hole green fees good to use anytime until October 31<sup>st</sup>, 2022.

If you had a players club awards card from last year that same card will be used again this year. If you do not have an awards card we suggest you to register for one. It is FREE and you garner 10% awards for all your golf purchases. Once they are built up they can be used for FREE green fees, carts and range tokens. Also, if you provide us with a working email you will receive a FREE birthday round the month of your birthday.

### **Weekly green fees payable at the Golf Shop prior to play**

-\$22.00 each week walking, \$36 each week riding

### **Full season fees payable to the Golf Shop prior to May 4<sup>th</sup> (first day of play)**

-All 16 weeks: \$352.00

-Checks Payable to Oak Marsh, they also accept Visa, MasterCard, Discover and AMEX

### **Type of League**

While we make every effort to follow the USGA rules in general and to use the USGA rulebook to resolve conflicts, this is a recreational league. We encourage competing teams to work out a fair resolution to their differences, on their own, during play. If agreement cannot be reached after polite discussion, the professionals at the clubhouse should be consulted. As a last resort Ralph will make a decision based on what is generally in the best interest of the league.

## **Match Play**

True match play is mandatory for league play

In the interest of competition and fair play, NO playing together as a team.

Foursomes must consist of 2 players from each team. Teams who choose to not follow this rule will be subject to forfeiture.

**Handicaps will be carried over from 2021. New player will establish handicap after the first round played.**

The lowest handicapped players, from each team, must compete against each other for points. They must play in the same foursome.

The same applies to the second lowest handicapped players, third lowest handicapped players and fourth lowest handicapped players.

Handicaps will be posted on the starter shack window each week.

## **Scoring**

On the score card turned in you must have each player's First and Last name along with team name on the card. Players must sign off on the card on the bottom.

Handicap will be applied according to USGA rules

There are 2 points awarded on each hole. (18 points)

The player that wins the hole, with handicap, takes 2 points.

If the competing players tie on a hole, each player gets 1 point.

## **Rainout Rule**

Before league begins, Oak Marsh will make the decision as to whether the league will be called off due to rain or course condition. This decision will not be made until between 4pm & 4:30 pm. Please do not call the golf shop prior to this.

After play begins, Oak Marsh will determine if it is safe to continue playing. They will sound a horn if the weather threatens the safety of the golfers.

No scores will be counted if Oak Marsh suspends play.

Bad weather is not of itself a good reason for discontinuing play (Rule 6-8 of Rules of Golf).

It is ultimately up to the individual player to decide when to stop playing due to weather. However, the following rules will be applied:

If at least ½ of the league completes their rounds, all scores will be counted for that week.

If both opponents fail to complete the round, the points will be split (1 point each) for the unfinished holes.

If only one of the opponents fails to complete the round, the player that does not finish will forfeit all holes that they do not play.

If more than ½ of the league (i.e. 50% plus 1 player) does not complete their round, no scores will be counted for that week.

For handicapping purposes, any golfer that does not finish a hole will be given a net score of par for that hole.

**Late Player Rule:**

A player is considered late when the group that they were to play with has left the tee box.

A player that is late for a hole forfeits the points on that hole.

For handicapping purposes, on any holes not played, the late player will receive the score that they got the last time they played that hole.

If no previous score exists the player will receive a gross score of par.

**Missing Players**

**If your opponent does not show up, you will play against par with handicap. Points will be awarded normally. The players will be matched up evenly and the remaining player(s) will be playing against par for the night.**

**“No Shows” will earn zero points.**

**If both teams have a missing player, each team will earn zero points for that player.**

**Before Playing**

Oak Marsh will check-in all golfers each night.

You must present your check in card or receipt to the starter each night.

No shows will owe green fees for missed days.

Even if you pre-pay you must check in and have your card dated and show that to the starter.

Subs are responsible for green fees on the day of play.

**Finding League Information**

**Official league website at: <http://netgolfleague.com> – you must receive an email from the commissioner inviting you to login and update your profile. DO NOT create your own login.**

The season will consist of a First Half of 6 weeks with a position round (1<sup>st</sup> vs. 2<sup>nd</sup>, 3<sup>rd</sup> vs 4<sup>th</sup>, etc.) on week 7 and a Second Half of 7 weeks with a position round on Week 15. Players in the position round must have played at least one round in this league, this year, to play.

There will be a first half and second half winner.

If the same team wins both halves, the team with the next best overall finish for the year will be declared the 2<sup>nd</sup> half winner.

These two teams will square off on 8/17/2022 (week 16) to determine the overall champion. Other teams will play a TBD schedule.

Year end Scramble will be played on Sunday, August 28<sup>th</sup>, 2022. We will play 18 holes at the twilight rate with cart and \$10 event entry total cost with tax is (\$48) starting at 2pm. Format for this tournament is a four person scramble.

**End of Season**

All money collected by the league is spent on prizes, banquet, and league maintenance. Prizes awarded at the season ending banquet (Grille Buffet).

**Course Rules**

Rain out determination; call Oak Marsh Golf Shop after 4pm @ 651-730-8886. Also make sure Oak Marsh has your email address as they will send out an email as well. Rain checks issued if less than 5 holes played.

Regular players are responsible for getting subs.

**No Fivesomes** or more allowed. Regardless it does not speed up the pace of play.

**Optional Game****Closest to the pin, longest drive, longest putt**

We will be playing either closest to the pin, longest putt, or longest drive each night (optional).

There will be one hole designated each league night for this contest.

Entry fee is \$3.00 cash.

Payout based on the number of entries.

Closest to the pin: played on a par 3 hole. The player that lands the closest to the hole, on the green, from the tee, is the winner.

Longest Drive: the player that hits the ball the farthest from the tee box wins. The ball must land in the fairway.

Longest Putt: the player that sinks the longest putt, on the selected green, wins.