



2024 WEDNESDAY NIGHT 2-PERSON LEAGUE COMMITTEE RULES & SCORING

- League runs from, Wednesday May 1 until August 28. Championship Day is a 9-hole shotgun at 4:45 on Wednesday, September 4 with a 9-hole rain out date of September 4. No Play on June 19 or July 3.
- ALL weekly matches will begin on holes 1 & 10 at 4:00pm teeing off until 5:21pm
- Maximum 9-Hole Handicap and strokes allowed - 18
- Maximum gross score is Double Par plus Handicap Stroke(s) provided on hole played.

Example for player getting 2 strokes on a hole:

On a Par 5 Player A can pick up following their 11th stroke if not holed. Gross score will be 12 (max) Net score will be 10.

Example for player getting 1 stroke on a hole:

On a Par 4 Player B can pick up following their 8th stroke if not holed. Gross score will be 9 (max) Net score will be 8.

Example for player getting 2 strokes on a hole:

On a Par 3 Player C can pick up following their 7th stroke if not holed. Gross score will be 8 (max) Net score will be 6.

ALL PLAYERS MUST EITHER HOLE OUT OR ACCEPT MAX SCORE FOR TEAM SCORING

- Men will play from the Gold Tees. Ladies will play from the Bronze Tees. When Men total their age and current handicap and the number is 78 or above, they can move up to the silver tee. Once the option to move up tees is in play the player must remain at this set of tees for the duration of the season. (Mandatory notification to kris@dfpd.org required prior to day of play)
- The Season will consist of Two 8 Week Halves with Different Formats. (Same Scoring / Points System and Rules)
- 1st 8-Week Format - There will be (2) Flights an A & B Flight. The top team from each division at the conclusion of the June 26th matches will qualify for the league Championship on September 4th. At seasons end only 2 teams will automatically qualify for the Championship. (Playoffs will determine the top team if any ties are in place) A 3 Hole Playoff will be used with existing handicaps to determine the sole top team. (Sudden death following the 3rd hole played)

- 2nd 8-Week Format – There will be (2) Flights an A & B Flight. The top team from each division at the conclusion of the September 28th matches will qualify for the league Championship on September 4th. At seasons end only 2 teams will automatically qualify for the Championship. (Playoffs will determine the top team if any ties are in place) A 3 Hole Playoff will be used with existing handicaps to determine the sole top team. (Sudden death following the 3rd hole played)
- Following the first 8 weeks of play the Top 20 Lowest Combined Team Index's (added together) will determine the A Flight. The remaining 20 teams will determine the B Flight. The system calculates ties to determine flight placement based off index.
- If the same team qualifies for the League Championship in the A's or B's 2nd half the 2nd place team in that flight will represent that flight in the League Championship.
Example: Team 11 gets 1st place in B flight first half and 1st place in the A Flight in session two. Result is 2nd place team in A Flight in session two advancing to the Finals. Same rules apply if the same team Wins both the 1st & 2nd half session in the A or B flight for the season.
The rest of the field will be playing a 2-person 9-hole handicap scramble event on the September 4 Final Day.
- Substitutes Are Not Required this season but a team loses 1 point per player not playing. If only 1 team member is present with no substitute, the matches will be conducted as noted here: Player 1 will play both opponents in single net match play and with a doubled net score for an overall team score, with an opportunity to take all 8 points. Please note that both members of the team can miss up to 4 matches per half, they are not eligible to win any half if they exceed four missed matches in that half.
- Pace of Play and League Rules – **There is No Out of Bounds on the Course for this league.** All balls crossing our course boundary lines are to be played within a 2-club length drop no nearer the hole. (Old Lateral Hazard Rules & drop from height of a player's knees when in a standing position) The above includes lost balls deemed on course property. (With agreement in proximity from opponents and playing partner) All course boundaries are deemed lateral for this league. (Play as red lines / stakes)

Point Allocation

- **4 Points** eligible for total low net score Team vs. Team (Includes substitutes with their Handicap or at Scratch) Total team gross score & subtract handicaps. Halved Team Matches results in 2 points per team.
- **2 Points** eligible for each player low net Single Match Play. Halved single matches result in 1 point per player.
- **2 Points** eligible for each player for showing up (including subs 1 point per sub).
- **10 total Team points at stake weekly.**
- **If your opponents No Show your team has the option of playing and receiving 7 & ½ total points OR your team can compete for 10 points by playing (2) randomly selected players for the evening and scoring against them in a blind fashion. (Results posted by 10am Friday following play)**
If you play to compete for 10 points against a blind team, your team must announce to the starter your intentions. (The starter will mark your card – BLIND SCORING or 7.5 points and initial it) Your official scorecard needs to be returned the night of play with both players' signatures regardless of scoring method chosen. If only one player from a team can play against the no show, then they only get the 1 participation point on the blind scoring team.

2024 DGC - Wednesday Two-Person League Handicap Rules

Starting League Handicaps will be based off their 2023 league scoring records.

NEW Players to the league will start out with the below handicap method.

Non-handicap player week One Handicap determined by using 0% of the differential from the players gross score to par. NH player week Two Handicap determined by using 40% of the 1st round differential from the players gross score to par. NH player week Three Handicap determined by using 80% of the 2nd round differential from the players gross score to par. Fourth week the player is at a full 100% handicap.

- **Example Week 1:** Non CDGA index player shoots 46. Differential to par is 10 strokes & week one handicap is 0. Net score = 46
- **Example Week 2:** Non CDGA index player shoots 46. Differential to par is 10 strokes & week two handicap is 4 (40%) Net score = 42.
- **Example Week 3:** Non CDGA index player shoots 46. Differential to par is 10 strokes & week three handicap is 8 (80%) Net score = 38.
- **Week 4** – Full handicap

IF a Substitute is playing, they must have an established CDGA handicap index.

Any substitute without an official CDGA index will play as scratch for the day. ***No exceptions.***

The low handicapped player's & substitutes ***will always*** play their match against each other.

Substitutes with handicaps must be determined with notification to the golf shop outside of 45 minutes prior to the teams scheduled match. Subs determined inside of 45 minutes of the scheduled match will play as scratch against the lowest opposing team's handicapped player. ***No exceptions***