

## 2024 TNML Rules & Information

### League Format

Players will be playing a PARTNERED 9-hole match play competition against another pairing from the opposing team for that week. The partnered matches will be played as a HIGH/LOW format.

EXAMPLE: Team 1 consists of Bill & Bob, Team 2 consists of Sam, Steve

On the first hole:

Bob makes a net 4

Bill makes a net 6

Sam makes a net 5

Steve makes a net 5

Team 1 has a low score of 4 (Bob) versus the low score of 5 (Sam) for Team 2. Team 1 would earn two points for winning the low portion. Team 1 has a high score of 6 (Bill) versus the high score of 5 (Steve) for Team 2. Team 2 would earn two points for winning the high portion. Therefore Hole 1 would be tied 2-2. Weekly team scores will be comprised of 2 partnered matches (36 points each match) for a maximum total of 72 points (weekly).

*\*\*\*However, for the purpose of calculating the yearly winner we will simply use a 2pt for a win and 1pt for a tie system (just like hockey - with no shootouts). So in the scenario above, both Team A and Team B will have acquired 2 points each in the overall standings.*

*A team can earn up to as many as 4 points each week (winning both matches) or as few as 0 points (losing both matches).*

### Handicap Format

We will be using the “zeroing down” format for handicapping matches. Basically what this means is that the lowest handicap slides down to zero. However many strokes it takes to get the lowest guy to zero - everyone else slides down the same amount of strokes.

### Registered Handicap

**All participants (spares included) must have a registered RCGA handicap with the Leduc Golf Club in order to play in the TNML.** New players (or players without handicaps) will be given two weeks to establish a handicap. Players without established handicaps, kept up to date (1 score per week) will not be permitted to play until they have a recent score entered in the RCGA system.

\*\*\*All spares must appear on the “my club roster” section of the RCGA website. Any player not appearing on this portion of the RCGA website will be disqualified and points forfeited. If you’re not sure – text/email me and ask. We would also ask that you give us as much notice as possible if you are using a spare. That way we have a chance to check

out the legitimacy of the spare to avoid any disqualifications. We understand that sometimes a team may secure a spare at the last minute and there might not be time to let us know – however, even a quick text on the course is better than nothing.

We would also like to remind you that the league would prefer a team play shorthanded rather than bring in an ineligible spare. TNML is not the venue to just “bring out a buddy” for some golf.

### **Shorthanded consequences**

If a team does not show up with 4 players, they will be forced to play the match “shorthanded”. In the event that a team has to play shorthanded the match will revert to a 2 against 1 best ball match. (Ex. If Bob and Bill are playing Sam; Bob and Bill will get to use the best score (between the two of them) to go up against Sam’s score. The team with the lowest score will get the full 4 points for that hole. If there is a tie – each team will get 2 points for the hole.).

*\*\*\*If at any time a player is forced to quit the match (for whatever reason), the shorthanded team will forfeit the remaining HIGH points for the match. The remaining holes will be played 2-vs-1 for the LOW points only.*

### **Fifth “extra” Player**

The 5<sup>th</sup> player WILL NOT be permitted to play as an “extra” player during the matches.

### **Weekly Hole Prizes**

#### **Front 9**

Hole #1: Long drive (0-12)  
Hole #2:  
Hole #3: Closest to the pin in 2 (everyone)  
Hole #4: Closest to the pin (0-12) and (13+)  
Hole #5: Longest Putt (everyone)  
Hole #6: Longest drive (13+)  
Hole #7: All net birdies or better  
Hole #8: Closest to pin (0-12) and (13+)  
Hole #9:

#### **Back 9**

Hole #10: Long drive (0-12)  
Hole #11:  
Hole #12:  
Hole #13: Closest to the pin in 2 (everyone)  
Hole #14: Closest to the pin (0-12) and (13+)  
Hole #15: All net birdies or better  
Hole #16: Longest putt (everyone)  
Hole #17: Closest to the pin (0-12) and (13+)  
Hole #18: Longest drive (13+)

*\*\*A player may win more than one hole prize each week.*

## **Rainouts**

Decisions to play will be determined by the TNML organizing committee. If the course is deemed unplayable (by committee or golf course staff), that week's play will be added to the end of the regular season schedule. If during play, inclement weather prohibits teams from finishing the round, the round will be considered incomplete unless 6 holes have been played (in which the remaining holes will split between the competing teams). If a round is deemed incomplete (less than 6 holes), it will be completely wiped out and replayed in its entirety at the end of the regular season schedule.

## **Sponsor Fees**

The sponsor fee is \$100 and will see your name posted on the standings screen in the clubhouse as well as on the TNML section of the golf course web page. The money from this will go towards the year end meal.

## **Entry Fee & Payout structure**

Entry fee will be \$350 per person (includes entry fees, calcutta, hole prizes, power cart rental for TNML).

\$100 from each person's entry fee will go towards the calcutta pool (80 players X \$100.00 = \$8000.00 total payout).

1<sup>st</sup> – \$3000.00  
2<sup>nd</sup> – \$2000.00  
3<sup>rd</sup> – \$1250.00  
4<sup>th</sup> – \$1000.00  
5<sup>th</sup> - \$750.00

Another \$100 from the entry fee will go towards TNML weekly payouts. (80 players X \$100.00 = \$8000.00) 1<sup>st</sup> = \$250, 2<sup>nd</sup> = 150, 3<sup>rd</sup> = \$100 > per week (extra \$\$\$ to be paid out for year end scramble).

\$120.00 per player will go towards power cart rentals for each player (shared) for TNML play (The intent of this is to speed up play) and is a **mandatory** payment.

\$30.00 from the entry fee goes to supply hole prizes for each week. (Hole prizes will be *Titleist Pro V1 golf balls* (no logos) for proximity prizes each week.

**\*\*\*Players that have not paid their TNML fees  
WILL NOT be permitted to play until they have  
paid. NO EXCEPTIONS!!!!!!**