



TWILIGHT GOLF LEAGUE

STARTING

May 6, 2021

ABACOA GOLF CLUB

105 Barbados Dr.

561-622-0036

HANDICAPPING SCORES:

The following chart is based on the way the United States Golf Association (USGA) computes handicaps. They use 96% of the differential between the average scores and the course rating. This year, for Twilight Golf League purposes, we will average the best 3 out of 5 scores and consider the course rating to be 36 for 9 holes. This chart is to be used for obtaining handicaps of **new** players as described in this package.

37 and under	No strokes	55 - 18 strokes
38 - 1 stroke		56 - 19 strokes
39 - 2 strokes		57 - 20 strokes
40 - 3 strokes		58 - 21 strokes
41 - 4 strokes		59 - 22 strokes
42 - 5 strokes		60 - 23 strokes
43 - 6 strokes		61 - 24 strokes
44 - 7 strokes		62 - 24 strokes
45 - 8 strokes		63 - 25 strokes
46 - 9 strokes		64 - 26 strokes
47 - 10 strokes		65 - 27 strokes
48 - 11 strokes		66 - 28 strokes
49 - 12 strokes		67 - 29 strokes
50 - 13 strokes		68 - 30 strokes
51 - 14 strokes		69 - 31 strokes
52 - 15 strokes		70 - 32 strokes
53 - 16 strokes		71 - 33 strokes
54 - 17 strokes		72 - 34 strokes

HANDICAPPING

As this is a “seasoned” league, handicaps will be carried over from the previous year. For new players, handicap will be based on the scores recorded on the first night of play.

For first new match: Use handicaps as shown in this package based upon your score the first night.

Balance of Matches: Handicaps will be adjusted weekly, based on the average score of previous rounds through 3 rounds and best 3 out of 5 thereafter, rounding down.

LEAGUE SCORING

Team scores will be computed on both MATCH AND MEDAL play as follows:

A. MATCH PLAY (By Holes).....Total Points -- 2
Each individual on team plays for 1 point

B. MEDAL PLAY (Net Total Score).....Total Points -- 1
Each twosome plays for 1 point

Total team points possible 3

EXAMPLES OF SCORING

Except for the first match, opposing players will be paired according to handicaps. (Example below: Players A & B paired with Y & Z)

Team No. 1				Team No. 2			
<u>SCORE</u>	<u>HDCP</u>	<u>NET</u>		<u>SCORE</u>	<u>HDCP</u>	<u>NET</u>	
Player A	43	6	37	Player Y	48	11	37
Player B	49	12	37	Player Z	50	13	37
	TOTAL		74		TOTAL		74

COMPUTING MEDAL PLAY POINTS

1. By twosomes: In earlier example, Players A & B with total of 74, split 1/2 point with Players Y & Z. (Total team points possible) -- 1 point.

COMPUTING MATCH PLAY POINTS

Each player on a team competes with a player from the opposing team. From the example, A plays Y, B plays Z.

Using players A and Y as examples, Y will receive 5 strokes from A – the difference in their handicaps. One each of Y's strokes will be applied to the five most difficult holes. If Y or A is at least one up at the end of 9 holes, he wins one point for his team. In the event of a tie at the end of 9 holes, 1/2 point will be awarded each player.

NOTES

1. Net scores are used in point scoring.
2. No score greater than twice par on any one hole will be recorded, however, play all holes out to completion to determine the outcome of that hole even if more than twice par is needed. Do not "pick-up" after twice par unless you are sure the outcome has been decided and additional strokes are not required. Any additional strokes required to determine the outcome of a hole are not carried forward and used in determining medal points. Only recorded scores are used for this purpose.
3. **It is the CAPTAIN'S RESPONSIBILITY to compute points, sign and attest regular score card, and post it on our knocktherock website, using the computer in the clubhouse immediately after your round.**

FLIGHTS

Because the league is so large, and to give teams a better opportunity to get into the season-ending playoffs, the league will be broken into two flights. The first 12 teams will be in the Palmer Flight and teams 13-24 will be in the Nicklaus Flight.

GOLF RULES AND ETIQUETTE--IN BRIEF

Local rules, then league rules are observed first. USGA Rules apply in all other cases.

Getting started:

1. Men--Tee off behind the **white markers**. Ladies--red markers. *Players 65 and older can opt to play from the senior (green) tees, but then have to do so for the entire year.*
2. The team with fewest combined strokes (gross) on the last hole played will tee off first on the next hole.

Inclement weather:

In the event of rain, every effort should be made to start a round, up to 5 p.m. (after that, there's no sense in starting play as there won't be enough light for teams to complete their rounds.) Golfers are encouraged to drive to course first to determine whether or not we play. Sometimes it could be raining at one place but not another. In addition, it could be raining at 3:30 p.m. but be beautiful by 4:00 p.m. The bottom line, teams will forfeit their match if majority of other teams compete and finish their rounds.

Once at the course, and if the pro determines the weather or course conditions unplayable, or if our designated weather captains determine the course to be unplayable, before we tee off, -- then all matches are cancelled. There are no make ups.

The following weather captains will determine whether or not matches will begin: **Shaun Moore** (561-310-8226) and **Steve Dellapina** (561-596-5100).

If it rains, once play has begun, the majority of teams must complete (9) holes in League play for scores to be valid. It will be the responsibility of each team's captain to judge whether or not play can be resumed.

If teams elect to leave the course, but later learn that the majority of the other teams finished their matches, it will be those teams responsibility to make up the matches before the next round of play. (Remember, only one member needs to be present to represent a team.) Otherwise, your match will be forfeited.

For weather conditions at the course, call the Abacoa Golf Club at 561-622-0036.

Play of the Ball:

1. At no time shall you take such actions without the consent of the opposing player you are paired against. You may improve your lie on the fairway you are playing by moving the ball with the club head only; however, **not in another fairway or rough.**
2. You may move ball out of divot holes or footprints in the sandtrap. If there is water in the trap, you may move the ball from the water and replace in the trap, but not nearer the hole. Do so at no penalty only after getting agreement from opposing player.
3. In a hazard, don't touch the ground, sand, or water with your club at anytime before striking the ball. Doing so before intended swing with club will result in 1 stroke penalty.
4. To speed play, pick up after **double par on any hole** unless additional strokes are required to determine outcome of match point for the hole. Even if additional strokes are necessary, only record double par on the card.
5. It is not permissible to have branches, bushes, etc. held out of the way by another person while attempting to strike the ball, nor is it permissible to bend, break or pull out by hand these natural obstructions. (Penalty--1 stroke.)
6. If a person hits the wrong ball, (any ball not his own) a 1 stroke penalty will be levied. This penalty must be applied before determining winner of the hole. Ball is replaced and hit from original spot.

Lost -- Out of Bounds -- Water:

1. Lost Ball: If the ball cannot be found in a three minute time limit, drop ball within two club lengths of approximate area ball is lost, but no nearer hole. (Penalty--1 stroke.)
2. If a ball is in an area that is obviously not golf course property, i.e. out of bounds, construction site, across roadway, etc., there is a 1 stroke penalty for returning the ball to the golf course and continuing your play. **Ball must be dropped using line of flight as a guide.** Ball may **not** be

dropped **parallel** from where the ball was found (See diagram #1). If it is questionable whether or not the area is golf course property, return the ball to the course, without a penalty stroke. Your position should not be enhanced by moving your ball closer to the hole.

3. Water hazards: If a ball clears a water hazard, hits the bank, and rolls back down into the water and is unplayable, the player may take a two-club-length drop parallel from where the ball rolled back into the water. (See diagram #3) Drop the ball two club lengths from water hazard, but no nearer the hole. (Penalty--1 stroke.) At Abacoa, most of the hazards are unmarked with a red line, therefore, for simplicity in league play, the margin of the hazard is the grass above the water's edge. If the ball lands on the grass above the water's edge and then comes back into the water, it is deemed to have crossed the hazard.

4. If a ball enters a lateral water hazard which runs parallel to fairway, you must drop a new ball anywhere along the line of flight made from the point of land the ball last crossed before entering the lateral water hazard (See diagram #4). (Penalty --1 stroke.)

Unplayable Lies:

Drop the ball within two club lengths, not nearer the hole or any distance behind the unplayable spot. Penalty - 1 stroke.

Casual Water, Ground Under Repair:

You may drop away from casual water, ground under repair, or burrowing animal holes. No Penalty. Drop as near as possible, but no nearer the hole.

Putting Green:

1. You may lift and clean your ball on the green; replace it on the exact spot. Use coin/ball marker to mark location of ball.

2. Changing of ball permitted on greens only.

3. Everything must be putted in. *However, you may pick up your ball, if your opponent concedes the putt.*

Etiquette:

Players should play without delay. Players searching for a ball should signal players behind them to pass as soon as it becomes apparent that the ball will not easily be found: they should not search for three minutes before doing so.

If a match fails to keep its place on the course and loses more than one clear hole on the players in front, it should allow the match following to pass.

When the play of a hole has been completed, players should immediately leave the putting green.

Don't move, talk or stand close to or directly behind a player making a stroke.

Don't play until the group in front is out of the way.

Replace divots; smooth out footprints in bunkers.

Don't step on the line of another's putt.

Don't cast a shadow on the line of another's putt.

Applying the Rules:

In a rules disagreement, play two balls. Rules Chairman will determine outcome. Captains will represent all players on his team.

Absentee Player:

Tee-off times: Abacoa Golf Club will assign weekly tee times. Our times will commence starting at 4:00 p.m. If another team is ready to play their match, they can jump ahead of team that is late. Any person or team not at the tee ready to go within 20 minutes of their assigned start time will be considered absent. *Because of our size and to speed play, the pro shop may be assigning some teams to play the other nine, on a space available situation, so plan to get to the course a little earlier than usual in case you can be squeezed in to going off on the other nine.*

A team late to their assigned tee time has three options: 1. Tee off on the first hole and catch up with your opponents if they still are on the first hole. 2. Skip the hole and play it at the end of the round with at least one of your opponents going along as a witness. 3. Take double par on each hole missed.

If one player is missing, the remaining player will play both members of the other team, deducting two strokes from his handicap (penalty for not having a substitute) for his second match only.

If both teams have only one player, the team can only play for **two** points.

If Team A has only one player show up and plays the round and their opponent, Team B has no one show up. The team can only play for **two** points.

If Team A has two players show up and plays the round, and their opponent, Team B has no one show. The team plays for **three** points..

There are no automatic points awarded. Each player must complete a round and turn in attested score card. You don't automatically win a point if other person or team doesn't show or turn in a scorecard.

Summary: The philosophy here is to at least be playing for the most points possible at the outset. The two stroke deduction is the incentive factor to get a substitute so that each match is conducted in a truly competitive spirit. If a sub cannot be found, at least you have a fighting chance. **From the examples, however, you can see that getting a substitute is still the safest approach to ensure playing for the maximum number of points.**

Dropping out:

To be fair to teams within our league, any team failing to play three matches in a row, or arranging for substitute players, or notifying league secretary, will be dropped from the league. Their spots will be filled by substitute players as appointed by the league secretary.

SEASON-ENDING TOURNAMENT

Our season ending 9 hole scramble tournament will be held on TBA. It will be a shotgun start. All league members and alternates with established handicaps are invited to participate.

CAPTAIN'S RESPONSIBILITIES

1. Have team ready to play. Contact alternates if member of team is unable to play. If an alternate plays, realign your team members according to handicap from low to high.
2. **It is extremely important** that you file your score on-line as well as turn in a completed score card to Jay Osborne at the end of your match.

2021 League Officers

Jay Osborne.....Secretary/Commissioner
Rob Young.....Rules Chairman
Shaun Moore, Steve Dellapina.....Rain Chairmen

Playoffs

Playoff teams are selected by winning each half **or** by having the two best overall season records. If teams are tied at the end of the first half or second half, a playoff between the two teams will be used to determine winner of the half.

In the final playoffs at the end of our season, there must be two rounds of 9-hole play to determine League flight champions. Playoff teams are matched based on total points. If a team wins both halves, they receive a bye in the first round of the playoffs, with the two teams with the most overall points competing for the final playoff spot in the first round. Teams are seeded based on winning each half, **and** then by total points. Of the two half winners, the team with most points is seeded #1 and plays the #4 seed. Seed #2 is the other half winner and plays the third seeded team.

The first round match must be held on any day **no later than Sept. 9** that is mutually agreed upon by the opposing team. Team captains need to call or e-mail each other to set up time and date. Then call the golf course to reserve a tee time. (Explain you are members of Twilight Golf League and are in the playoffs.) Fees will be \$30. Call golf course at 561-622-0036.

If a substitute is needed by a playoff team, such substitute must have played at least four rounds in our League during the 2021 season. A substitute also can be a member of another team not involved in the playoffs.

In case of playoff ties, (each team winning 1 1/2 points) captains from the two teams that are tied will match cards, starting with the first No. 1 men's handicap hole to break the tie. Count scores from both matches. Match play is used to determine winner.

The second round matches will consist of winners of the first round matches and must be played no later than **September 16**.

The next day, following your playoff match, please notify Jay Osborne, League secretary at 404-386-1480 or send an e-mail with the results. There is no need to turn in scores or scorecards as final league handicaps will be used throughout playoffs.

League rules apply to playoff rounds. *(You may wish to brush up on our rules before commencing your round to give yourself every advantage.)*

Trophies to winners will be awarded by the commissioner upon completion of the playoffs and results announced in League newsletter to members.

Good luck!

2021 Twilight Golf League Schedule (First Half)

May 6	May 13	May 20	May 27
1-2	16-17	9-3	19-24
3-4	4-5	21-15	7-12
5-6	18-14	1-10	17-20
7-8	6-2	13-22	5-8
9-10	24-15	11-4	21-14
11-12	12-3	23-16	9-2
13-14	21-23	5-12	22-16
15-16	9-11	17-24	10-4
17-18	13-19	8-2	23-18
19-20	1-7	20-14	11-6
21-22	22-20	6-7	13-15
23-24	10-8	18-19	1-3
June 3	June 10	June 17	June 24
11-8	22-18	5-7	24-21
23-20	10-6	17-19	12-9
9-7	23-13	4-12	22-17
21-19	11-1	16-24	10-5
1-5	15-20	2-10	19-23
13-17	3-8	14-22	7-11
6-3	24-14	1-9	16-18
18-15	12-2	13-21	4-6
10-12	19-16	6-8	14-15
22-24	7-4	18-20	2-3
2-4	21-17	3-11	20-13
14-16	9-5	15-23	8-1

End of First Half

2021 Twilight Golf League Schedule (Second Half)

July 8	July 15	July 22	July 29
6-1	15-22	8-4	18-17
18-13	3-10	20-16	6-5
2-11	20-21	7-3	14-13
14-23	8-9	19-15	2-1
8-12	16-13	6-9	24-23
20-24	4-1	18-21	12-11
3-5	14-19	11-10	16-15
15-17	2-7	23-22	4-3
4-9	17-23	12-1	20-19
16-21	5-11	24-13	8-7
7-10	24-18	5-2	22-21
19-22	12-6	17-14	10-9
August 5	August 12	August 19	August 26
3-12	16-23	2-9	16-14
15-24	4-11	14-21	5-1
5-4	15-21	12-7	20-23
17-16	3-9	24-19	8-11
8-10	19-18	3-1	15-18
20-22	7-6	15-13	4-2
2-6	22-13	8-5	19-21
14-18	10-1	20-17	7-9
11-9	24-17	4-10	13-17
23-21	12-5	16-22	3-6
7-1	14-20	6-11	24-22
19-13	2-8	18-23	12-10

End of Season
Tentative Season-ending Scramble Tournament in September TBA
More information to come