

Rochester A-List

Don't forget to hand in your score cards. Make sure they are added up, and legible. There will be a scorecard envelope in the pro shop. Put your scorecards in this envelope or give to your league coordinator. Do not give to any employees at the courses we play. All scores for each foursome should be on one card and initialed by all players. Any scores not submitted within two days of play will not be counted, and you will not earn any points. Once scores are posted, they are final so late scorecards will not be entered or score changes.

We Promote Fast Play & Good Etiquette-- for all golfers. One practice we recommend for everyone is the seven shot rule. If you haven't reached the green in seven strokes, just pick up the ball and place it on the green within two club lengths of the hole, and putt. Mark down your score plus one. This is faster, reduces beginners' frustration, and is a way to actually finish up at each hole.

League Equitable Stroke Control: (ESC) This makes handicaps more representative of a player's potential scoring ability. Our interpretation of ESC for league purposes is the maximum score on holes is double par: par 3's is 6, on par 4 is 8 and 5's the maximum score is 10. Please write down on scorecards this way.

Most Important Rule: Don't cheat. Be honest with your score. There are handicaps which are used to even scoring ability, and there are prizes involved, so the usual heal wedge or fluff is NOT ok.

If your ball goes in the water, take a stroke and drop your ball no closer to the hole at the point it went in. If your ball goes out of bounds, you must take a stroke, and hit the ball again from the original hitting spot. If it goes in the woods but is not out of bounds, you can take a stroke and hit again from either where you hit from originally or drop the ball 2 club lengths from where it is, or as close as possible to where it is at the nearest playable spot. If you're unsure if it is playable, hit a provisional ball. Or take your mulligan.

Mulligans: For each round, players may take one mulligan (tee shots only).

Subs: Subs will pay \$10 each time they sub (except final tournament day which will be at cost). No one should sub more than four times in this league (If you know in advance that you or your partner will be missing several weeks, let us know ahead of time and we'll work something out). Sub scores will not count. You can bring anyone you wish to sub. If you do not send a sub, your partner will still be able to earn points for the team. Sub money goes into a pool for the closest to the pin at the Ultra Open Tournament for a cash payout prize.

One No-Show: If one player doesn't show up or if there is one sub, both opponents will play against the one player who is there for points. The missing player's score will be entered as the player who is their's adjusted score plus 3.

Team No-Show: If both players on the team are no-shows, the opponents will automatically earn the team medal play points for the week. The no-show team will not earn points for the round they miss.

Handicaps: Handicaps will be figured out for you and updated on a weekly basis. The maximum handicap for men is 18, and for women is 20. Why is it different? I don't know. Ask the USGA.

Scoring: You and your partner will be playing against the opposing team for that week, and all teams in the league. Your score minus your handicap plus partners score minus their handicap = weeks score. Points will be awarded as indicated below weekly:

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|---------------|--------------------------------|--------------------------------|
| <i>Team</i> | Lowest Team Score For The Week | 3 Points (and prize) vs league |
| <i>Stroke</i> | Second Lowest | 2 Points vs league |
| <i>Play</i> | Third Lowest | 1 Point vs league |

Team Medal — Winning Week's Match 2 Points vs your opponent (team vs team)

Play You will also be competing for birdie points. The league overall Michelob Ultra league member with the most birdie points will win a special prize. Last year it was a portable grill/cooler for tailgating.

Prizes: Each week, the best team score will receive two free green fee passes. Teams can only win this twice during the season. If you win more than twice, you will still win the points, but the prize will go to the second place team. End of season prizes will be awarded based on points accumulated during the season.

Lateness/No Opponent at Tee Time:

If at your scheduled tee time, your opponents are not there, you can tee off w/o them or wait. If you chose to wait you need to go to the back of the line and tee off last or on a diff. nine. If both teams golf separately all scores will count if they finish. Hopefully the teams will be golfing w/ a different twosome who can vouch for scores, but scoring is secondary to having fun so we use the honor system if not. If this continues to be an issue with a team or players feel a team is using this to get more wins it will be addressed and dealt with on an individual basis.