

# WEDNESDAY MEN'S FALL LEAGUE/2019

*Open to White Hawk members and public play golfers.* Finish off the golf season with the Men's Fall League. Golfers will play their own game and two person teams will be blind drawn each week. You must have a current USGA Handicap or a "league average" at White Hawk. The league will last six weeks and players are not required to play every week.

- **One Best Ball Format:** Individual Stroke Play from the White Tees. A two-person team will be blind drawn by the golf shop after all golfers have teed off.
- **On Wednesday**, the first tee for the course rotation will be **blocked for the Men's League from 3:15 to 4:15 pm** and golfers may start anytime that is convenient for them.
- No pairings will be made in advance, the Golf Shop will help arrange groups and get them started.
- The weekly winning teams will be paid from the cash pot.
- There will be an individual "Ringer Game" for each nine managed by the golf staff. League end cash prizes for each nine will be awarded.

## ENTRY

**Sign-up deadline is September 9, 2019. First day for golf will be Wednesday September 11<sup>th</sup>.**

- No league entry for the season, will play until the end of October, weather permitting.
- A weekly \$10 will be collected from all golfers. Seven dollars will go to team winners each week, one dollar will be held out for the ringer game, and one dollar each for 2 closest to the pin prizes.
- The nine-hole golf rate is \$18, includes cart.

## HANDICAP/RULES OF GOLF

All USGA Rules apply except were modified by local rules (*sheet*), other local rules will be communicated based on course rotation used.

- **Teams will be drawn while golfers are playing.** The one best ball net team score will be figured by the golf shop staff. Winning teams will be paid the following week.

## TIES/RAIN OUT

All golfers must complete all nine holes for the event to be official and for "Ringer" scores to count. All ties will split winnings, or we will have a foot race starting on Red #1 and ending on Black #8.

