**2024 TPGL Rules**

**Established 2013**

**Past winners:**

**2013-Kommish/Commish/Wahoo**

**2014-Abla/Kissel**

**2015-Wags/Joe**

**2016-Racer/Player**

**2017-Kline/Kline**

**2018-Abla/Kissel**

**2019-Kline/Kline**

**2020-Scheuer/Pachta**

**2021-Henghold/Adams**

**2022-** **Henghold/Adams**

**2023- Kline/ Kline**

***The executive committee reserves the right to make any interim decisions not addressed in the TPGL rules or for any disputes involving the rules for the sake of timeliness and continuity. We have the best interest of the league in mind at all times, but we cannot make everyone happy. No rule is worth getting too much heartburn over! We are here to have fun, see our friends and play some golf. If an interim ruling needs to be made it will apply until it is changed at the following year’s rules committee meeting.***

**Season Schedule:** We have 16 two man teams. The season is 20 weeks long. The season will consist of each team playing the other 15 teams once and a single elimination tournament lasting 3 weeks. Finally, like last year, there will also be 2 weeks of pot luck TBD at a later date, i.e. 2 man scramble, 4 man scramble, Texas shamble, etc…. for a total of **20 paid** weeks. Do not forget rain out weeks so the season will last more like 22-24 weeks.

 The top 8 scoring teams will make up the Flight A division.

 The bottom 8 scoring teams will make up the Flight B division.

 There will be a 3 week bracket style (like NCAA tournament) playoff in Flights A and B to determine the Flight A and B tournament champions. They are separate playoffs, one for Flight A and one for Flight B.

 There will be a payout for the Flight A and B champions, but the Flight A payout will be worth a little more than the Flight B payout to reward them for winning the more competitive Flight and their better overall performance over the course of the whole year. Losing teams in week one and two of the playoff schedule will come up with their own competition for the remaining weeks, i.e. grudge matches, 2 or 4 man scrambles, etc…..

**Roll the ball**- We are a friendly league. You do NOT need to play the ball down. You can roll the ball to improve your lie in like kind conditions, i.e. if you are in the fairway you can roll it in the fairway, if you are in the rough you can roll it in the rough. You cannot improve your lie from the rough to the fairway.

**Handicaps:** Each person/team will be responsible for filling out the score card. You are responsible to get your score card to the BOSS (Boo’s Office of Scores and Statistics), A.K.A. Matt “Boo” Booher or me after each round.

 **Please take a picture of your card after each round in case we lose your card. We are not perfect and do have other things to do in life so keep a picture of your card in case we make a mistake.**

 The rolling 4 week handicap average will now consist of the 4 previous weeks and will NOT include the score of the current week to be played. This way you know your handi for that day and can definitively keep track of your match score as you play that day. **TPGL is 80% of your gross score. For example, if you shot a gross 10 over par for the day your TPGL handicap is an 8 for that day.** The 4 week rolling handicap average will continue through the playoffs. In other words, your playoff scores will be included in the rolling 4 week average throughout the playoffs.

Exception- If you do not have an established TPGL handi, your week 1 score is your end of the year 2021 handi or your week 1 score if you do not have a year end score. Week 2 is the avg. of year end 2018 handi and your week 1 score or just your week 1 score if you do not have a year end handi. Week 3 handi is your avg. of year end 2021 handi, week 1 score and week 2 score or average of your week 1 and week 2 scores if you do not have a year end handi. Week 4 handi is avg of first 3 weeks in 2022and so on.

Regardless of your handicap, no one will get more than 2 strokes on any one hole. For example, no one is starting out as a net 0 on a par three. BUT, your full handicap will count towards the overall individual and team net scores points (2 points each). For example, if Scotty is a 20 handicap and he shoots a 54 and he is playing me at a 10 handicap and I shoot a 40 our overall net scores are Scotty at a 34 and me at a 30. Therefore, I win the 2 points for overall individual net score in our individual match. The team match will also count the entire handicap for the 4 team points. BTW, the example above was more non-fiction than fiction.

 Any handicap of .5 or higher will be rounded up to the next whole number, .4 or lower will be rounded down.

 If your handicap is a 6.5 or lower you play from the blue tees. If your handi is 6.6 or higher you play from the white tees.

**Scoring:** Total points per individual match are now 20 points per match. Same 2 points per 9 holes (18 total points) versus your opponent, 2 points for the overall net handicap score versus your opponent’s net handicap score and 2 points for your team’s combined net handicap score versus your opponents combined net handicap score. I consider the individual matches to be worth 20 points each (18 points plus 2 points for the overall individual match) and 2 points for the combined team score (2 points, it used to be 4 points). **Total points on the line each week are 42 points**.

**Sub handicaps**- A sub cannot be a league member. Sub handicaps start over each year, they do not carry over from year to year. Therefore, subs will play at 60% of their score until they have a TPGL 4 week handicap average.

**Sub points**- A sub is not eligible for the overall individual match points (2 pts.), but IS eligible for the team match score points (4 pts.).

Exception, sometimes shit happens, therefore, there may be a **hardship sub rule** applied if the following occurs: a member will miss at least 4 consecutive weeks in a row due to an extenuating circumstance, i.e. medical reason like Joe F. or Abla this year or could be a work demand, etc…. The Executive Committee will solely determine if the circumstances are such that warrant application of the hardship sub rule. In this case if the member can find the same sub for all weeks that will be missed there will be no sub penalty as described herein. It was voted the hardship rule will apply to Whitehead for the start of the 2023 season due to his work situation.

**Playoff Subs**- We find it very unlikely anyone in the hunt will need a sub during the playoffs, but you never know? If a sub is needed during the playoffs the only sub eligible for the playoffs is a sub with an established TPGL handi for that year. This is defined as a sub that has played at least 3 times that year. The regular sub penalty applies as set forth herein. If you cannot find a proper playoff sub then your team cannot advance.

**Playing against your opponent’s score card**- If your opponent has not pre-played or does not have a sub you will play against the highest individual or team score for the week versus the old rule in which you just played against the Eagles Nest scorecard.

**Double par rule**: In order to keep the pace of play moving and to avoid scoring 15s on a hole the highest score any player can take on any particular hole is a double par. For example, if you are playing a par 3 the highest score any player can take is a 6, par 4 the highest score is an 8, par 5 the highest score is a 10. While double par is the maximum score that can be entered onto a scorecard, any actual  gross score above double par (“pick-ups are considered “above double par”) cannot win the hole…they can, however,  tie the hole if their opponent also has a gross score over double par. **Please circle the score on that hole on your card if you have picked up on the hole.** If this statement make sense to you then you can skip the “Here is where it gets a little confusion” paragraph below. If the statement above did not make sense to you then you should read on below for further explanation.

**Here is where it gets a little confusing**: It becomes a little confusing when applying the double par rule to the “9 hole points game”. In order for your handicap strokes to count on any particular hole you need to score a “***natural double par*”** or below on that hole. “Natural” double par means you have to make the putt into the hole within a double par score. No player can take more than two over par. Your strokes will count in the overall score, but it will not count on that hole to determine the 2 points for that hole. For example, let’s assume player A is playing a par 3 and is getting one handicap stroke on that hole and player B is not getting any strokes on the hole. If player A putts it into the hole for a natural double par of 6 and player B does the same thing (putts the ball into the hole for a 6) then player A wins the hole because they scored a net 5 due to their handicap stroke for the hole. In the same handicap scenario for the hole let’s assume player A has not putted the ball into the hole for a natural double par 6, but has to pick up the ball because they will be putting for a 7 or greater and exceeding double par. Player A has to pick up the ball if exceeding double par. If player B putts the ball into the hole for a natural double par or better then they win the hole and the two points. If player B has not putted the ball into the hole for a natural double par then they have to pick up the ball as well. If both players have to pick up the ball because they cannot obtain a double par or better then they tie the hole and each player gets 1 point. Anyone who has to pick up the ball due to the double par rule cannot win the hole, but you can tie the hole if your opponent has to pick up the ball as well due to the double par rule.

Warning, if you have a putt for a natural double par and you decide to pick up instead because you are frustrated with the hole beware that you cannot win the hole if you pick up the ball. You can only hope to tie the hole if the opponent has to pick up as well. Therefore, think twice before you decide to pick up the ball if you are putting for a natural double par regardless if you have a 3 foot putt or a 40 foot putt. Remember, you cannot win the hole if you pick up the ball so you might as well give it a whack.

**Police/Enforcement:** It is up to your opponent to concede any putt at any time depending on the state of the match. **A conceded putt is considered a putt made**!

**Keeping a true score, lost balls, OOB or hazards, one stroke penalties and drops** will be up to the opponent to be enforced.

**Designated drop areas**- As general rules the drop area is on the other side of the water hazard (closer to the green) and you get the distance (90 degrees) from where the ball entered the hazard, NOT line of flight. The player will be penalized enough with a 1 stroke lost ball penalty and we want to keep it a friendly league. If the drop areas below are slop or has no grass because it is burned out the drop would occur in the vicinity with a decent lie. We are certain the penalized player and their opponent can agree upon the vicinity. Again, keep it friendly!

Hole #3- over the water and on the left side of the fairway/rough by the cart path.

#7- over the water on the right-hand side by the path (sort of between the water and the sand trap).

#9- over the water, between the path and the yellow tee box.

#12- 90 degrees from where the ball entered the water.

#13- over the water, between the path and the water.

#14 (El Diablo)- Off the tee box the drop is 90 degrees from where the ball entered the water (distance carried), NOT LINE OF FLIGHT. If you put it in the creek on your second shot the drop is over the water.

#16- 90 degrees from where the ball entered the water. If you put the second shot in the water same thing (90 degrees). You are probably picking up since you are looking at double par rule.

#17- This is a blind tee shot. If you put in the water the drop is 90 degrees from the bend in the path near the 100 yard marker. You can go back as far as you want. The ball can be dropped far enough to the left so you have a clean shot to the green. Again, the player has enough of a penalty with the 1 strike lost ball penalty.

#18- 90 degrees from where the ball went in the hazard whether you put it in the water on the left on the tee shot or in the water on the right on your second shot.

When in doubt about a ruling (penalty stroke, lost ball, etc….) play two balls (called a provisional) and we will make a ruling based TPGL rules if there is a question or dispute.

**Sand traps**- The TPGL Exec. Comm. will decide each week if the traps are playable or not. The Nest has made the traps considerably better this year. New in 2024, you must hit from the sand trap at least one time. You can rake and roll for this attempt. If you do not make it out of the trap, you may pull out your ball (or you can choose to hit the ball out of the trap again if you like) and place it no closer to the hole and hit your second shot without penalty. No closer to the hole should be behind the trap so you are hitting it over the trap, not to the side of the trap unless it is impossible to place it behind the trap.

**Slow Play**: Be ready to hit when it is your turn and ***always* play ready golf** (you don’t have to be the one away to hit first, hit the ball if you are ready). Watch the line of flight of your ball if the ball goes into the rough or trees. If you are not keeping up with the group in front of you, or you are holding up the group behind you, **you are playing too slow.**

**Eagles Nest now has a league rule of no more than 2-3 minutes to search for a lost ball to keep up pace of play. They now have 4 leagues on Thursday night so they need to keep it moving.**

**Tee box:**

 If your handicap is 8.4 or lower, you play from the blue tees. If your handi is 8.5 or higher you play from the white tees.

 In an effort for continued variety to the course we play 22 times a year the BOSS will randomly select one tee box per week for the league to hit from the yellow tees. Hole #8 will be the only hole not eligible for the yellow tee random option because it takes away the equalizing affect from the senior golfers (Don, George, NOT KLINE…..). You will be notified before the round each week which hole will be played from the yellow tees. Please remind the others around you as many of us forget to hit from the yellow tees.

**New Handicapped holes**- With the addition of the new tee box on #8 it is by far the most difficult hole on the front 9 so hole # 8 is now the number 1 handicap hole and # 9 is the number 3 handicap hole.

**Weekly skins, closest to the pin and long putt:**  Gross and net skins will be part of the regular league fee. Closest to the pins will continue to count as a skin. You must play on Thursday to be eligible for closest to the pin. If you pre-play on Thursday mark your closest to the pin. You risk that it gets picked up after you play and before the rest of the league plays. If you mark is still there when the league comes through then you are eligible. If the mark is gone for whatever reason when the league comes through, then that is the risk of pre-playing. For example, if we have one gross skin, two nets skins and one closest to the pin the payout will be $80 divided by 4 skins or $20.00 per skin. It is possible for the same person to win a gross and net skin on the same hole. Each week I will designate a hole for the longest putt made. The made putt does not have to be a par putt (it can be a birdie, bogey, double bogey putt). The putt made cannot exceed a double bogey putt since we have the double par rule. Closest to the pin(s) and long putt count as a skin for the week.

**Top Gun Award**:

 We have changed this rule to try and spread the wealth more for the Top Gun head cover.

The person with the highest individual points for the week wins possession of the Top Gun head cover for the upcoming week. The maximum points the Top Gun can win is 20 points (18 points for the 9 holes and 2 points for winning your overall individual match). You cannot win the award two weeks in a row. If a player wins the award two weeks in a row outright (no ties), in the second week the award will be won by the player with the next highest individual points for that week.

If there is a tie for highest individual points in any given week not involving the current Top Gun winner, tie breakers will be applied as set forth below to all that tie:

1. First tie breaker- if the current Top Gun for the week is one of the players in the tie for the current week, the current Top Gun DOES NOT retain the head cover and the other person in a tie for the week will have the Top Gun cover for the upcoming week.

2. Second tie breaker- if multiple players tie with the highest individual points (that does not include the current Top Gun winner), lowest net score for the toughest handicap hole (#1 handicap) wins the week, if still a tie, then go to the second hardest handicap hole and so forth until we have a Top Gun for the week.

If you lose the head cover for any reason you are responsible to reimburse the TPGL so we can get a new one. Be warned, it cost $185, SO DO NOT LOSE IT!

**Hole in One Pot**

We started a Hole in One fund last year or the year prior. I think we are over $400 for the start of the 2024 season. Let’s hope we have this problem, but in the event two or more golfers (no subs) hit a hole in one in the same week, the pot is divided evenly. If someone hits an ace, it gets paid out immediately and we will start a new hole in one pot at the next mid-year break or following season.

**Sub Costs:** Sub fee is now $10 and the sub is automatically in the skins/closest to the pin games. It is up to league member missing the week if they want to collect the $21 greens fee ($13 if walking) from the sub since the week will already be paid (FYI, most persons do not collect this green fee since the sub is doing them a favor) for since we are pre-paying, but there will be a $10 sub fee each time there is a sub that will go towards the league for additional prize money at the end of the session. I suggest that any subs play for free since it is only $20 ($13 if walking) and they are doing the league member a favor, but that is up to each individual.

**Remember, if you cannot play your round prior to Thursday at 4:00 (see below) you are responsible to find your own sub.** **The league member is responsible to make sure the sub pays the sub fee to the MILF at the course.**

**Playing a round early:** If only one team member will be playing early then that person is not eligible for the individual overall 2 points, BUT if the teammate will be playing with the opponents for the week the early player is still eligible for the 4 point team match score points. The main rationale for this change is if one of the teammates is present for the match and can attest to the opponents scores they should not be penalized the team points. Therefore, the early player (and team) is only penalized two points instead of 6.

If both teammates will be playing early (and not with their opponents) then they are not eligible for the overall individual (2 pts.) or the team points (4 pts.). Therefore, they will be penalized 8 points overall. Exception, if all four players in the match agree to play early and at the same time there is no penalty at all. Basically, they would be playing their match at a different time, but all four are present!

Teams can arrange to play their weekly match on a different course if all 4 players will be present together, but they will not be eligible for any of the money games (skins, closest to the pin). Your team will be eligible for 44 points since the entire foursome is present and playing at the same time. Finally, their scores will not be included in their Eagles Nest handicap as calculated by the BOSS man.

**Payment:** League dues and greens fees will be due for the first half of the season (10 weeks) on week 1 (April 15, 2021). The second half league dues (10 weeks) and greens fees will be due on week 11. Greens fees are $21 ($13 if walking) this year Xs 10 weeks = $210 or $130 if walking. League dues are $50 per half season due on week 1 and 11 as well. Therefore, $210 or $130 will be due to Eagles Nest and $50 due to the MILF (Manager of Incoming League fees, which is Jared). On week 11- $210 or $130 will again be due to Eagles Nest and $50 due to the MILF.

**Prize money**: All money decisions will be determined by the executive committee. The exec. comm. Will entertain any suggestions how to allocate prize money. Some good suggestions were made at the rules committee meeting.

There will also be a payout for the Flight A and B champions, but the Flight A payout will be worth a little more than the Flight B payout to reward them for winning the more competitive Flight and their better overall performance over the course of the whole year. Losing teams in week one and two of the playoff schedule will come up with their own competition for the remaining weeks, i.e. grudge matches, 2 or 4 man scrambles, etc…..

The payouts will be determined by the executive committee, but here is what we are doing for 2022:

Decreasing weekly skin money to be $80 a week (currently at $90 a week)

Remove 4th place reg season pay out

Adding 2nd and 3rd place to top tier playoff teams

Adding 2nd place to lower tier playoff teams

remaining $20 to seed the after party