

John Beer Golf League By-laws

1. Participation

Players will be added to the league as openings occur at the discretion of the commissioner and league players. New players with established **USGA/CDGA** handicaps will be placed according to their indexes. All others will be placed by giving at least five (5) recent scores to the statistician.

2. Attendance

If you are going to be absent or late, please inform your opponent and the commissioner. Let the commissioner know if you need a substitute. If there is enough time because you are late then we will move your tee time back but no later than the last tee time.

3. Fees

\$100.00 Prize money

\$ 10.00 Closest to the Pin by flight

\$ 3.00 Handicap fee

\$ 2.00 Website

\$ 5.00 Commissioner fee

\$120.00 Total league fees

\$472.00 Course fees (\$29.50 per week)

\$592.00 Total due

4. Handicaps

Handicaps are based on all league scores once your handicap has been established.

5. Point System

Match play: Hole-by-hole with handicap - 2 points Per hole won

1 point per tied hole

= 18 points total available

Absences: You will receive 4 points each time you are absent.

If your opponent is absent, you will keep your points by hole based on handicap plus one. For each **net birdie or better** you will get 2 points per hole and 1 point for a **net par**. You will get 9 points if your point total is less than that.

John Beer Golf League By-laws (cont'd)

6. Make-ups

There will be no make-ups except for the playoffs. All members will tee off according to the weekly schedule. Times may be switched due to extenuating circumstances by the commissioner as long as enough lead time is given.

Rain

If there is rain before we tee off the members present will decide if we play based on the current weather forecast. In case of local lightning players should come in and wait to see if it clears. Golf course # is **847-885-9000, ext. 1**. If we are rained out the day will not be made up. However, if the last group has completed 5 holes or more the following will apply:

- The scores will stand for any groups who have completed their rounds
- For those still on the course, each player will receive one point for each hole not completed (e.g., you are ahead 7-5 after 6 holes. Both players then get one point for the next 3 holes making the final score 10-8.
- Closest to the pin money will apply only if all players have completed that particular hole. If rain is in the forecast then we will use the 1st par 3 on that 9.

7. Playoffs

There will be 4 divisions of 6 players. The top 2 in points in each flight at the end of the regular season will receive byes in the first round and will participate in a playday. The remaining 4 players will also be in the playoffs and will be seeded. First round: 3 vs 6 and 4 vs 5. Second round: the flight winner will play the highest seed left and the runner up will play the lowest seed. Finals: the top 2 will play off for the flight championship. During the playoffs all non-participants will take part in a playday. Ties for playoff seeding and/or position will use these guidelines:

- Head-to-head total points
- Last winner of their matches
- Low net score of the year between the 2 golfers
- A sudden victory playoff using handicaps

8. Substitutes

Each absentee should inform the commissioner if he will be absent and the commissioner will try to fill the spot. The sub will pay \$15 to the commissioner which will be added to the prize money.

9. Prizes (subject to change based on the total prize money pool)

Closest to the pin: Each flight will compete individually on competitive days and divide the pot by the # of winners (#1 per player per week)

\$\$ per total points earned	\$\$\$\$ (determined by remaining prize money)
Flight winners	\$ 75
Flight runner ups	\$ 60
Flight champs	\$ 40
Playday	\$TBD