

Chesapeake Bay Twilight Golf Club

League Meeting / Mandatory Rules & Speed of Play
Thursday, March 28th @ 5:30 pm – Chesapeake Bay Golf Club

- Play golf every **Tuesday OR Thursday**
- Shotgun start at 5:30pm
- 20-week regular season, 4-week playoffs – 24 total weeks!
- Open to the Public and Members
- Competition April-September
- Sign up as a 2-person team or individually (we can find you a partner!)
- League Commissioner is our Head Golf Professional Andrew Barbin Jr.
- All questions and concerns should be addressed to the League Commissioner. You can email Andrew at abarbinjr@chesapeakegolf.com or call him at 410-658-4343 x3.

General League Format for 2024

- 2 Man Teams
- Weekly 9H Head-to-Head Matchplay
- Fully Handicapped (Maximum Handicap of 30 – all handicaps higher will be rounded down)
- **Weekly fee: \$39 greens fee and cart + mandatory \$10 for weekly cash prizes.** If you want to play extra holes before the 5:30pm shotgun, it will be an additional \$10. **Please note that the extra holes cannot be played earlier than 3pm and are subject to demand and availability on the course!**
- **Members:** Members must pay the \$10 for prizes every week. Chantilly Card holders will pay the \$30 card fee as well as the \$10 for prizes – Chantilly Card holders do not need to pay the extra hole fee – a \$19 savings per week. The Chantilly Card is \$450 up front and saves you money every time you play CBGC!
- 5 different formats throughout the season: Better Ball, Aggregate, A vs A / B vs B, A vs B / B vs A, stroke play!
- Weekly cash prizes include \$5 towards skins, \$3 towards low net, \$1 to proximity contests, and \$1 towards random draw! Skins are going to be net Canadian skins this year, which means that it is net skins at 70% handicap but gross wins tie breaks (for example a 3 for 2 beats a 4 for 2). Low net will be played at 90% handicap and will pay out the top 3 golfers every week, so for example if there are 40 players in a division then the pot would be \$120 – first would get \$60, second would get \$40, and third would get \$20 (ties will go to hardest handicap hole).
- Each week, points will be awarded based upon how you finish your head-to-head match.
- Due to larger field, we will be running league nights on **TUESDAYS** and **THURSDAYS** (as opposed to just Thursdays). We will try to balance out the days as much as possible, but note if you sign up for Tuesdays you will always play on Tuesdays, and if you sign up for Thursdays you will always play on Thursdays. Each night will be split into two divisions, which will be balanced by combined handicap (as best as possible).
- Top 8 teams from each division will make the playoffs at the end of the year to compete for the grand prize! This number is based on 64 total teams playing (16 teams per division) – the top half of each division will make the playoffs.
- Teams that do not make the playoffs will compete in a B Flight bracket!

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Team Registration Fee:

**\$125 per golfer + \$50 per golfer for USGA GHIN Handicap
((\$250 in league dues, \$100 in handicapping)**

League Registration Fee Includes:

- Prize Pool – gift cards for top 8 in each division after mid-season, regular season, as well as consolation and playoff winners. Prize pool is based on dues balance after administrative costs.
- Official USGA Handicap Service (\$50 waived if handicap fee already purchased)
- Weekly Scoring & Statistics Service through Golf Genius.
- Weekly Discounts in Restaurant after League Play. Special league price on beer pitchers.
- Winning Team's name engraved in Silver Cup displayed in Trophy Case
- Complimentary One Hour Beer, Wine & Hors d'oeuvres Awards Ceremony after Final Round
- \$10 Gift Certificate toward the purchase of a **2024 Victory Golf Pass**
- Member pricing on lessons with professional staff.
- One free club fitting of choice (irons or woods) with professional staff with purchase.
- Additional simulator contests / late night simulator golf after round.

Prize Breakdown for 2024

Prizes Awarded

League Pay Date Breakdown

Each Format will pay the Top 8 Teams of Each Division

Prize amounts will be based on Participation

First Half Leaders – 20% of pot
Regular Season Leaders – 20% of pot
Consolation Ladder Winners – 20% of pot
Playoff Winners – 40% of pot

The prize breakdown for each payout & the playoff Calcutta will be:

- 1st Place: 30%
- 2nd Place: 25%
- 3rd Place: 15%
- 4th Place: 10%
- 5th-8th Place: 5% each

NOTE: The breakout may be modified based on participation – this is based on 64 total teams (32 teams each night, 16 in each division).

League Rules & Schedule

FORMING A TEAM:

- League members may create their own team or be paired into a team.
- Each team must have a name that best describes that team. Have fun with the name but keep it clean!
- Competitive rounds will begin on Tuesday, April 9th, 2024 and Thursday, April 11th, 2024.
- Singles are welcome and Chesapeake Bay GC will do its best to pair all entries.

ALTERNATE PLAYERS:

- Each team must designate **ONE** injury replacement golfer with their contact info on their sign-up sheet. This golfer will be the designated permanent alternate in the event one of the primary team members is out for a long period of time. This is the **ONLY** alternate permitted for the playoffs and **ONLY** for long term injury reasons. You can change who is your team's permanent replacement, but it is locked in from week 15 onward. The designated injury replacement golfer cannot substitute for a team that is playing against the team they are the designated injury replacement for. **TEAMS CANNOT USE INJURY REPLACEMENT SUB FOR NON-INJURY REASONS (IE FOR WORK REASONS OR FAMILY VACATIONS). ONCE A TEAM USES THEIR INJURY REPLACEMENT SUB, THE ORIGINAL MEMBER CANNOT RETURN TO PLAY!**
- Each team must list one or two alternates with their contact info for the alternate pool. Any team is eligible to recruit an alternate from the alternate pool during regular season play.
- **Teams are responsible for getting alternates AND informing the League Commissioner or the pro shop of their substitution. The deadline to submit substitutions is at noon the day of league. CBGC Staff will not be responsible for finding alternates. DO NOT ASK ME FOR HELP!**
- **Teams may not "double substitute". There must be at least ONE primary golfer or Designated Injury Replacement playing. If no primary representatives are present, the team will forfeit the match.**
- Alternates will pay the league fee of \$39.00 (or if they have a membership, their rate + \$10 for mandatory prizes + \$10 for extra holes). CBGC management will approve all substitutions.
- All league substitutes or alternates must have an established handicap **OR** present 4 attested 18-hole scorecards. Failure to do so will result in alternates playing scratch.
- All Alternates are invited to the closing Awards Ceremony.

COURSE POLICIES:

- **All Players including Members and Non-Members must check in to Pro Shop and pay the league fee prior to play. ANY GOLFERS FOUND PLAYING GOLF BEFORE PAYMENT WILL BE SUSPENDED INDEFINITELY BY COMMISSIONER.**
- **Outside alcoholic beverages are STRICTLY prohibited on property. ANY GOLFERS FOUND VIOLATING OUR LIQUOR LICENSE WILL BE SUSPENDED INDEFINITELY BY COMMISSIONER. CBGC Staff reserves the right to inspect bags for outside alcohol per our liquor license.**
- A prompt Shotgun starts at 5:30 pm every Tuesday and Thursday. We ask all golfers to start as soon as possible when reaching starting hole. If playing opponents are not present within 5 minutes of reaching starting hole, you may begin play. Any holes completed before opponents show up will be considered forfeited.

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- Nines will be alternated weekly unless prior scheduled events and / or outings conflict with weekly rotation.
- **NEW RAIN OUT POLICY:** Since the league format is moved to “Points per Hole Won” as opposed to “Winner Take All”, all points accumulated up until the suspension of play will count and remain valid. All holes not completed will be scored as a tie (each team receiving 1 point). Matches with less than 6 holes completed will not have a score entered for handicapping. The random drawing will still be pulled, but all skins and contests will be carried over into the following week’s pot. The following week’s rate will be prorated based on the number of holes the league completed, although the \$10 for prizes and the \$10 for extra holes will still be owed for the following week as normal.
- League Commissioner reserves the right for judgment in the event of an issue coming up the isn’t otherwise described in this document. The commissioner will do his best to make the decision that is best for the league in keeping competitive parity.
- In the event of an odd number of teams, there will be a randomly decided bye week for each team. Teams that join late may result in a remake of the schedule. Likewise, if a team is forced to drop out, we will leave the spot open as a bye week. If there was already a bye week and a team drops out, the schedule will be remade to eliminate teams getting bye weeks, and double bye weeks.
- Teams that drop out for illegitimate reasons will not be permitted back into the league in following years. Same with teams that no-show more than 5 times without excuse.

GOLF GENIUS (MUST READ):

- In the past, I would keep track of all stats, standings, match results, schedules, and payout info on an elaborate Excel Spreadsheet and dutifully email it out every week. As of 2023, we at Chesapeake Bay Golf Club have invested in the industries #1 golf and league management software “Golf Genius Premium”. All teams are required to have at least one golfer (ideally both) with the Golf Genius App and will be responsible for inputting their scores during/after the round in the phone app. These scores will automatically generate match results, skins, and points.
- Your hole assignments and opponent for the week will be viewable on the league website and app. I will have a paper sheet with hole assignments printed out, but you will still have to post all your scores on the app either during or immediately after the round. There will be no paper scorecard, as Golf Genius will be able to handicap matches properly (lowest handicapper of the match becomes a 0 handicap, and everyone else is lowered accordingly) while issuing skins and prizes based on normal handicap.
- Please get your Golf Genius account setup immediately! This will be the same Golf Genius page as we will be using for the Wednesday 18 Hole League as well as all Member Tournaments – so if you plan on being involved at the club you will need to get acclimated with it. Every time you log on from there will be to view stats, standings, pairings, and to post scores.
- We will have a brief Golf Genius training during the league meeting.

HANDICAPPING PLAYERS:

- Chesapeake Bay Professional Staff has the right to change a player’s handicap if it is thought to be incorrect. Any Player thought to be falsifying a handicap is up for dismissal from the league with no refund.
- **USGA Rule Change for 2024:** As of 2024, 9 hole scores will count towards handicap calculation instantly (versus being added onto another 9 from another day). This change will be great for league play and keep handicaps accurate.
- The handicap committee of the league will have the authority to add, delete, or modify scores if deemed illegitimate or hurt competitive parity.
- All **NEW** League members who have never maintained an official handicap are to post as many of their

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attested scores from the past calendar year that they can find. It's also advised that league golfers play at least 3 rounds of golf this year to help establish an accurate handicap – **If no scores are given, then a scratch (0) Handicap will apply until a Handicap can be established.**

- League scores will be entered and maintained weekly by Chesapeake Bay Golf Club Professional Staff for accuracy – they are automatically posted by Golf Genius into GHIN.
- All players will be required to post accurate scores for each hole played. If a putt is given to you, you must count that as 1 stroke given to you – not more or less. Since we are doing low net, please protect the field when you give putts – if someone is in contention for low net please make them putt out.
- **Players MUST post all scores for rounds of golf played outside of the Chesapeake League**
- Players may request to play from a different teeing ground (default tees are the white tees for men, red tees for ladies) as long as it is reasonable and permitted by the league commissioner. That player must then play from that teeing ground for the rest of the year unless the commissioner deems it to hurt competitive parity. CBGC recommends moving to a forward tee (green or red) to where you feel you can have the most fun and be the most competitive. Players under a 5 index who choose to move back to the back tees (black or silver) must remain there for the remainder of the season. All golfers over a 5 index are not eligible to play from the black or silver tees. Golfers may only change their tee preference ONCE for the season (unless otherwise specified) and must make the decision by Week 10. As of 2023, Chesapeake Bay Golf Club is now rated for all tees for both men and women, and the par and stroke allocations are now homogenous!

HOW POINTS ARE AWARDED:

- **NEW:** Points will be earned on a hole-by-hole basis. Winning a hole will give you 2 points, a tie will give you 1 point, and a loss will be 0 points. Winning the overall match will give you an additional 2 points, a tie 1 point, and loss 0 points. Every week will have 20 possible points to win.
- Aggregate and Better Ball formats will have points awarded exactly as described above.
- AvsA/BvsB and AvsB/BvsA will be 1 point on the line for each hole for each individual match, so 1 point for a win, 0.5 for a tie, 0 for a loss. The winner of the individual match will earn 1 point, a tie 0.5 points, and a loss 0 points. 10 points per individual match, and 20 points total are on the line.
- The stroke play tournaments at the midway point and end of the regular season will award 10 points to the top half individual net finishers. If both teammates finish in the top half they will receive 20 total points.
- As opposed to previous years, the contest winners will no longer earn bonus points.
- The top half of each division will make the playoffs, the bottom half will play in the consolation “B Flight” bracket.

FORMATS

- **Aggregate** (Weeks 1 / 2 / 11 / 12)
- **Better Ball** (Weeks 3 / 4 / 13 / 14)
- **A-vs-A, B-vs-B** (Weeks 5 / 6 / 15 / 16)
- **A-vs-B, B-vs-A** (Weeks 7 / 8 / 17 / 18)
- **Stroke Play** (Weeks 9 / 10 / 19 / 20)

WEEKLY CASH PRIZES (New for 2024!):

- Every week will have a mandatory \$10 prize entry. \$5 will go to the skins pot, \$3 will go to low net, \$1 will go to a random drawing after last scorecard is turned in, and \$1 will go to the skills contest pot.
- **LEAGUE MEETING VOTE:** We did a “modified eagle pool” in our simulator league that was pretty popular – we will vote on the prize breakdown at the league meeting.

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- You must be present / in building for the drawing to win. Do not leave early!!
- Canadian Skins is Net Skins at 70% handicap, with gross winning the tiebreaker. For example, a 3 for 3 beats a 4 for 3.
- Low net will be played at 90% handicap and will pay out the top 3 golfers every week, so for example if there are 40 players in a division then the pot would be \$120 – first would get \$60, second would get \$40, and third would get \$20 (ties will go to hardest handicap hole). **Because we are playing for low net, be careful about giving putts to someone in contention for top 3 – please protect the field!**
- All prizes will be paid weekly within each division. Contests will be paid weekly and will be split between each conference. The drawings will also be done weekly – you must be present in the club house to win!
- If there are no skins in a certain pot, that will carry over to next week's pot.
- With Canadian Skins, gross eagles and net albatrosses will always pay out with whoever getting the skin splitting it. Teammates also cannot cancel a skin – if two players on the same team would be the only ones with a skin on a hole then they would split it. Please note that the only time a “guaranteed skin” doesn't pay is if there is a lower score (a eagle for albatross for example beats an eagle for eagle).

PLAYOFFS:

- Total points through Week 20 will determine the match play brackets starting the following week.
- **Top half teams in points from each division** make the playoffs. If there is a tie, it will go to the **combined net averages of both players on the team.**
- **The championship bracket on both Tuesday and Thursday will start on the Front 9 Week 1 of playoffs, and the consolation bracket will start on the Back 9 Week 1 of playoffs.**
- **Skins and contests will continue to be paid out weekly and will be within each respective bracket.**
- All matches will be Modified Better Ball – which is better ball with the tiebreaker on each hole being the second player's score. So for example a 3 and a 4 beat a 3 and a 5. A 2 and a 7 still beat a 3 and a 4. If there is a tie, play will continue to a sudden death playoff. The first hole of sudden death will be the hole you started on and will continue until the tie is broken. If a match cannot be completed due to darkness, it must be finished before the next round starts on an agreed upon time.
- The playoff Calcutta auction will be August 24th at 6pm!
- The winner of the Tuesday and Thursday League will play an 18 Hole Match on Sunday, September 22nd at 1pm for the Grand Finals. Our league awards ceremony and end of year party will follow at 6pm!
- Winning Team's name engraved on Silver Cup displayed in Trophy Case.
- The winning team in the final match play bracket will be the overall team winner. The runner up places second. The winner between 3rd and 4th place will be the 3rd place overall winner.
- If we end up having an imbalance in teams for Tuesday and Thursday, I will do what we did in 2023 and modify the playoff structure accordingly – this will be known by midseason.
- The overall league winner as well as the conference winners, division winners, and division runner-ups will receive prizes in gift cards!
- If one of the team members is unable to participate in a match, the partner may play his/her own ball net score against the opposing team's best ball net score. However, they would lose all tiebreakers.

CONSOLATION LADDER:

- Teams that do not make the playoffs will be re-seeded into a B Flight bracket.
- The overall winner, conference winners, division winners, and division finalists of the consolation bracket will receive prizes in gift cards, so there is plenty reason to stick around and play!

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- If you lose in either bracket, you are still welcome to play for contests and skins! We will still have the normal skins games and contests for you to win cash prizes.
- All matches will follow the same protocols as the Championship Bracket, with the exception being there will be no sudden death tiebreaker – all ties will defer to which team won the hardest handicap hole, or the next one until a winner is determined.
- The winner of the Tuesday consolation game as well as the Thursday consolation game will also play a title match on Sunday, September 22nd at 3pm and will be a 9-hole match.

WEEKLY HEAD-TO-HEAD MATCH PLAY:

- Aside from stroke play weeks, the league will play 2-man team 9-hole head-to-head match play while cycling through various team formats.
- **Players are responsible for inputting all scores into Golf Genius. All formats this year require you to play your own ball through the hole, so while you OUGHT to know the weekly formats for match purposes, play your own ball through the hole always. Rules, standings, stats, pairings, hole assignments, and scoring will all be through the Golf Genius smartphone app.**
- Weekly pairings will be preset prior to start of the season to guarantee different pairings each week. Every week, teams will be paired with another Team. Again – all pairings will be on the Golf Genius app as well as on a printed sheet in the Pro Shop. Each Team will be responsible for inputting scores on Golf Genius either during play or directly after, as well as making sure your opponent's scores are correct as well.
- In all formats, match handicaps are based on the course handicap of the low man in the group at 90% handicap – if you are an 8 handicap and you are the lowest handicap in your group, you will become a 0 and everyone else will lose 8 strokes off their handicap (a 12 becomes a 4, 18 becomes a 10 etc.)
- **Match Play Rules:**
 - All formats require all golfers to play their own ball from tee through the hole. If you are unsure of the weekly format, play your own ball until it is holed or pick up at gross quadruple bogey.
 - If you know and understand the format, you are allowed to concede (give) putts or holes at your discretion. If you are conceding a hole, make sure your opponent's score in Golf Genius is a lower net score.
- **Stroke Play Rules:**
 - All formats require all golfers to play their own ball from tee through the hole. If you are unsure of the weekly format, play your own ball until it is holed.
 - All stroke play competitions require the ball to be holed – no gimmies!
- 2024 USGA Rules Apply. Unless otherwise specified by the commissioner for weather related reasons, we will play the ball down – you cannot move the ball.
- **League Rule: Maximum Score of Net Double Bogey.** The maximum score the USGA recognizes is net double bogey – as such this is the maximum score you can take on the hole. Golf Genius will score and make adjustments to holes where the maximum score is achieved – for example if two golfers on opposing team make a net 8 and a 9 on a hole where net 6 would be their maximum score, their score will be automatically adjusted to a net 6. This applies for all formats – if all four golfers in a match for example make a net 7, 8, 9, and 10 the hole would be tied as all scores will default to net 6. If you know what your net maximum would be, please pick up once you hit the maximum score. If you don't, PLEASE pick up after gross quadruple bogey.
- **League Rule: Out of Bounds / Lost Ball.** If you can't find your ball within 3 minutes of searching, you may drop a ball in the general area in which you and your playing partners agree that it is with a 2-stroke

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penalty (instead of going back to the tee/previous shot) and you may drop your ball in the fairway equal to where you think it was lost.

- **League Rule: Special Cases of Free Relief Instances.** Golfers will get free relief from all balls coming to rest in divots on tightly mown areas (fairways and aprons) on their own hole – roll the ball a scorecard length. Golfers will get relief from instances where tree roots would get in the way of a swing – place the ball within a club length. Golfers will also get full relief from fresh sod, mulched areas, and other unmarked areas of ground under repair.
- **Pace of play will be heavily monitored!** Groups that fall behind 2 or more holes will be penalized. First weekly offense of slow play will be a warning. Second will be a loss of 5 points for the year, and all subsequent offenses will be 10-point penalties. If you need advice on how to speed up play, please consult with the league commissioner.

LEAGUE SCHEDULE

March 28 th	LEAGUE MEETING	
April 9 th /11 th	WEEK 1: BETTER BALL #1 (A/B)	20 POINTS
April 16 th /18 th	WEEK 2: BETTER BALL #1 (B/A)	20 POINTS
April 23 rd /25 th	WEEK 3: AGGREGATE #1 (A/B)	20 POINTS
April 30 th /May 2 nd	WEEK 4: AGGREGATE #1 (B/A)	20 POINTS
May 7 th /9 th	WEEK 5: A vs A, B vs B #1 (A/B)	20 POINTS
May 14 th /16 th	WEEK 6: A vs A, B vs B #1 (B/A)	20 POINTS
May 21 st /23 rd	WEEK 7: A vs B, B vs A #1 (A/B)	20 POINTS
May 28 th /30 th	WEEK 8: A vs B, B vs A #1 (B/A)	20 POINTS
June 4 th /6 th	WEEK 9: MID SEASON TOURNAMENT (A/B)	20 POSSIBLE POINTS
June 11 th /13 th	WEEK 10: MID SEASON TOURNAMENT (B/A)	20 POSSIBLE POINTS
June 18 th /20 th	WEEK 11: BETTER BALL #2 (A/B)	20 POINTS
June 25 th /27 th	WEEK 12: BETTER BALL #2 (B/A)	20 POINTS
July 2 nd /5 th *	WEEK 13: AGGREGATE #2 (A/B)	20 POINTS
July 9 th /11 th	WEEK 14: AGGREGATE #2 (B/A)	20 POINTS
July 16 th /18 th	WEEK 15: A vs A, B vs B #2 (A/B)	20 POINTS
July 23 rd /25 th	WEEK 16: A vs A, B vs B #2 (B/A)	20 POINTS

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July 30 th /August 1 st	WEEK 17: A vs B, B vs A #2 (A/B)	20 POINTS
August 6 th /8 th	WEEK 18: A vs B, B vs A #2 (B/A)	20 POINTS
August 13 th /15 th	WEEK 19: LEAGUE CHAMPIONSHIP	20 POSSIBLE POINTS
August 20 th /22 nd	WEEK 20: LEAGUE CHAMPIONSHIP	20 POSSIBLE POINTS

***NOTE: July 5th is a Friday – Thursday League will play on Friday due to July 4th being on a Thursday.**

Playoffs: Match Play

(Top 8 Teams from Each Conference Qualify for Championship Flight, Rest in B Flight – Head-to-Head Competition)

(Better Ball of Partners, 2nd Man Tiebreaker ~ Net Score)

August 27 th /29 th	PLAYOFF Better Ball	WILD CARD ROUND
September 3 rd /5 th	PLAYOFF Better Ball	SWEET SIXTEEN
September 10 th /12 th	PLAYOFF Better Ball	ELITE EIGHT
September 17 th /19 th	PLAYOFF Better Ball	SEMI FINALS
September 22 nd	PLAYOFF Better Ball	FINALS

- September 22nd - End of Year Complimentary “Free Pour” Party & Award Presentation
 - 6:00pm – Beer, Wine & Hors d’oeuvres
 - 6:30pm – Awards Presentation

NOTE:

- Calcutta Auction – August 24th @ 6:00pm
- September 29th -- Rain Date for Finals & 3rd and 4th place playoff
- Due to daylight, we will be starting at 5pm for the first two rounds of the playoffs, and 4:30pm for the final two rounds.
- If teams cannot finish their round due to darkness, they will finish prior to shotgunning the following week.

2023 CBGC League Winners
Joe Ferdinando & Ernie Miller

Rules of Play

ONE NET BEST BALL OF TWOSOME (BETTER BALL) / MATCH PLAY

CONTEST:

- **2024 USGA Rules govern all play.**
- Summer Rules – Play Ball Down! Each player will play their own ball until holed.
- **League Rule: Maximum Score of Net Double Bogey.** The maximum score the USGA recognizes is net double bogey – as such this is the maximum score you can take on the hole. Golf Genius will score and make adjustments to holes where the maximum score is achieved. If you know what your net maximum would be, please pick up once you hit the maximum score. If you don't, pick up after gross quadruple bogey.
- **League Rule: Out of Bounds / Lost Ball.** If you can't find your ball within 3 minutes of searching, you may drop a ball in the general area in which you and your playing partners agree that it is with a 2 stroke penalty (instead of going back to the tee/previous shot) and you may drop your ball in the fairway equal to where you think it was lost. This will alleviate pace of play issues caused by wet conditions.
- **League Rule: Special Cases of Free Relief Instances.** Golfers will get free relief from all balls coming to rest in divots on tightly mown areas (fairways and aprons) on their own hole – roll the ball a scorecard length. Golfers will get relief from instances where tree roots would get in the way of a swing – place the ball within a club length. Golfers will also get full relief from fresh sod, mulched areas, and other unmarked areas of ground under repair.
- White stakes/painted lines indicate out of bounds.
- Red stakes/painted lines indicate penalty areas. If no stakes or lines, defer to edge of the hazard.
- **Format of Play:** One Net Best Ball of Twosome and best ball net teams match play.
- **Example:** Team 1 is playing against Team 2. Team 1 consists of Player A and Player B. Player A scores a 3 on the hole, and Player B scores a 6. Team 2 consists of Player C and Player D. Player C scores a 4, and player D scores a 5. Team 1's best net score is a 3, and Team 2's best net score is a 4, so Team 1 wins the hole.
- **Holes that are won receive 2 points towards season total.**
- **Holes that are halved receive 1 point towards season total.**
- **Holes that are lost receive 0 points towards season total.**
- **Winner of the overall match will receive an additional 2 points.**
- **If the overall match is halved, both teams will receive 1 additional point.**
- **Loser of the overall match will receive 0 additional points.**

Rules of Play

NET COMBINED (AGGREGATE) TEAM / MATCH PLAY

Contest:

- **2024 USGA Rules govern all play.**
- Summer Rules – Play Ball Down! Each player will play their own ball until holed.
- **League Rule: Maximum Score of Net Double Bogey.** The maximum score the USGA recognizes is net double bogey – as such this is the maximum score you can take on the hole. Golf Genius will score and make adjustments to holes where the maximum score is achieved. If you know what your net maximum would be, please pick up once you hit the maximum score. If you don't, pick up after gross quadruple bogey.
- **League Rule: Out of Bounds / Lost Ball.** If you can't find your ball within 3 minutes of searching, you may drop a ball in the general area in which you and your playing partners agree that it is with a 2-stroke penalty (instead of going back to the tee/previous shot) and you may drop your ball in the fairway equal to where you think it was lost. This will alleviate pace of play issues caused by wet conditions.
- **League Rule: Special Cases of Free Relief Instances.** Golfers will get free relief from all balls coming to rest in divots on tightly mown areas (fairways and aprons) on their own hole – roll the ball a scorecard length. Golfers will get relief from instances where tree roots would get in the way of a swing – place the ball within a club length. Golfers will also get full relief from fresh sod, mulched areas, and other unmarked areas of ground under repair.
- White stakes/painted lines indicate out of bounds.
- Red stakes/painted lines indicate penalty areas. If no stakes or lines, defer to edge of the hazard.
- **Format of Play:** Net Combined Team/ Match Play
- Each team's net scores are combined to achieve the team total. Example Player A shoots a net 3 and player B shoots a net 5 the team's total is an 8.
- The team with the lowest team score per hole wins the hole. And the team that wins the most holes wins the match and the points.
- **Aggregate Specific Rule for Solo Golfers:** If your teammate no shows, you must put down the maximum score for their score (net double bogey).
- **Holes that are won receive 2 points towards season total.**
- **Holes that are halved receive 1 point towards season total.**
- **Holes that are lost receive 0 points towards season total.**
- **Winner of the overall match will receive an additional 2 points.**
- **If the overall match is halved, both teams will receive 1 additional point.**
- **Loser of the overall match will receive 0 additional points.**

Rules of Play

(A Player vs. A Player) (B Player vs. B Player) TEAM / MATCH PLAY Contest:

- **2024 USGA Rules govern all play.**
- Summer Rules – Play Ball Down! Each player will play their own ball until holed.
- **League Rule: Maximum Score of Net Double Bogey.** The maximum score the USGA recognizes is net double bogey – as such this is the maximum score you can take on the hole. Golf Genius will score and make adjustments to holes where the maximum score is achieved. If you know what your net maximum would be, please pick up once you hit the maximum score. If you don't, pick up after gross quadruple bogey.
- **League Rule: Out of Bounds / Lost Ball.** If you can't find your ball within 3 minutes of searching, you may drop a ball in the general area in which you and your playing partners agree that it is with a 2 stroke penalty (instead of going back to the tee/previous shot) and you may drop your ball in the fairway equal to where you think it was lost. This will alleviate pace of play issues caused by wet conditions.
- **League Rule: Special Cases of Free Relief Instances.** Golfers will get free relief from all balls coming to rest in divots on tightly mown areas (fairways and aprons) on their own hole – roll the ball a scorecard length. Golfers will get relief from instances where tree roots would get in the way of a swing – place the ball within a club length. Golfers will also get full relief from fresh sod, mulched areas, and other unmarked areas of ground under repair.
- White stakes/painted lines indicate out of bounds.
- Red stakes/painted lines indicate penalty areas. If no stakes or lines, defer to edge of the hazard.
- **Pairings:**
 - Team players will play together with their playing competitors.
 - The lowest handicap player per team is considered A player of group
 - The highest handicap player per team is considered B player of group
- **Format of Play:** Match Play.
 - Each teams A players will compete in a head-to-head match. Each player will record each score per hole.
 - Each teams B players will compete in a head-to-head match. Each player will record each score per hole.
- **Holes that are won in the individual matches receive 1 point towards season total.**
- **Holes that are halved in the individual matches receive 0.5 points towards season total.**
- **Holes that are lost in the individual matches receive 0 points towards season total.**
- **Winner of the overall individual match will receive an additional 1 point.**
- **If the overall individual match is halved, both teams will receive 0.5 additional points.**
- **Loser of the overall individual match will receive 0 additional points.**

Rules of Play

(A Player vs. B Player) (B Player vs. A Player) TEAM / MATCH PLAY Contest:

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- **League Rule: Maximum Score of Net Double Bogey.** The maximum score the USGA recognizes is net double bogey – as such this is the maximum score you can take on the hole. Golf Genius will score and make adjustments to holes where the maximum score is achieved. If you know what your net maximum would be, please pick up once you hit the maximum score. If you don't, pick up after gross quadruple bogey.
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- White stakes/painted lines indicate out of bounds.
- Red stakes/painted lines indicate penalty areas. If no stakes or lines, defer to edge of the hazard.
- **Pairings:**
 - Team players will play together with their playing competitors.
 - The lowest handicap player per team is considered A player of group
 - The highest handicap player per team is considered B player of group
- **Format of Play:** Match Play.
 - Each teams A players will compete in a head-to-head match against the other team's B player. Each player will record each score per hole.
 - Each teams B players will compete in a head-to-head match against the other team's A player. Each player will record each score per hole.
- **Holes that are won in the individual matches receive 1 point towards season total.**
- **Holes that are halved in the individual matches receive 0.5 points towards season total.**
- **Holes that are lost in the individual matches receive 0 points towards season total.**
- **Winner of the overall individual match will receive an additional 1 point.**
- **If the overall individual match is halved, both teams will receive 0.5 additional points.**
- **Loser of the overall individual match will receive 0 additional points.**

2024 Chesapeake Bay Twilight Golf Club

Rules of Play

INDIVIDUAL STROKE PLAY

CONTEST:

- **2024 USGA Rules govern all play.**
- Summer Rules – Play Ball Down! Each player will play their own ball until holed.
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- **League Rule: Out of Bounds / Lost Ball.** If you can't find your ball within 3 minutes of searching, you may drop a ball in the general area in which you and your playing partners agree that it is with a 2 stroke penalty (instead of going back to the tee/previous shot) and you may drop your ball in the fairway equal to where you think it was lost. This will alleviate pace of play issues caused by wet conditions.
- **League Rule: Special Cases of Free Relief Instances.** Golfers will get free relief from all balls coming to rest in divots on tightly mown areas (fairways and aprons) on their own hole – roll the ball a scorecard length. Golfers will get relief from instances where tree roots would get in the way of a swing – place the ball within a club length. Golfers will also get full relief from fresh sod, mulched areas, and other unmarked areas of ground under repair.
- White stakes/painted lines indicate out of bounds.
- Red stakes/painted lines indicate penalty areas. If no stakes or lines, defer to edge of the hazard.
- **Format of Play:** Individual Stroke Play
- Each player shall play own ball until holed.
- You cannot pick up your ball, nor may a competitor grant a putt “good”. All shots must be holed.
- **THE TOP HALF NET + TIES WILL RECEIVE 10 POINTS TOWARDS THEIR SEASON TOTAL.**

2024 Chesapeake Bay Twilight Golf Club

Rules of Play

PLAYOFF FORMAT: Team Better Ball, 2nd Score Tiebreaker Contest:

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- White stakes/painted lines indicate out of bounds.
- Red stakes/painted lines indicate penalty areas. If no stakes or lines, defer to edge of the hazard.
- **Format of Play:** One Net Best Ball of Twosome and best ball net teams match play.
- **Example with outright win:** Team 1 is playing against Team 2. Team 1 consists of Player A and Player B. Player A scores a 3 on the hole, and Player B scores a 6. Team 2 consists of Player C and Player D. Player C scores a 4, and player D scores a 5. Team 1's best net score is a 3, and Team 2's best net score is a 4, so Team 1 wins the hole.
- **Alternate Example with tiebreaker:** Team 1 is playing against Team 2. Team 1 consists of Player A and Player B. Player A scores a 3 on the hole, and Player B scores a 6. Team 2 consists of Player C and Player D. Player C scores a 3, and player D scores a 5. Both team's best net score is a 3, but Team 2's Player D's net 5 is better than Team 1's Player B's net score of 6, so Team 2 wins the hole.
- **If the match is tied after 9 holes of regulation, the match will continue until the tie is broken in sudden death. The hole the match was started on will be the first hole of the playoff.**