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**Turn Up The Heat League Rules**

**Format:**

During the regular season, each team consists of 2 players, an ‘A’ player and a ‘B’ player.  Each team match will consist of 2 individual best ball matches (A vs A, B vs B) that are worth 11 pts each (22 total for the team).  Each hole is worth 1 pt, and winning your match is worth 2 additional points – ties will split points.  Teams will accumulate points during the round robin matches and will be placed into a playoff bracket determined by how they finish within their division – every team will be placed in 1 of the 5 playoff brackets.

**Divisions:**

There are  5 divisions (if we fill the league).  You will play each team in your own division one or two times in the regular season, and you will play two random teams from the opposite division.

**Playoff Brackets:**

After regular season, each team will be placed into a playoff bracket based on how they finished in their division.  Winners of each division will go to the “Champions Bracket”, 2nd place in each division will go to the “So Close Bracket”, 3rd place finishers go to the “What If Bracket”, 4th place finishers go to the “Excuses Bracket”, 5th place finishers in each division will go to the “Whiners Bracket, and 6th place finishers will go to the “Toilet Bowl Bracket”.  Each bracket has a different prize pool and will pay out to 1st, 2nd, and 3rd places.  The winners of the 4th and 7th place matches will win a course prize.  Once again, the playoffs will be a 2-man net best ball match play format. During the playoffs, the format will change to team net best ball match play – both players play the hole, and the lower net score will be used for the team score.  Playoff matches cannot end in a tie – if there isn’t a winner at the end of 9 holes, teams will play sudden death until there is a winner.

**IMAGolfer: Learn it/Use it!!!**

Everyone will receive an invitation via email to login in to our league software – returning members will use the same login/password as last year. IMAGolfer will show your tee times each week (and course you play), current standings in each division, your personal stats, and allow you to find subs.  **Please login and use it** – and make sure you are at the course before your tee time.

**Handicaps:**

All handicaps will be carried over from rounds played in previous years.  New league members will be given an initial handicap based on either a WSGA or by an average score estimate.  Handicaps will be calculated using your best 5 scores out of your last 10 league rounds and we will use 80% of that average.  For handicapping purposes and pace of play, the ‘triple rule’ is in effect – you cannot card anything higher than a triple bogey on any hole (but actual scores will be used to determine the match point).

**SUBS:**

It is your responsibility to find a sub any week you cannot make it.  There is a sub list built into IMAGolfer.  Any subs that play must have either an established league handicap, or a wsga/usga handicap to get strokes. Subs will play as their normal handicaps.

**Bad Weather:**

Always assume we are playing.  If it’s going to be too cold or too much snow, We will make a decision by 2:30 and send an email out at that time.  Please do not call us prior to 2:30pm and ask if we are playing (Glynn rule).

**Skins:**

\*\* 75 for the season (net) you can choose to be in skins or opt. out

**Misc Rules:**

1. Each week we will play from one tee up from the Tee Box up from the back
2. Putting is a little different, you will chip the ball to one of 2 different rings. This will determine a 1,2 or 3 putt. The 1st night of league play I will go over this with everyone. It’s pretty easy once you see how it’s done and makes each round much faster.

3.       **Pace of Play** – We start Playing each round at 6pm on Wednesdays. With 4 players playing it should take about 2 hours.

4.       **Scorecards** must be turned in to the designated area “The Front Counter”– I will log in all scores.  All I need on the scorecard is a hole by hole score (neatly written) for each player, the software will figure out the match points.  It’s up to you to make sure you have a complete and accurate card before it gets turned in.