

## **2026 SCRATCH LEAGUE RULES \$100 Per Team**

1. **FORMAT** - Two Man Best Ball – 10 points possible per match. 1 point for each hole won, ½ point for ties. 1 additional point will be awarded for low 9 hole total best ball score (regular season only). Teams are to record their points to league starter Milt Bunting. If teams forget to report scores the night of play, please contact the League Commissioner as soon as possible to record your scores. If neither team reports before the scores are recorded for the week, both teams will receive 0 points. Once skins are paid out results are final, late scores will not be considered.
2. **TEE-TIMES** - Tuesdays from 4:20 to 5:42 pm. If unable to play at the scheduled tee-time, please try and reschedule at an agreed upon time for both teams prior to the day of the match. Late results will not be accepted without advance permission from commissioner, timely results are crucial and the league will not wait for matches to be made-up. Teams are not obligated to reschedule and can force forfeit. If a team fails to start on time, each missed hole is a loss of a point and automatic medal.
3. **ROSTERS** - 2 to 6 players and must be set by July 1<sup>st</sup>. Only players on your roster will be allowed to play in the playoffs. Any Men's Club Member may be a substitute for league during the regular season (subs must be a Men's Club Member). A partner must play at least 5 holes to count for points. A team may play a match with only one player present with no restrictions for the number of times per season, however, that one player must play the entire match, or the team will be charged with a forfeit. The team that forfeits will receive 0 points and 7 points will be awarded to their opponents.
4. **RAINOUTS/POSITION ROUNDS** – Decided by 3:00 pm by the Commissioner. Weeks 5, 10 and 14 are Rain Dates/Position Rounds. Rain Dates will take precedence over Position Rounds, every team should play each team in their division once. If play is suspended due to severe weather remaining points will be split, **only** if every match has teed off. Position rounds will be played by place in overall standings, not by division.
5. **TIEBREAKERS** –  
Final Playoff Spot(s) - Decided by sudden death playoff based on course availability immediately following final night of league. If regular play cannot continue due to darkness, matches will be decided by shortened holes or chip-off at the direction of the League Commissioner or their assigned delegate. If neither team is present for playoff, winner will be determined by head-to-head results first then random draw. If only one team is present, they will be declared the winner.  
Seeding in position rounds and playoff qualifying - Broken by aggregate head-to-head results then by random draw if no head-to-head results exist.  
Playoff Matches – Ties in the playoffs will be decided by sudden death playoff based on course availability. If regular play cannot continue due to darkness, matches will be decided by shortened holes or chip-off at the direction of the League Commissioner or their assigned delegate. If either team feels unsafe due to inclement weather the remaining holes are halved. If tied, the higher seed of the regular season wins. If still tied it is decided by a coin flip.
6. **PLAYOFFS** – 16 team match play bracket, playoff teams will be decided immediately following the final night of league play. The top 6 teams in each division and the next 4 teams with the most points overall will qualify for postseason play. Playoff matches must only be played with eligible rostered players. (Postseason format, 9 hole best ball match play no medal point.)
7. **WINTER RULES**- You may roll your ball 6 inches no closer to the hole to give yourself a preferred lie in your own fairway & fringes. You may not pick up your ball to clean it. Bunkers, play it as it lies.
8. **SIDE GAMES** -
  - a. Weekly Skins (Optional - \$10/team) 100% cash payout. If there are no skins the pot will be carried over to the next week, except for position rounds where skins will be awarded to the hole(s) with the fewest eagles/birdies. If a team does not pay the week before a double pot they can pay \$20 to enter the double pot skins.
  - b. Player's Pool (Optional - \$40/team) One for Regular Season and one for Play-Offs (1<sup>st</sup>-50%, 2<sup>nd</sup> 30%, 3<sup>rd</sup> 20% payout, ties broken by head-to-head results then random draw)
  - c. Weekly \$20 CTP proxy 14 weeks regular play & 1st week playoffs. \$300 will be used from league fees.
  - d. Hole in one running pot. \$1 for all players to enter each week. If you get an ace and are paid that night you win 100% of the progressive pot. Only for the 14 weeks of the regular season. No aces pot carries to next season.
9. **PAYOUT** - 2/3 for the regular season and 1/3 for the playoffs.
10. **POSTING SCORES**- Each player is required to post their league score within 24 hours of their round. Match play posting, if picking up on a hole net double. Putts 5 feet and in 1 putt, over 5 feet 2 putt. This is the player's discretion. The peer review handicap committee will randomly draw 10 names from the Men's Club weekly to review their league scores. Failure to post the previous week's score will result in a deduction of one point for that week. 2nd offense another point deducted. 3rd offense another point deducted and will not be allowed to play in Mens' Club events for the remainder of the season.
11. **ITEMS NOT COVERED BY THE RULES** - Issues or items not addressed by the rules will be decided by the Commissioner
12. **RULE CHANGES**: In order for a league rule to change a motion by a captain must be made and voted on by captains only with a majority vote in favor of the rule change.