

# MARQUETTE GOLF CLUB

## Men's Twilight League 2026

### STARTING TIME

The twilight league shall be divided into two time periods for the purpose of determining starting tee times. Early shift time will be assigned tee times by the pro shop from 10:30 a.m. to 11:30 p.m. and the late shift time will be a 5:45 shotgun start.

Eighteen-hole matches will be played in the early shift. Late shift matches will start at 5:45 p.m. off both the front and back nines. Your schedule will indicate where you play. This will make it necessary to limit late shift matches to 9-holes, no exceptions.

#### Early Shift Tees

**White/Gold/Red Tees**

***(Players designate tee he***

***will play on the first week of play)***

#### Late Shift Tees

**1<sup>st</sup> Flight – Grey Tees**

**2<sup>nd</sup> Flight – Grey Tees**

**3<sup>rd</sup> Flight – White Tees**

Teams can play at any time which is mutually acceptable, but you must play a head-to-head match with his opponent or assigned "sub." "Matching cards" is not permitted in this league.

### SCORING FORMAT

Tuesday men's league is a match play league. The ***two lowest handicaps and the two highest handicaps play each other.*** To keep strokes given to a minimum. This rule is also applicable to substitutes.

Points will be awarded as follows:

#### **9-hole Individual match:**

2 points for each hole (18 total)

20 points for match winner

(38 total points per individual match)

Points will be awarded as follows:

#### **18-hole Individual match:**

2 points for each hole (36 total)

6 extra points for most holes won by a team.

(78 total points per individual match)

Therefore, each week is worth 78 points for early shift, and 76 points for late shift.

### **The scorekeeper is responsible for writing legibly and adding ALL players' scores.**

However, with the magnitude of points involved, the scorekeeper will not be responsible for match totals – The League Program will tabulate the results.

### SUBSTITUTES

Any player who is not a team member may play on any team as a substitute in any flight or any time period as many times as he wishes. A list of substitute players will be posted. Handicap rules, as described below, apply to all substitute players. All points won by the substitute will be awarded to the team. Substitute players will be required to pay an entry fee of \$20.00 for the season. If a sub cannot be found one player from the team is allowed to play both matches. Subs must have an established GHIN handicap, and a member of Greywalls (or pay green fees).

### **IF A SUB IS BEING USED IN YOUR MATCH**

**EMAIL ME AT [JONKAMPS@HOTMAIL.COM](mailto:JONKAMPS@HOTMAIL.COM) BY 5:00pm THE MONDAY BEFORE SO THAT CARDS CAN BE CORRECTLY PRINTED OUT**

Even with a sub playing in a match the two lowest handicaps and the two highest handicaps shall play each other.

### FORFIETS

If a team forfeits, the team that shows will get 75% of the possible points for the week. The team that does not show will get 25% of the possible points for the week. In the early shift the team there will get an extra 6 points for most holes won.

### CARDS & TEE TIMES

A team signed up for the established time period controls the starting time and awarding of points. If the other team plays during a different time period, that team shall forfeit both individual and team points. The starting times MUST be agreed upon by competing teams. Matches will start as scheduled. Tardiness involving a player or teams will result in loss of hole for each hole missed. NO exceptions. An effort should be made to call your opponents if any delay is foreseen.

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### WEATHER

If inclement weather does not permit play on the scheduled Tuesday, the match must be played before the next scheduled match or both teams will be awarded half the points. **The final week of regular season matches will have 2 days to be made up** or both teams will be awarded split points. This is necessary for making brackets for the playoffs.

### TIE-BREAKERS

In the event of a tie in the final league standings, these tie-breakers are in place:

1. Head-to-Head (first meeting if played twice)
2. In the event teams tied when they played each other or teams do not play each other, use the last week of play score to break the tie. If the scores for the last week were the same, look at the 2nd to last and so on until a winner is proclaimed.

The top twelve teams in each flight will enter the playoffs following the regular season.

(Number of teams in playoffs subject to change)

### PLAYOFFS

The same rules apply for playoffs as apply for the regular season the only difference is in the match tie breaking.

1. Head-to-Head
2. Most points won in the match.
3. Most holes won by team.
4. The last hole played, and count back until a winner is determined (Do not play extra holes)

### PRIZES

Pay outs for Prizes will be based on teams in a flight and paid out in MGC gift Certificates good for pro shop merchandise.

Event #3 06/17/08	Hole	1	2	3	4	5	6	7	8	9	Gross	Net	
2 vs 5	Black Yards	579	425	174	425	312	188	489	343	389	3324		
www.golfsoftware.com	Black Pars	5	4	3	4	4	3	4	4	4	35		
	Black Hdcp	5	3	17	6	13	10	2	14	9			
Hruska, Dennis	10	0	4	4	4	4	5	3	4	4	36		
Luke, Jr, Bob	10	1	5	4	2	4	5	3	<del>4/3</del>	5	4	36	
O'Dea, Ray	20	0	4	4	3	4	4	3	4	5	4	35	
Kamps, Jon	0	2	5	<del>5/4</del>	4	4	3	4	<del>5/4</del>	4	4	39	
TEAM #2	30		4	2	2	2	1	3	1	2	2	19	49
TEAM #5	10		0	2	2	2	3	1	3	2	2	17	27
Scorer: _____	Course: Greywalls-F												
Attest: _____	Late Shift - 4th Flight												
	ADD YOUR SCORE AND POINTS & turn your cards in at the Pro shop after the round												
	All USGA rules apply												

Scorecard filled out properly: