

# MID-ATLANTIC VALUATION GROUP GOLF LEAGUE



## 2021 RULES AND INFORMATION

Welcome to the Mid-Atlantic Valuation Group Golf League. This league was created to bring together professionals who are involved with commercial real estate. The rules shown below are designed to have structured league play while still having a fun and casual atmosphere.

**WHO MAY PARTICIPATE?** Eligible professionals include brokers, agents, lenders/bankers, investors, developers, builders, consultants, attorneys, engineers or any other professional involved with commercial real estate. **Participation will be limited to the first 45 paid registrants.**

**LOCATION, DATES & TIMES** **Location:** Cool Creek Golf Club, Wrightsville, PA  
**Dates:** Tuesday Evenings, April 6 through September 14  
**Times:** Shotgun start at 5:15 - April, September  
Shotgun start at 5:30 May through August  
**Attire:** Collared shirts and appropriate pants or shorts - no cut-offs or jeans.

**FORMAT** This is a nine-hole, individual league (no teams). Foursomes will be assigned by the league coordinator each week in a “social-golfer”, round-robin format. For some weekly contests, pairs or foursomes will become “teams” for a round.

**FEES** **\$35.00 Registration fee - send with registration**  
**\$19.00 weekly greens fee (walk or ride) - pay at the course each week**

**UNABLE TO PLAY/LATE CANCELLATION:** As the purpose of the league is to build relationships within the commercial real estate community, it is important to be present as often as possible. **Our goal is to field as many players as possible during the scheduled league play time.** Make-up dates, early golfing and substitute golfers are not permitted for league play or standings.

**NOTE:** League play is limited to 32 players on a weekly basis. The weekly roster will be determined on a priority basis each week, as follows:

- First priority - players that have played at least 50% of possible rounds
- Second priority - players that signed up at the course during league play the week prior to a round
- Third priority - first come, first served basis

**USGA RULES** The *Rules of Golf* as published by the United States Golf Association will apply to all league play, except when superseded by rules set forth by the Mid-Atlantic Valuation Group Golf League, as shown below. Mulligans are not permitted.

**TEE MARKERS** Gentlemen will play from the white tees. Ladies will play from the red tees.

**SCORE CARDS** **A score card must be turned in to the Pro Shop or to the League Coordinator at the end of each round.** Individual scores will be forfeited if a score card is not turned in after play each evening.

**BALL PLACEMENT** The ball may be “rolled over”; however, it may not be moved more than 6 inches and not toward the pin. You may not “roll over” your ball in a bunker, water hazard or on the green.

**LOST BALLS** Please limit your time looking for lost balls in order to keep play moving. If the ball cannot be located in a reasonable amount of time (a few minutes), take a drop nearest the point where the ball was last seen and assess a penalty stroke. This is a stroke penalty only (not stroke and distance).

<b>OUT OF BOUNDS</b>	If your ball comes to rest out of bounds, you must take a penalty stroke and then drop in from the point closest to where the ball went out of bounds.	
<b>MAXIMUM SCORING</b>	In order to keep play moving quickly, golfers should pick up their ball if their score reaches double par (6, 8, or 10) on any hole.	
<b>PUTTS</b>	Gimmes are discouraged. However, if you are <b>within one foot</b> of the cup and the remaining players in your foursome concur, a gimme is allowed. Be sure to count the gimmie as a stroke on your scorecard.	
<b>RAIN</b>	In the event of pending inclement weather, players should show up ready to play. A decision to play or not will be made by Cool Creek Golf Club at the time of play.	
<b>COURSE RULES</b>	Posted Cool Creek Golf Club rules and course etiquette should always be observed. <u>Please note that no “outside” alcohol is permitted on the course.</u>	
<b>HANDICAPS</b>	Handicaps will be calculated by League Manager software based on 95% of the average differential of the most recent six scores, excluding the highest. If fewer than four scores are available, no score will be excluded. The maximum handicap is 20 strokes. Handicaps will NOT carry over from prior years for 2021.	
<b>SCORING</b>	League standings will be based on a point system. Points are awarded on a player-vs-the-field competition each week. Two (2) points are awarded for each player outscored on a net basis. One (1) point will be awarded for each player tied on a net basis. Five (5) points will be awarded each week for completing the round (or participating if rained out mid round). Points earned will vary by the number of players participating each week. The top six point-earners at the end of the season will be awarded monetary prizes.	
<b>PRIZES</b>	The person with the lowest average net score for the year will be deemed the league champion and will receive the league traveling trophy and a monetary prize. To be eligible to be named League Champion, you must complete a minimum of 15 rounds or 75% of the rounds played (rain-outs excluded), whichever is less***. Monetary year-end prizes will be awarded to the top six points-earners, as described above.	
<b>WEEKLY PRIZES</b>	Monetary prizes will be awarded for weekly challenges such as longest drive, closest to the pin, lowest number of putts, longest putt, lowest net score and various “team” contests. Unless otherwise noted, these prizes will be awarded at the end of the season. Additionally, Brewery Products is again sponsoring our league by generously donating a weekly contest prize.	
<b>SOCIAL TIME</b>	After play each Tuesday night, you may wish to stay at Cool Creek’s Sandtrap Lounge and Deck. A nice selection of food and beverages will be available for us. Please consider taking advantage of this great networking opportunity.	
<b>LEAGUE COORDINATOR:</b>	Brian Conner MID-ATLANTIC VALUATION GROUP (717) 699-4434, x1102 <a href="mailto:bconner@myginc.com">bconner@myginc.com</a>	<b>PO BOX 588, YORK, PA 17405</b> (717) 887-5906 (cell)

\*\*\* This percentage may be reduced at the discretion of the league coordinator if the player cap becomes an issue requiring players to sit out.

## WEEKLY CONTEST RULES

### Closest to the Pin

The golfer whose tee shot comes to rest on the green and is closest to the pin will win the contest.

### Longest Fairway Drive

The golfer whose tee shot travels the farthest and comes to rest in the fairway for that hole will win the contest. Shots that end up in the rough are disqualified.

### Closest in Two

The golfer whose ball comes to rest in the fairway, on the approach (fringe included) or on the green **after two shots** and is closest to the pin will win the contest.

### Longest Putt

The golfer on the assigned hole who sinks their putt from the longest distance will win the contest. **Only putts taken from the surface of the green qualify.**

### Fewest Putts

The golfer with the fewest number of putts for the round wins the contest. **Only putts taken from the surface of the green qualify.** In case of a tie, the number of putts taken on the hole rated the most difficult by Cool Creek Golf Club (and then in order of decreasing difficulty) will be used to break the tie.

### Low Net

The golfer with the lowest net score for the round will win the contest. The same tie-breaker rules apply as above.

### Vegas

This is a two-person team contest using the net score of both players on each hole. The net scores are “sandwiched” to make a team score for each hole, with the lowest score recorded first, followed by the highest. For example, if Roger makes a net 4 and Gary makes a net 2, their team score for that hole is “24”. The lowest combined team score at the end of the round wins the contest. The same tie-breaker rules apply as above, except the team score for each hole will be used.

### Trouble (new for 2021)

The goal is to collect the fewest number of “trouble points” per round. Points are accumulated as follows:

Out of Bounds - 1 point	Water Hazard - 1 point	Bunker - 1 point
Three-putt - 1 point	Four-putt - 3 points	Whiffed Ball (player intended to hit it) - 4 points
Leaving ball in bunker - 2 points per occurrence	Hitting from one bunker to another - 2 points	Erase points gained on a hole by scoring bogey or better on that hole

The tie-breaker will be the fewest number of points erased on the hole rated most difficult and so on, as described above)

### Pink Ball (new for 2021)

This is a team event. Each foursome plays with one pink ball, with Player 1 using it on the first hole, Player 2 using it on the second hole, and so on. The winner is the foursome that has the lowest combined score while playing the pink ball. If a pink ball is lost, that team is disqualified.

### Team Best Ball

This is a team event. Each foursome will use the best net score for each hole to assemble a team score. The team with the lowest team score for the round will win the game. The same tie-breaker rules apply as above, except the team score for that hole will be used.

### Team Chicago (adapted)

Chicago is a game whose format is based on golfers beginning their rounds with negative points, based on handicaps and then adding positive points during the round. Negative points begin at -23 for scratch golfers. And go down to -3 points for a 20-handicapper.

During the round, positive points are added on this basis (scratch scores):

Double Bogeys - 1 point, Bogeys - 2 points, Pars - 4 points, Birdies - 6 points, Eagles - 8 points

Teams with three players will be assigned a blind player from another foursome. The winning team will be the team with the highest point total for the round. The same tie-breaker rules apply as above, except the team score for that hole will be used.