The CCU Summer League will be a 2 person team **Matchplay Event.** This will be a 13 week league where the first three weeks competitors will establish a handicap. 10 weeks will be counted towards each team's overall score at the end of the year. Handicaps will be established by the golf league network computer program which is based on performance. There will be two flights, with the winner from each flight to play a 9 hole match the night of the awards ceremony to determine the overall Champion. Each week we will award prizes for the top places in each flight.

The Summer League will consist of:

- 9-Hole, Two-Person, Matchplay Format
- 10 of 10 weekly points will count towards the year-end standings.
- The field will be capped at 48 teams (96 players) and two (2) flights. This years league will be based on a points system. You can visit [www.GolfLeagueNetwork.com](http://www.GolfLeagueNetwork.com) for more information.
- A one-time fee of $120.00 will be charged to each team, this fee will include the year end awards dinner, ceremony, year end trophies, prizes, and league fees.
- A weekly fee of $25.00 will be charged to each participant; this will include your green fee and cart fee, prizes for each week, heavy hors d’oeuvres, tea and water after each round.

**If necessary any make-up days will be announced at a later date.**

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**2017 Summer League Format**

THE HACKLER COURSE @ CCU
Attn: Chuck Johns
107 Citadel Dr.
Conway, SC, 29526
**Match Play**

The player with the lowest handicap is matched against the player on the other team with the lowest handicap for individual match play competition (these players are called the “A” players). They play off the low handicap between them (e.g. if a 5 handicap golfer plays a 9 handicap golfer, then the 5 handicap golfer gets 0 handicap strokes and the 9 handicap player receives 4 handicap strokes). Then the other two players (the “B” players) are paired against each other for individual match play competition. Handicaps are applied on a hole-by-hole basis starting with the lowest handicap (most difficult) hole first.

A player’s net score on a hole is matched against the competing player’s net score, and the player with the lower net score gets a point for that hole. If there is a tie on the hole, each player receives ½ of the points.

**Stroke Player And Team Points**

Player – Again, the player with the lowest handicap (“A” player) is competing against the player (“A” player) on the other team with the lowest handicap for an individual total net-score competition (Stroke Play). Then the other two players (“B” players) are matched against each other for an individual total net-score competition. If there is a tie in an individual competition, then the points are split, with ½ the points awarded to each golfer.

Team – Summing the players’ total 9-hole scores and subtracting the sum of the player handicaps will generate a team net score. The team with the lowest net score wins the team points. Again, if there is a tie, then the points are split.

**Missing Players**

If a team member has a sub, there are no penalties. When a player (or an entire team) does not show up, and has a sub player in their place, their score does not count towards the league.

- If one team member does not show up, there are allowed to make up the round to count towards overall points. They will not receive points that goes towards weekly prizes.
- If each team has a no show, then the players who did show up will be matched against each other. The players who didn’t show up will be matched and their points will be discarded. Since each team has only one player, no team stroke points will be awarded.

- If both players for one team don’t show, then the team that shows will compete against either a ghost team picked from the teams that showed, or against par. The present team will compete for all 27 points and the absent team will be awarded no points. The ghost team will not be awarded any additional points for participating as a ghost team.

**Weekly Prizes**

- Starting week 4, the top teams of each flight will receive gift certificates to the golf shop.
- Each week there will also be prize holes, such as closest to the pin, longest drive, closest chip, etc.

**Handicaps**

- Starting week 4, the top teams of each flight will receive gift certificates to the golf shop.
- Each week there will also be prize holes, such as closest to the pin, longest drive, closest chip, etc.

**Come Join The Summertime Fun @ The Hackler Course**

**Thursday Afternoons!**

The Hackler Course @ CCU
107 Citadel Dr.
Conway, SC, 29526
843-349-6600

**Golf League Network (GLN) Leagues can use any handicap system they choose. The default handicap system is the IGLF Handicap System. The IGLF Handicap System is a formula applied to a set of scores that produces a Base Handicap. The Base Handicap is portable and is translated to a Tee Handicap relative to course difficulty. The formula is proprietary and is not published. However, it is applied equally to all who use it. For the purpose of GLN play, the IGLF Handicap System selects the best scores per the following chart:**

<table>
<thead>
<tr>
<th>Number of Scores</th>
<th>Best Scores Used in Base Handicap</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 or 2</td>
<td>1</td>
</tr>
<tr>
<td>3 or 4</td>
<td>2</td>
</tr>
<tr>
<td>5</td>
<td>3</td>
</tr>
<tr>
<td>6 or 7</td>
<td>4</td>
</tr>
<tr>
<td>8 or 9</td>
<td>5</td>
</tr>
<tr>
<td>10</td>
<td>6</td>
</tr>
<tr>
<td>11 or 12</td>
<td>7</td>
</tr>
<tr>
<td>13 or 14</td>
<td>8</td>
</tr>
<tr>
<td>15</td>
<td>9</td>
</tr>
<tr>
<td>16 or 17</td>
<td>10</td>
</tr>
<tr>
<td>18 or 19</td>
<td>11</td>
</tr>
<tr>
<td>20</td>
<td>12</td>
</tr>
</tbody>
</table>

The IGLF Handicap System is based on 9-hole scores. So, if your league uses the system for 18-hole play, all 18-hole scores would be reduced to 9-hole scores, which would then be applied to the chart. In effect, 9-hole Base Handicaps are computed from the best 12 of the last 20 9-hole scores, and 18-hole Base Handicaps are computed from the best 6 of the last 10 18-hole scores.

Note: The IGLF Handicap System uses empirical data to determine the difficulty of a set of tees at a course. Consequently, as the empirical data shifts so may tee difficulty, this may make Base Handicaps and Tee Handicaps change from time to time without notice.