

2020 Vegas Rules Sheet

Legends Division

1. 2:45 PM shotgun start.
2. Vegas Style format: each team member tees off on each hole. The team member then selects the spot from which to play. This procedure is followed until the ball is holed. The ball may be moved everywhere except on the putting green 12 inches, no nearer the hole. The condition of the lie cannot be changed i.e. rough to fairway, fringe to green
3. 1 point per hole, in case of tied hole, each team gets ½ point.
4. White Tees. League participants age 65 and older may play the Gold tees.
5. Decisions regarding weather cancellations will be made by 1:45 PM.
6. Bye/Team forfeit will receive 6 points.
7. **The Golf Shop must be alerted to any substitutions before play begins to determine any point adjustments. Subs must have an established handicap within 2 strokes of the team member they are replacing (per 9 holes). For every stroke lower than the 2 strokes allowed, the team shall be penalized 1 point in the match. Substitutes are not allowed playoffs.**
8. League and playoff matches are to be completed on or before scheduled date. Playoff Matches can be made up after scheduled date if both teams can agree on a date before the next playoff match is scheduled.
9. A match played before the scheduled date is invalid if that week's matches are cancelled.
10. One team member must be present each week or match is forfeited.

2 Man Vegas Open Division

1. 5:30 PM shotgun start.
2. Vegas Style format: each team member tees off on each hole. The team member then selects the spot from which to play. This procedure is followed until the ball is holed. The ball may be moved everywhere except on the putting green 12 inches, no nearer the hole. The condition of the lie cannot be changed i.e. rough to fairway, fringe to green
3. 1 point per hole, in case of tied hole, each team gets ½ point.
4. White Tees. League participants age 65 and older may play the Gold tees.
5. Decisions regarding weather cancellations will be made by 4:30 PM.
6. Bye/Team forfeit will receive 6 points.
7. **The Golf Shop must be alerted to any substitutions before play begins to determine any point adjustments. Subs must have an established handicap within 2 strokes of the team member they are replacing (per 9 holes). For every stroke lower than the 2 strokes allowed, the team shall be penalized 1 point in the match. Substitutes are not allowed playoffs.**
8. League and playoff matches are to be completed on or before the scheduled date. Playoff Matches can be made up after scheduled date if both teams can agree on a date before the next playoff match is scheduled.
9. A match played on or before the scheduled date is invalid if that week's matches are cancelled.
10. One team member must be present each week or match is forfeited.

Other Rules

1. Partner Change: If a team member is unable to complete the regular season, the remaining team member may get a new partner. Points accumulated by the previous team are forfeited and the new team starts with 0 points. If this occurs in the second half of the season and the previous team qualified for the playoffs, they are eliminated from the playoffs.
2. Playoffs: Open Division (5:30PM) 32 teams will make the playoffs. The top team in each division in each half will make the playoffs. If a team wins both halves, the 2nd place team in the 2nd half will make the

playoffs. Based on 6 divisions, there will be 12 playoff qualifiers from the division winners. The remaining 20 playoff spots will be based on total points accumulated for the entire season. Playoff seeding will be based on total points accumulated for the entire year regardless of how a team made the playoffs.

3. Ties for playoffs: Ties for seeding (other than final spot in the playoffs): Team with the higher point total for the 2nd half will be the higher seed. If still tied, if a team is a division winner, it gets the better seed. If still tied, a coin flip will be used to determine the seeding. ****The head professional will set the playoff schedule. Inclement weather will be the only reason for a date change.**

Tie Breakers

Division Winners

First half or Second half – 2 Teams

- A. Head to Head Match from Regular Season; if tied
- B. Points won versus 3rd place team(s); if tied
- C. Coin flip

3 teams (or more) (if one of the below procedures result in 2 teams being left, return to the 2 team list

- A. Combined Head to Head record among the tied teams
- B. Points won versus highest positioned non-tied team
- C. Coin flip

Final Wild Card Spot(s)

Two Teams

- A. Head to Head Match from Regular Season; if tied or N/A
- B. Points won versus 1st place team(s) in their division; if tied
- C. Coin flip

3 teams (or more) (if one of the below procedures result in 2 teams being left, return to the 2 team list

- A. Combined Head to Head record among the tied teams
- B. Points won versus highest positioned non-tied team
- C. Coin flip

4. 8 teams will make the playoffs in the Legends Division. The top 8 teams points wise will make the playoffs. Playoff seeding will be based on total points accumulated for the entire year.

Playoffs: For a match tied after completion of the stipulated round, there will be a sudden death playoff beginning on the starting hole of the match. If a scheduled match begins, holes are completed, and the remainder of the night is cancelled due to weather, the match must be completed before the next scheduled playoff match. If a time and date cannot be agreed upon, the match will resume on the next scheduled playoff date at 1:00 PM Legends & 3:30 PM Open Division. If a team fails to show for the 1:00 or 3:30 PM start time, they will forfeit the match.

- A. Team No-Shows: If a team (both team members) is a no-show for two consecutive weeks or for a total of three weeks during the course of the season, each member will be banned from the league for the following season.
- B. USGA rules govern play unless modified by a local rule.