**2018 HRA GOLF LEAGUE RULES**

Eligibility:

1. HRA Recreation Center members 16 years or older are eligible for this league.
2. Team members must be current members of the HRA Recreation Center.
3. All players must sign the appropriate documents (liability waiver) to become a member of the HRA Recreation Center. Daily guests are not permitted to play.

Player Equipment:

1. **Player must provide their own clubs and golf ball for each outing** (teams can share equipment if desired).
	1. Golf clubs must be clean and free of dirt prior to swinging within the simulator room.
	2. Golf balls must be free of any pen, marker, or other ball mark (ball mark will transfer to simulator screen over time).
2. Golf spikes are prohibited for the HRA golf league.

The Teams:

1. Teams will consist of two person teams
2. There is a maximum of 24 teams in the league. This limit is put in place to allow flexibility in scheduling for the participants and staff.

Handicaps:

1. All league players need to establish a handicap before league starts. The maximum handicap will be 18 for 9 holes. 2 weeks prior to the season we will have a golf “pre-season” where you can come in and play and the rec center staff will help you figure out your handicap.
2. If you are not sure then input your best estimate. Handicaps should be input into the simulator prior to play.

The Game:

**USGA rules will apply**

1. Each player will have to set up an account the 1st time they play. You will then receive an email with your login password for future log-ins.
	1. You can go to ([www.app.e6golf.com](http://www.app.e6golf.com) or [www.e6golfonline.com](http://www.e6golfonline.com) ) to change your password and see change your profile and see your stats as you play your weekly rounds.
2. League play will consist of 9 weeks of STROKE play.
3. Each round will consist of one team (twosome) 9 holes of a given course within a given reservation (1 hour limit per outing).
	1. Play will be from the Amateur tees.
	2. There will be an “Event” each week to play. This will allow you to track your stats and see how you compare against others each week.

**NOTE:** If groups do not finish in the allotted time, they will have to reserve the golf simulator another time to finish on their own time.

1. Courses for league play are as follows:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Week** | **Dates** | **Course** | **Holes** | **Difficulty** | **Slope** | **Rating** |
| Pre-Season | 1/22 - 1/26 | Chateau Whistler | Front 9 | 2/5 | 125 | 68.6 |
| Week 1 | 1/29 – 2/2  | Bountiful Golf Club | Front 9 | 2/5 | 122 | 70 |
| Week 2 | 2/5 – 2/9 | Mauna Kea Resort | Back 9 | 3/5 | 134 | 70.1 |
| Week 3 | 2/12 – 2/16 | Firestone Country Club | Front 9 | 4/5 | 123 | 70.4 |
| Week 4 | 2/19 – 2/23 | King & The Bear | Back 9 | 3/5 | 133 | 71.5 |
| Week 5 | 2/26 – 3/2 | Raven at South Mountain | Front 9 | 4/5 | 119 | 68.1 |
| Week 6 | 3/5 – 3/9 | Pebble Beach | Back 9 | 5/5 | 137 | 72.3 |
| Week 7 | 3/12 – 3/16 | Oakmont Country Club | Front 9 | 4/5 | 144 | 76.8 |
| Week 8 | 3/19 – 3/23 | Kiawah Island | Front 9 | 5/5 | 136 | 72.5 |
| Week 9 | 3/26 – 3/20 | Bethpage Black | Back 9 | 5/5 | 148 | 76.6 |

1. Partner play is to be done whenever teams are able to reserve the simulator together.
	1. Reservations can be done by the teams themselves via the Outlook appointment scheduler.
	2. Teams **can** play ahead and complete course in advance of the deadline.
2. Please be courteous to the other league players.
	1. Be on time for your tee time (5 minute courtesy will be given to each playing group). Try to be off the simulator in a timely fashion so the next group can start on time.

Scoring:

1. Scoring will be on a lowest score per week basis.
	1. Teammates will combine their scores for an overall weekly score per course.
	2. Scores need to be turned in weekly to MPC staff.
		1. Scores will be updated weekly.
	3. Overall scoring
		1. To determine a season winner, MPC staff will take the **7 lowest scores** of the season and calculate an overall lowest score. The team with the lowest score overall will be considered the champion.
2. A maximum score of 5 over par per hole will be instituted (to increase speed of play).
	1. A player can choose to PICKUP (select from the Options Screen) their ball to end the hole. If PICKUP ball is selected the player will immediately take the max score for the hole.
	2. A player can choose to DROP their ball if available to the best allowable drop location (select from the Options Screen). DROP ball counts one stroke for the shot (errant or other) and a one-stroke penalty.
	3. Gimmie Distance will be set for 8 feet.
3. One member from the team is responsible writing down the course scores upon completion of the course. Scorecards will be available next to the golf simulator
	1. Scores must be turned into the MPC Staff (via email or dropped off at the front desk) by the end of each week. Scores **can** be turned in prior to the deadline.

**NOTE: Please do not save your grouping score or save any default setting in to the simulator.**

General:

1. Usage of the Full Swing Golf Simulator is a benefit to all associates.
	1. Please use equipment as if it were your own.
	2. Please report any issues to the MPC Staff immediately.