



127 Wheeler Road
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**2017
Wednesday
L & M League**

**Tournament Schedule
&
Information**

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\$50 GHIN handicap fee

\$20 administration fee for the season

FLIGHTS:

Each flight will be composed of nine 2 person teams. The odd numbered teams will be in the blue flight. The even numbered teams will be in the red flight.

Each player will be required to have a USGA handicap at Pequot Golf Club. A minimum of five 18 hole scores are required to establish a handicap. See the Pequot golf shop if you need to establish a handicap. The maximum handicap for the league will be 44 for 18 holes. Players with handicaps above 44 will have their handicaps lowered to play at a 44 handicap during league play.

FORMAT:

Every night each 2 person team will play a better ball match (match play) against another 2 person team. The team that wins the match will earn 1 point. Each individual on the 2 person team will also play an individual match (match play) against an individual on the opposing team. The winner of that individual match will also earn 1 point. In the case of a tie after 9 holes the two opponents would receive a half point. All handicaps will be applied at 100%.

If a team does not show:

*Their opponents will play against par.

- The team that shows will be guaranteed $\frac{1}{2}$ point for each of the 3 matches, and will play against par for the other $1\frac{1}{2}$ points (1/2 point for each of the 3 matches).
- Handicaps will be applied at 120% when playing against par.
- The team that did not show will receive 0 points that night.

If a team has only 1 player out of the 2 present:

- The one player present will play against the individual that he was supposed to play his or her individual match against for that 1 point.
- The team that is short a player will play against the opposing 2 players for the team point.
- In the second individual match where one player is absent the opponent of the absent player will be guaranteed $\frac{1}{2}$ point and will play an individual match against par at 120% handicap for the other $\frac{1}{2}$ point.

-Substitute players will be allowed during regular play if a team member is absent. It is the team's responsibility to organize substitutes. One team member must be present. A team is not allowed to have two substitutes on one week.

-Rain outs will be determined by the Pequot Golf Shop. Call the Golf Shop at 860-535-1898 if weather is questionable.

There will be final match play playoffs to determine the overall standings.

2017 MATCH PLAY PLAYOFFS:

The winning teams from the 1st and 2nd half in each flight will qualify to play in the 2017 Match Play Playoffs. They will be seeded from 1st to 4th based on their end of the year point totals. The next 4 teams with the highest year end point totals will qualify as wild card teams and will be seeded from 5th to 8th. In the event that a team wins both the 1st and 2nd half, another wild card team will be selected for the playoffs.

Each 2 person team will play a better ball 9 hole match (match play) against the other 2 man team. The team that wins the match will earn 1 point. Each individual on the 2 man team will also play an individual 9 hole match (match play) against an individual on the opposing team. The winner of that individual match will also earn 1 point. In the case of a tie after 9 holes the two teams will play a better ball sudden death playoff.

(NO SUBS MAY PLAY IN THE FINAL PLAYOFFS)

TEE TIMES:

Available times will range between 3:45PM and 5:15PM on Wednesdays. The 1st match that has all 4 players present will have the tee 1st, and so on. Teams that are not present by 5:15PM will forfeit the match and their opponents will play a match against par. You can coordinate a different day for a match if both teams agree to the match's day and time. The match must be played before the next Wednesday's match.

Conditions of the Competition

Return the official scorecard to the golf shop immediately following play.

The golf shop staff will post your scores

- **Winter Rules** are in Effect: A player may lift, clean, and place his ball within one club length no nearer to the hole in his or her own fairway.
- The embedded ball rule is in effect through the green.

Rules of Play:

- All play is governed by the USGA Rules of Golf and its decisions except where modified by the following local rules:
- ***OB defined by white stakes***
- ***OB also defined by stone walls on holes: 2, 3, 4, 5, 6, 9, 10, 11, 12, 13, 14, and 15.***
- ***All other stone walls are to be played as immovable obstructions.***
- ***All paved, gravel and wood chip cart paths are to be played as immovable obstructions.***
- ***Stones in bunkers are movable obstructions (Rule 24-1 applies)***
- ***Players are allowed to use the PWGA drop area under penalty of 1 stroke on hole #10***
 - In this competition, a player may obtain distance information by using a device that measures distance only. However, if, during a stipulated round, a player uses a distance-measuring device that is designed to gauge or measure other conditions that might affect his play (e.g., gradient, wind-speed), the player is in breach of Rule 14-3, for which the penalty is **disqualification**, regardless of whether any such additional functions are actually used.
 - **Ground under repair:**
 - Areas marked off with white paint
 - Trees that are wired/staked for support.

Schedule

1st Half

Match #1	(1vs3)(5vs7)(9vs11)(13vs15)(17vs19) (2vs4)(6vs8)(10vs12)(14vs16)(18vs20)
Match #2	(1vs5)(3vs19)(7vs9)(11vs13)(15vs17) (2vs6)(4vs20)(8vs10)(12vs14)(16vs18)
Match #3	(1vs7)(3vs17)(5vs11)(9vs15)(13vs19) (2vs8)(4vs18)(6vs12)(10vs16)(14vs20)
Match #4	(1vs9)(3vs5)(7vs13)(11vs17)(15vs19) (2vs10)(4vs6)(8vs14)(12vs18)(16vs20)
Match #5	(1vs11)(3vs7)(5vs15)(9vs19)(13vs17) (2vs12)(4vs8)(6vs16)(10vs20)(14vs18)
Match #6	(1vs13)(3vs15)(5vs9)(7vs17)(11vs19) (2vs14)(4vs16)(6vs10)(8vs18)(12vs20)
Match #7	(1vs15)(3vs13)(5vs19)(7vs11)(9vs17) (2vs16)(4vs14)(6vs20)(8vs12)(10vs18)
Match #8	(1vs17)(3vs9)(5vs13)(7vs19)(11vs15) (2vs18)(4vs10)(6vs14)(8vs20)(12vs16)
Match #9	(1vs19)(3vs11)(5vs17)(7vs15)(9vs13) (2vs20)(4vs12)(6vs18)(8vs16)(10vs14)

Schedule

2nd Half

Match #10	(1vs2)(3vs4)(5vs6)(7vs8)(9vs10) (11vs12)(13vs14)(15vs16)(17vs18) (19vs20)
Match #11	(1vs4)(3vs6)(5vs8)(7vs10)(9vs12) (11vs14)(13vs16)(15vs18)(17vs20) (19vs2)
Match #12	(1vs6)(3vs8)(5vs10)(7vs12)(9vs14) (11vs16)(13vs18)(15vs20)(17vs2) (19vs4)
Match #13	(1vs8)(3vs10)(5vs12)(7vs14)(9vs16) (11vs18)(13vs20)(15vs2)(17vs4) (19vs6)
Match #14	(1vs10)(3vs12)(5vs14)(7vs16)(9vs18) (11vs20)(13vs2)(15vs4)(17vs6) (19vs8)
Match #15	(1vs12)(3vs14)(5vs16)(7vs18)(9vs20) (11vs2)(13vs4)(15vs6)(17vs8) (19vs10)
Match #16	(1vs14)(3vs16)(5vs18)(7vs20)(9vs2) (11vs4)(13vs6)(15vs8)(17vs10) (19vs12)
Match #17	(1vs16)(3vs18)(5vs20)(7vs2)(9vs4) (11vs6)(13vs8)(15vs10)(17vs12) (19vs14)
Match #18	(1vs18)(3vs20)(5vs2)(7vs4)(9vs6) (11vs8)(13vs10)(15vs12)(17vs14) (19vs16)
Match #19	(1vs20)(3vs2)(5vs4)(7vs6)(9vs8) (11vs10)(13vs12)(15vs14)(17vs16) (19vs18)

2017 Match Play Playoffs

ROUND 1

**Final Playoffs
Quarterfinals**

(1st vs 8th overall)
(4th vs 5th overall)
(2nd vs 7th overall)
(3rd vs 6th overall)

ROUND 2

**Final Playoffs
Semifinals**

ROUND 3

**Final Playoffs
Finals**