

# Veenker Memorial Golf Course

## 2022 Men's League



**Cost: \$90/per player**

**Start date: May 3rd (Fun Team Day/Meeting). 11 Weeks of Competition (Extra rain date built in). August 2<sup>nd</sup> or 9<sup>th</sup> final league night, dinner, and awards.**

### **Teams**

Teams range from 5 to 7 players with only 4 players actually competing for points each week. Having extra players allows people to have weeks off for conflicts in schedules. **Minimum of 5 players is required.**

### **Format of Play**

Each week, four (4) individual matches will be played between two (2) teams. You will be playing against one member of the opposing team with each individual match worth 2 points, (one point for the winner of match play and one point for individual stroke play net).

### **Scoring**

Every player in the league will have a league handicap. This will determine who shall receive strokes during the matches each week. Each scorecard will be prepared prior to play indicating the holes where strokes are to be given. While keeping score, if you "get" a stroke on a hole you are to write both your scores down, i.e. 7/6 and as such, your final score at the end, i.e. 41/36. If you win a hole in match play circle the score. This assists in assigning accurate points to the appropriate teams.

### **Divisions**

We will have two divisions based on last year's rankings. Division rankings will determine head to head play for the league championship.

### **Tie Breakers**

1. Head to Head Match-Up (Who won the match).
2. Team with most wins.
3. Putt off. Each team picks two players for sudden death putt off.

### **Additional Features of League**

- Weekly awards
- Skins game with weekly winners (Paid out in Cash. Usually only need to win 1 or 2 to get money back.)
- **EVERYONE** wins at the end of the season
- Fun Format and Social Networking

If you have questions, please call Greg – 515-294-6727 or email [gdingel@iastate.edu](mailto:gdingel@iastate.edu).

Sign up Today!

**Which team will drink from the cup?**

