



2026 Thursday Men's League

Season

Every Thursday evening, 5:30 shotgun, two-man teams alternating front and back nines each week. The Regular season is 14 weeks long followed by a 3 week playoff/League Championship making the entire league season 17 weeks.

1st Half (7 weeks): April 30th – June 11th

2nd Half (7 weeks): June 18th – July 30th

Playoffs and Alternate Format: August 6th & August 13th

League Championship and Banquet: August 20th

Fees

Fees include green fees and weekly/year end payouts/prizes. League dues for the season are paid at the start of each half and are as follows (per person):

Gold Member (1st Half):	\$70.00 (includes \$30 annual fee)
3-Year Member/Public (1st Half):	\$270.00 (includes \$30 annual fee)
Gold Member (2nd Half):	\$45.00
3-Year Member/Public (2nd Half):	\$270.00

*tax is not included.

Fee Breakdown:

Annual fee: \$30.00/person covers miscellaneous expenses including end of year banquet, trophies, and payouts.
Weekly fee: \$5.00/person covers weekly field events/payouts (post-golf food is optional).
Green fees: \$25.00+tax/player unless you are a Gold member.
Cart fees: \$15.00+tax/player optional.

Weekly Payouts

The \$5 weekly fee is paid out for weekly low gross, low net, gross and net skins, and six separate course events (ie. long putt, closest to the pin, etc) that change each week. Winners can collect payouts the following week of league.

\$5 Players Pot (optional)

Each week you can put in \$5 (paid before play begins) which gets you into the games for that week. There are five games/pots with \$1 going towards each pot. The pots are as follows:

Hole in One Pot – Not much to explain. Be the only player to get a hole in one that week..

Eagle Pot – Be the only player to card an eagle that week.

Twos Pot – Be the only player to card a 2 that week.

Putting Pot – Be the only player to make the “putting challenge” that week on the given hole.

High 5s Pot – Be the only player with the most net 5s that week.

You do not have to pay in each week, but if you don't put in, you're not eligible for that week.

Pot values grow with each week until there's a winner, then they start back at \$0. **Substitute players who enter can only win 50% of the pot.**

Format:

Net Best Ball Match Play

Teams use the score of the player with best individual net (handicapped) score on each hole to determine a win, loss, or draw on that hole. The team winning the most holes out of 9 holes wins the match.

Match Handicaps:

Handicaps are applied to each hole starting with the most difficult holes as listed on the scorecard. As an example, a person with a handicap of 7 will have a stroke deducted on each of the 7 hardest holes (or in this case every hole except the par 3's). Therefore if a person scores a 5 on a handicapped hole, their net score will be a 4. **Note: All players use their full handicap. All strokes must be recorded and holes played out at the risk of forfeiting the match.**

Match Points: 22 points will be available in each match as follows:

Per hole win = 2 points, tie = 1 point, loss = 0 point;

Match win (most holes) = 2 points, tie = 1 point, loss = 0 point;

Low team net score (9 holes) = 2 points, tie = 1 point.

Note that every hole is worth points even if a match is already conceded.

USGA Rules apply to league play unless otherwise noted. In the event of a discrepancy during play, player should hit a second ball (in addition to the first) from the point of discrepancy and determine an official ruling with Mike Tschida upon finishing the round.

Playoffs/Championship

Weekly team standings will be based on points with the top 4 teams of each half season making the playoffs. Team ties to determine playoff eligibility and/or playoff position will be resolved by comparing the final week's scorecard using a team's 9-hole Net Team Total Stroke Play format. Playoff seeding will be 1 v 4 and 2 v 3 for each respective half season division culminating in a team championship between the two divisions. Playoffs/Championship will play the Net Best Ball Match Play format as listed above. In the event of a tie, teams will go into a 3-hole sudden death playoff starting on the hole the match began on. Continued ties will be broken via scorecard playoff using team net best ball starting with the lowest handicapped holes. For the teams not in the Playoffs, an additional side format will be played.

Handicapping

League Handicap: Individual handicaps for returning league players and subs (as long as you played a minimum of two times) will be based on your prior league handicap. League handicap will be based on league play only. The maximum handicap for a player will be 16. Players who have not participated in the Clifton Hollow League before the 2022 season, or those who did not have two or more scores recorded from last season, are deemed New Players and are subject to the New Player Rule.

New Player Rule

Players who are subject to the New Player Rule must record two league scores for the current league season before they will be afforded their official League handicap. A temporary handicap will be assigned based on their first round score and be retroactively applied to this round to determine the match result. This temporary handicap will then be adjusted following their second round and again be retroactively applied to this round to determine the match result. This adjusted handicap will then be considered their official league handicap to be used in their next round.

Note: The New Player's lowest net score to be counted in a match is 36. Their actual score will be recorded for handicapping purposes, but the New Player Rule will be applied to their score for match and daily game purposes. If a player under the New Player Rule happens to shoot lower than net 36, they will have "shots" deducted beginning with the lowest handicap hole to the highest until net 36 is reached.

Ghost Team

In the event your opponent fails to show up for a match, your team will play a ghost team who's scoring is based upon the league averages for each hole as well as for handicaps.

Substitute Players

1. **Substitute players are required to pay green fees unless green fees have already been collected for the team. Non-members cannot play on a member's status. A non-member playing for a member must pay green fee before match begins.**
2. A team utilizing a substitute player has the right to collect green fees and weekly league fees from that person, unless; 1) that substitute is already a CHGC member which exempts them from only the green fees or 2) the substitute is replacing a CHGC member which means substitute must pay green fee at the Pro Shop.
3. Substitute players are not guaranteed a spot in League on Thursdays. However, any team with an open spot will be required to take a substitute if one is available.
4. If your team utilizes a substitute player, the substitute and remaining primary team member must check in at the clubhouse by 5:15 on league night.

Rain-Outs

In the event of a rain out, we will play the scheduled match the following week, bumping the remaining schedule back a week. In the event we can't postpone, rain-out matches will be cancelled and future matches will be played as scheduled. Prize payouts will be added to the season end prize pool. Paid green fees for rain-outs will be given as rain checks. Rain-outs will be determined no later than 4:30 on league nights, and notifications will be sent out by email.

Schedules/Standings

Weekly schedules and standings, along with additional league information, will be posted online at www.cliftonhollow.com under the League tab or in the Clubhouse.

League rulings will be handled by the League committee, Mike Tschida, Lance Paulson, and Chuck Egeberg.

Play Well and Play Often!