

# MID-ATLANTIC VALUATION GROUP GOLF LEAGUE



## 2010 RULES AND INFORMATION

Welcome to the Mid-Atlantic Valuation Group Golf League. This league was created to bring together professionals who are involved with commercial real estate. The rules shown below are designed to have structured league play while still having a fun and casual atmosphere.

<b>WHO MAY PARTICIPATE?</b>	Eligible professionals include brokers, agents, lenders/bankers, investors, developers, builders, consultants, attorneys, engineers or any other professional involved with commercial real estate. <b>Participation will be limited to the first 40 paid registrants.</b>
<b>DATES, TIMES &amp; LOCATION</b>	League play will begin <b>April 13</b> and continue to <b>September 14</b> . The league will play <b>Tuesday</b> evenings. Play will begin at 5:30 pm at Cool Creek Golf Club in Wrightsville, PA (in <b>April and September, play will begin at 5:15</b> ). Cool Creek Golf Club requires traditional golf attire; collared/sleeved shirts and appropriate pants or shorts - no cut-off shorts or jeans. Please try to arrive at least 30 minutes prior to tee time so that we can begin play promptly.
<b>FORMAT</b>	This is a nine-hole, individual league (no teams). Foursomes will be assigned by the league coordinator each week with an attempt to rotate players in a round-robin format. For some weekly contests, pairs or foursomes will become "teams" in order to run a "team" event.
<b>FEES</b>	<b>\$30.00 annual league fee - to be paid with registration</b> \$20.00 to walk or ride - to be paid at the course weekly.
<b>USGA RULES</b>	The <i>Rules of Golf</i> as published by the United States Golf Association will apply to all league play, except when superseded by rules set forth by the Mid-Atlantic Valuation Group Golf League, as shown below. Mulligans are not permitted.
<b>TEE MARKERS</b>	Gentlemen will play from the white tees. Ladies will play from the red tees.
<b>SCORE CARDS</b>	<b>A signed score card must be turned in to the Pro Shop or to the League Coordinator at the end of each round.</b> Individual scores will be forfeited if a score card is not turned in after play each evening.
<b>BALL PLACEMENT</b>	The ball may be "rolled over"; however, it may not be moved more than 6 inches and not toward the pin. You may not "roll over" your ball in a bunker, water hazard or on the green.
<b>OUT OF BOUNDS</b>	If you hit your ball out of bounds, in order to keep play moving, you must take a penalty stroke and then drop in from the point closest to where the ball went out of bounds. Balls that come to rest in an "environmentally sensitive" labeled area may be played as they lie, or the ball may be dropped out of the area ( <i>along the line of entry</i> ) <b>without penalty</b> . If everyone in the foursome agrees that a ball has entered an "environmentally sensitive" labeled area, but the ball cannot be located, the golfer may drop a ball out of the area (along the line of entry) <b>without penalty</b> .
<b>LOST BALLS</b>	Please limit your time looking for lost balls in order to keep play moving.

<b>MAXIMUM SCORING</b>	In order to keep playing moving quickly, golfers should pick up their ball if their score reaches double par (6, 8, or 10) on any hole.
<b>PUTTS</b>	Gimmies are discouraged. However, if you are within a foot of the cup and the remaining players in your foursome concur, a gimmie is allowed.
<b>RAIN</b>	In the event of pending inclement weather, players should show up ready to play. A decision to play or not will be made at the course at the time of play.
<b>COURSE RULES</b>	Cool Creek Golf Club reserves the right to restrict golf/cart privileges if league participants refuse to comply with course rules. No “outside” alcohol is permitted on the course. However, the most common problem we have encountered deals with keeping carts out of prohibited areas, especially the areas near the greens.
<b>HANDICAPS</b>	Handicaps will be calculated by League Manager software based on 95% of the average differential of the most recent six scores, excluding the highest. If fewer than four scores are available, no score will be excluded. The maximum handicap is 20 strokes.
<b>SCORING</b>	League points will be awarded on a player-vs-the-field competition each week. Net scores will be compared to every other player each week. Two points will be awarded for each player you beat and one point will be awarded for each player you tie. Five points will be awarded each week for participating in the round. Points earned will vary by the number of players participating each week. The top six point-earners at the end of the season will win monetary prizes.
<b>PRIZES</b>	The person with the lowest average net score for the year will be deemed the league champion and will receive the league traveling trophy to display for one year. To be eligible for the traveling trophy, you must complete 75% of the league rounds (rain-outs excluded). Monetary year-end prizes will be awarded to the top six points-earners, as described above.
<b>WEEKLY PRIZES</b>	Monetary prizes will be awarded for weekly challenges such as longest drive, closest to the pin, lowest number of putts, lowest net score and various “team” contests. Unless otherwise noted, these prizes will be awarded at the end of the season. Additionally, Brewery Products is again sponsoring our league by generously donating a weekly contest prize.
<b>UNABLE TO PLAY</b>	As the purpose of the league is to build relationships within the commercial real estate community, it is important to be present as often as possible. <b>Make-up dates, early golfing and substitute golfers are not permitted.</b> If you are unable to play during the scheduled league time on a given week, please contact Brian Conner as early as possible so that we can re-arrange foursomes and notify Cool Creek that we will have fewer players. <b>Our goal is to continuously field as many players as possible for Cool Creek Golf Club.</b>
<b>SOCIAL TIME</b>	After play each Tuesday night, you may wish to stay at Cool Creek’s Sandtrap Lounge and Deck. A nice selection of food and beverages will be available for us. Please consider taking advantage of this great networking opportunity.
<b>LEAGUE CONTACT</b>	<p>Brian Conner  MID-ATLANTIC VALUATION GROUP  (717) 699-4434, x1102  AOL Instant Messenger - MAABrian</p> <p><i>PO BOX 588, YORK, PA 17405</i>  (717) 887-5906 (cell)  <a href="mailto:bconner@mvginc.com">bconner@mvginc.com</a></p>

## CONTEST RULES

### Closest to the Pin

Played on a par 3 hole; the golfer for the round whose tee shot lands on the green and comes closest to the pin will win the contest.

### Longest Fairway Drive

Played on a par 5 or long par 4 hole; the golfer for the round whose tee shot travels the farthest and lands on the fairway for that hole will win the contest. Shots that end up in the rough are disqualified.

### Longest Putt

The golfer on the assigned hole who sinks their putt from the longest distance will win the contest. A putt is considered any shot taken with a putter, even if shot from the fringe of the green or farther. In this contest, if a putter is used, it counts as a putt.

### Fewest Putts

The golfer with the fewest number of putts for the round wins the contest. A putt is considered any shot taken from on the green. Shots from the fringe of the green, even if a putter is used, do not count as a putt. In case of a tie, the number of putts taken on the hole rated the most difficult by Cool Creek Golf Club (and then in order of decreasing difficulty) will be used to break the tie. The tie-break sequence is:

Front nine:        7, 1, 3, 2, 9, 8, 6, 5, 4  
Back nine:        13, 12, 18, 16, 10, 17, 11, 15, 14

### Lowest Net

The golfer with the lowest net score for the round will win the contest. Individual handicap strokes will be marked on the scorecard provided to each golfer at the beginning of each round. The same tie-breaker rules apply as above.

### Vegas

This is a two-person team contest where the team score for each hole is the "combined" NET score of each of the two players (lowest and highest in case of a three-player team). Individual handicap strokes will be marked on the scorecard provided to each team at the beginning of the round. The lowest score is recorded first, followed by the highest. For example, if Roger makes a net 2 and Gary makes a net 4, their team score for that hole is "24". The lowest combined team score at the end of the round wins the contest. The same tie-breaker rules apply as above, except the team score for each hole will be used.

### Team Best Ball

This is a team event for threesomes or foursomes. Each group, as assigned by the league coordinator, will use the best net score for each hole to assemble a team score. The team with the lowest team score for the round will win the game. The same tie-breaker rules apply as above, except the team score for that hole will be used.

### Team Chicago (adapted)

Chicago is a game whose format is based on golfers beginning their rounds with negative points. In Chicago, players start with a negative amount of points, based on handicaps; then add positive points during the round. The idea is to get from the negative to the positive, clearing your "hurdle" (the term used for your starting total of negative points) by as much as possible. Negative points begin at -23 for scratch golfers. A 1-handicapper starts with -22, a 2-handicapper with -21, and so on up to a 20-handicapper who starts with -3 points.

During the round, positive points are added on this basis (scratch scores):

Double Bogeys - 1 point, Bogeys - 2 points, Pars - 4 points, Birdies - 6 points, Eagles - 8 points

As a team event, players will combine and then average their final point totals (this way, occasional threesomes will not be at a disadvantage). The winning team will be the team with the highest average point total for the round. The same tie-breaker rules apply as above, except the team score for that hole will be used.