

Happy's House League Information & Rules

Winter League 2025

Highlights:

Golf.com Top 12 Courses - as featured in the 2024 edition!

January 13th - April 2nd 2025

12 weeks, 2 player league

9 holes, 1.5 hours weekly (weekly tee times, Mon-Wed)

Flighted playoffs - multiple winning teams

Prizes from local courses & businesses

\$39/week per player. \$468 for the full season.

Sponsors (\$150 value prize):*

Flight A - Hawk's Landing Country Club

Flight B - Traditions Golf Club

Flight C - Farmingbury GC

Flight D - Smoke & Muddle*

Flight E - Nonna's Pizza*

* Sponsors are subject to change based on the number of total teams registered.

Course Schedule:

W1: Oakmont, PA (F9)

W2: Cypress Point (B9)

W3: Shinnecock Hills, NY (F9)

W4: Sentry World GC (B9)

W5: Merion (East), PA (B9)

W6: Sand Hills, NE (B9)

W7: Pine Valley, NJ (B9)

W8: Fishers Island, NY (F9)

W9: Augusta National, GA (B9)

W10: Los Angeles (North), CA (F9)

W11: Myrtle Beach National (F9)

W12: Chicago GC, IL (B9)

TGC Course (EXACT NAME):

Oakmont CC Lidar

Cypress Point Club

Shinnec*ck Hills GC

Sentry World

Merion GC East (Lidar)

Sand Hills GC Lidar

Pine Valley NJ (lidar)

Fishers Island Club (LiDAR)

Firethorn

Los Angeles C.C. North (LiDAR)

Myrtle Beach National-King's North

Chicago Golf Club

<https://golf.com/travel/courses/best-golf-courses-united-states-2024-2025/>

Teams: The first teams to register for the nightly league will get entered. 2 players per team. Fall League teams will get a guaranteed spot in the Winter League & a 10% discount.

Fee: \$39/week, \$468 for the 12 week session. For the weekly payment plan, a credit card will be kept on file and will be charged at 9am on the day of the league.

Happy's House League Information & Rules

Returning player discount: Get the first week free if you played in any previous season (Fall 2023, Winter 2024, Fall 2024). \$39 value.

Format: 2 person teams play a 9-hole match. Teams will face off head to head in Match Play format against each other each week in a random round robin format. After week 9 we will sort teams into flights for the playoffs that will be held weeks 10, 11, 12. Playoffs (see below) will be flighted match play, with the winning team beating their opponent in the match.

Playoffs: Playoffs will be in weeks 10-12 of the league. These will be three, flighted, match play rounds based on your season points total. Flights will be four teams each (1-4, 5-8, 9-12, 13-16, 17-20, 21-24). Prizes of equal value will be awarded to the winning teams of each flight.

- If there is a tie at the end of the flight playoff, the tiebreakers will go as follows:
 - Head to head matchup during flight play (winner of head to head will win tiebreaker)
 - Most net eagles in the most recent round
 - Most net birdies in the most recent round
 - Most net pars in the most recent round.

Scoring: Scores will be tallied weekly, and points will be awarded based on team net scores against your opponent on each hole and for the match overall. There will be 10 points awarded for each round.

- 1 point for a hole win
- ½ a point for a hole tie
- 0 points for a hole loss
- 1 point will also be awarded for overall match win (this can also be a tie, in which a .5 point will be awarded to each team)

Points are awarded based on the **team's combined net score on each hole**.

Example: On the first hole, Team A net scores a 3 and 4 (7 total), Team B net scores a 4 and 4 (8 total). Team A wins the point for the hole. If at the end of the round, Team A has 5 points, and Team B has 4 points, Team A will also be awarded a point for the match "win".

Handicap: The first week, a player's handicap is based off of the handicap submitted during registration & their score from their first round. Going forward, their handicap is instantly calculated every week based on their score. All scoring will be based off of net score. Max handicap for all leagues is 18 for 9 holes.

Schedule:

- This session will begin on the week of 1/13/2025 and will end on 4/2/25.
- Dynamic Scheduling: You and your partner will select the time slot that works best for YOU. This must be between Monday and Thursday. You will commit to that time slot for the full session. See below for reschedule policy.
- Preferred time slots: Mon-Thu: Anytime before 3:30pm, 4:15-5:30pm, 5:30-7pm, 7-8:30pm, or 8:30-10pm.

Happy's House League Information & Rules

Time: League play will give you 1.5 hours to complete 9 holes. In order to keep pace, we recommend that your playing partner is stationed at the computer to help you aim, make adjustments, and ensure pace of play.

Subs: If one player cannot make it, you are allowed to bring in a sub. A sub cannot play in a playoff round. A sub's score will be based on their estimated verbal handicap. If a sub cannot be found we will implement a net double bogey score for each hole for the player who did not play.

Reschedule: If you and your partner cannot make it, you CAN reschedule to a different day during the week of play. This round must be completed before Friday at 10pm of the current league week. This is based on availability and is no extra charge to reschedule. This being said, do not abuse this luxury - we hope you will choose to play on your scheduled league night when possible.

Gameplay:

PUTTING: We WILL be putting - we will be using the "Gimme" system on the TGC2019 software. This means if you are on the green you will have to putt until you get the ball within 6 feet of the hole. If you putt within 6 feet you will receive a gimme 1 putt.

OUT OF BOUNDS/PENALTY: TGC2019 will drop your ball according to the rules of the system. This means if you hit directly into the water off of the tee box, you will drop back onto the tee box. Red zones are marked on each course to signify the out of bounds areas. These will result in an auto drop where the ball entered OR back to where the ball was hit from.

DECLARE UNPLAYABLE: if the ball is in a glitch location, or is in an area that is inescapable, we will allow the ball to be dropped backwards on a line from the spot. Please ask the Caddy on site to assist with this.

MAX SCORE: We will be playing with a double par max (gross), if you are beyond this, please select "concede hole" from the start menu to allow for quicker play.

Rules: 1) No mulligans are allowed. 2) Unless on the tee box, hitting off of a tee is not permitted. 3) Physical interference with a player or a player's swing will not be tolerated and will result in a mulligan. 4) If a shot is not recorded by the simulator, it does not count as a stroke.

Rules: Happy's has the right to change or adjust the rules as needed to create a better experience for the league participants.