

Tuesday League Scoring, Games, and Tie Breaker Policies – 2019

Filling out the score sheets and posting scores

When you complete your Tuesday league rounds you will find scoresheets on the table that have been prepared in advance for each round robin bracket. Gold Division sheets will be printed on yellow paper, White Division on white. By way of example, if you are in Round Robin 1K, the two matches for Round Robin 1K will be on the same sheet. One match will end about 10 minutes before the other, so players competing in the first match are encouraged to complete the score sheet as soon as possible so you're ready to pass it along to the players competing in the second match when they arrive.

The lower numbered team will always be listed first. Write the first AND last name of your lower handicapped player in as Match One, and the higher handicapped player in as Match Two. You'll note that rows for Match One on every score sheet are printed in clear form, while the rows for Match Two in all cases will be shaded. This will help you distinguish which players were competing in a head-to-head match (clear plays clear/shaded plays shaded)

Enter the gross scores by hole, total the gross and net 9-hole scores for each player, and total the individual points earned by each player. Add the individual totals of the two partners and place the team total in the appropriate box. Finally, ensure that all four players have initialed the score sheet, thus validating that all players are in agreement with the final totals.

Once the scoresheet is completed for both matches, place both your signed score cards, and the round robin bracket score sheets in the black basket on the table. Your league co-directors will take it from there.

Finally, honest handicaps are vital to the integrity of our league. Enter your scores.

Maintaining and interpreting the results board

For consistency, your league directors will maintain the big results board, enter the match scores, update totals, and post season long points at the conclusion of each series of rounds robin. The round robin results sheets will show your team number, and ultimately the number of Dwan Match Points your team earned in the matches that were played in that round robin. The date of each match appears at the top. The two teams that are shaded play each other, and the two teams that are clear play each other, so it's easy to see who played who and the result. At the conclusion of each 3-week round robin bracket sequence, Season long Points will be calculated for each bracket and appear in the far right hand column. Season Points determine who makes the playoffs and playoff seeds.

Games – Skins, Proximity, Acey/Duecy:

For a modest weekly investment, all players are encouraged to participate in the optional games. The cost is \$1.00 per week per game.

To enter any of the three games outlined below, you will find a sign up sheet at the right end of the long table. The divisions are easy to identify, yellow for Gold, and white for White. There are separate games and payouts for skins and proximity games in the Gold and White divisions, making the competition as fair and equitable as possible. If you're in the White division you're only competing for skins and closest to the pin against other White division players. Note that both divisions are eligible for the same Acey/Duecy payout (see below).

Sign the entry sheet with your name, and check the appropriate boxes to indicate which games you are entering. You may enter any single game, or combination of the three games. Next, place the appropriate sum of money in one of the coin envelopes and write your name on the envelope. Insert the envelope into the red strong box.

Winners will be paid in cash the following week, and if you've won, your money will be in a large envelope with your name on it placed near the sign-up.

Skins Game – skins are won by the player who has the actual lowest gross score on a hole that is not tied by another player. A tie for the lowest gross score on a hole between two or more players cancels out that hole. The total money wagered for skins in your division is divided equally among the players who win skins. For example if \$24 is wagered on skins within a Division and there are three skins, each of those skins would pay \$8 to the winning players.

Proximity – also commonly called “closest to the pin:” Each week, two of the par 3's on both the front and back nines will be declared eligible proximity holes. The object is to be the player whose tee shot on those par 3's is the closest to the hole for that round. So there are generally two winning players each week on each nine, and they split the total amount of money wagered on proximity for that particular nine, front or back. Of course, one player could potentially have the proximity on both designated par 3's. Somewhere along the edge of the green for holes designated you will find a standard that includes a place to record your name, and a tape measure to calculate the distance between the nearest edge of the hole, and front of your ball as it came to rest. If you have the closest shot to that point, write your name and the distance in feet and inches, such as 4' 9", or 11' 3". Do not simply write a number like 226. We won't know if you mean 226 inches or 22 feet 6 inches. Be clear about the distance.

The Proximity game will usually be on holes #4 and #8 on the front and #11 and #18 on the back, but occasionally on certain weeks expect us to use holes #6 or #15 for variety.

Acey/Deucey - Every player has the potential to hit that one “shot of a lifetime.” Acey/Deucey is a game that rewards a player who makes a hole in one on any hole, or a 2 on a par four or five. We do not reward a 3 on a par five. Acey/Deucey is a combined pot for both Gold and White divisions. You must be “in the game” for that week to be eligible. The winning pot for Acey/Deucey accumulates until we have a winner. If no one wins in a given week, the total amount carries over week to week until we have a winner. Last year, a Tuesday league B-division player won a pot worth very nearly \$500. You will find a green sheet near the sign-up sheet that will indicate the carry over amount in the acey/deucey pot. When the amount reaches \$500, it is capped until someone wins, but additional wagers continue to accumulate to seed the next acey/deucey pot.

Payouts and Playoffs:

- With 5 rounds robin and 48 teams, there will be 60 round robin winners. Because the money is being distributed more broadly to a greater number of teams, payouts for winning round robins will be modest. For this reason, only one team in each round robin will receive that payout, and should there be a tie, the tie-breaker system outlined further below applies
- In each division, the top 8 teams based on Season Points advance to the playoffs. All other teams will play in consolation best ball events in Weeks 17-18.

Payout Schedule:

Writing out the payout certificates is a big job (thanks Terry Langness), and for that reason is done at three intervals during the season: after Round Robin 3, after Round Robin 5, and after the season ending playoffs. Your payoffs will be accumulated through those periods, and payed to you in one summary certificate redeemable at Dwan or several other outlets. The final total budget for payouts will be determined by early June or sooner.

Round Robin Tie-breaker Criteria to determine which team wins the single payout:

1. The winner of the head-to-head team match between the teams tied.
2. The best won-lost record for the round robin among the teams tied.
3. The most points scored by the lowest handicapped player in the head-to-head match
4. Cumulative points scored by the lowest handicapped player in the RR matches
5. The team scoring the most net par or better hole scores over the course of the matches in that round robin bracket. (We save the cards to calculate this, if needed)
6. Coin flip (hopefully we never need to use this).

Season Points Tie-breaker Criteria to determine playoff seedings:

1. The result of the head-to-head match between the teams tied, if they played each other
2. Cumulative Dwan Match Points for the entire season
3. Total matches won-lost record for the teams tied.
4. Total Dwan Match Points for the lowest handicapped player in all matches played
5. The dreaded coin flip.