## 2018 MEN'S TWILIGHT LEAGUE

The 2018 Men's Twilight League will start on Tuesday May 1, 2018, and will run for seven (7) consecutive weeks through Tuesday, June 12, 2018. The Twilight League will begin at 3:00 p.m. every Tuesday afternoon and run until 6:00 p.m. The league will consist of 9-hole matches and will utilize both the front nine and the back nine. This means that tee access will be closed to nonTwilight League golfers from the hours of 3:00 to 6:00 p.m. every Tuesday. The final League Night will be a shotgun at 4:00 p.m. with an awards banquet to follow.

The Twilight League will consist of eight 10-man teams with one captain on each team. The captain will be responsible for making sure that all of the matches are played each week. Players 1-2 from each team will play the black tees, players $3-4$ will play the blue tees and players $5-10$ will play the white tees.

All matches played will be match play. The matches will be one player vs. one player matches. Example: Player 1 from team 7 would play Player 1 from team 8 if that was that week's set matchup. Teams will alternate from the front nine to the back nine on a week-to-week basis.

The scoring will work as follows: There will be a total of three points to be won per foursome. One point will be awarded to the winner of the individual match (ex. Player 1 vs. Player 1). One point will also be awarded for the result of the team match (ex. Player 1 and Player 2 vs. Player 1 and Player 2 from the opposing team). One and a half ( $1 \frac{1}{2}$ ) points (the maximum a player can win) will be awarded if both players win their individual matches and their team match. One and a quarter ( $1 \frac{1}{4}$ ) points will be awarded if both players win their individual match, but halve the team match. One point will be awarded for an individual win, but a team loss. At the conclusion of the seven-week period, the team that has collected the most points will be determined the winner.

In the event of a player substitution 9-hole handicaps will be used to determine the stroke differential between opponents.

It is the absent player's responsibility to find a replacement for the match he misses and inform the captain of his absence.

