

Valley of the Eagles Summer League Rule Sheet & Format

Format

- Total cost is \$280. \$25 a week, plus a 50\$ league fee (Tax Inclusive)
- 10 Rounds, every Wednesday, 4:30 PM to 6:00 PM starting May 6th
 - 5/6, 5/13, 5/20, 5/27, 6/3, 6/10, 6/17, 6/24, 7/1, 7/8
 - 10 Week fall season extension if players are interested
- Players will play one 9-hole round per week that should take about 2 to 3 hours
 - Substitutes are welcomed to fill in for league members when unable to attend
- **Tee times are required for all league play, Teams are assigned a fixed tee time**
 - Teams are assigned a fixed tee time that suits each team's schedule. Tee time requests are made on first come, first serve basis.

Scoring & Flights

- Best ball format, points system, team vs flight each week
- Best ball format - out of you and your partner's scores, I will take the best score for each hole and the worst 2 holes are dropped
- No handicaps, triple bogey maximum
- You are required to write your name and final score down on a scorecard otherwise your score will not be accepted
- No Mulligans will be permitted at any time
- Preferred lies. You are allowed to improve your lie without penalty
- USGA rules of golf practiced were applicable
- Flights will be established based on combine age of the players
 - 40 players=20 Teams, 2 Flights with 10 teams in each flight.
- Seniors and ladies have the option to play gold or green tees, everyone else plays from the white tee box. Players have the option to play the further back blue tees

Place	Points Awarded
1	100
2	90
3	85
4	80
5	75
6	70
7 -10	65

Prizes

- Top 3 from each flight will receive prizes
- Weekly \$5 cash game like skins, closest to the pin, etc.
- Grand prizes for each flight (Golf shop merchandise, gift cards, and golf)
- Prize pool will vary **depending on player amount**

Please call the golf shop at (440) 365 - 1411 or email james@valleyeagles.com with any questions.

League rules are subject to change and final decision will be made by Valley of the Eagles Management