

2024 Men's League
The Who, What, When, and How of the League

Who You Need To Know

Men's League Coordinators – Dave Ferneyhough & Amber Moran

Your league coordinator(s) will be the key contact for all communication throughout the league. If you have questions or concerns or need to change/cancel/adjust your tee time, they are the first people you should reach out to! In addition to handling all the paperwork, your league coordinators will manage and arrange all the on-course games, player scoring, handicapping, and of course the prizing! You can easily reach your league coordinator by email at league@merryhillgolf.com or by calling the clubhouse at **519-648-2831**.

The rest of our management team is excited to welcome you to the course! If there is anything we can do to make your experience better at Merry-Hill Golf Club, we encourage you to reach out to us!

- Clubhouse Manager – Abbey Steers | manager@merryhillgolf.com
- Clubhouse Supervisor - Amber Moran | info@merryhillgolf.com
- Golf Course Superintendent – Kevin Brohman | kevin@merryhillgolf.com
- Director of Golf – Carly Peister | carly@merryhillgolf.com

Team Captains

Dave Ferneyhough - ferneyo@rogers.com

Matt Stagg - mattrstagg@hotmail.com

Gary Simons - gcsimonshistory@gmail.com

Terry Ham - terrancehamm71@gmail.com

Nick Michaels - nick@regionalair.ca

Rob Homuth - rob.homuth@gmail.com

Dave Dunbar - davedunbar51@gmail.com

Frank Schmidt - frankwynn.schmidt@gmail.com

What Are The Duties of Your Team Captain???

Captains will be responsible for drafting a team. The draft will take place before orientation, where all captains will be provided with a list of all league players, their 2023 statistics (if they participated in the league), and contact information. After the draft is complete the team captain's duties will be:

1. To encourage participation and engagement among the teams
2. To heckle other players when heckling is appropriate!
3. To communicate regularly with their teammates regarding upcoming games, clubhouse specials, and changes to the league, and to act as a liaison between the Club and Men's League Players
4. Assist in answering questions regarding the league

What You Need To Know

The orientation night will be held on Sunday, April 7th at 5:00 pm. This orientation is mandatory for all men's league players. The purpose of the orientation is to allow league players to meet and greet with their teammates, league coordinators, and all the people involved with the league organization. You will also have a chance to pick a team name, win a door prize, listen to the organizers explain the expectations of the league, and have a Q&A opportunity.

League play begins on Monday, April 29th, for 20 weeks, with play continuing weekly until Monday, September 9th. League play is offered on all holiday Mondays with a slightly increased fee. **Holiday rates apply on May 20, July 1, August 5, and September 2.** If you do not wish to play on these days, it is your responsibility to cancel your tee time. You will receive 30% off with the League Club Card discount. The league will conclude on Monday, September 16th with the closing event (*additional fees required*). This is a shotgun-style tournament in the evening with food, games, prizes, and fundraising for junior golf programs at Merry-Hill Golf Club. More details regarding this event will be provided to you in August.

Your league registration fee is \$120.00 plus HST. This includes the following:

- \$35.00 Club Card Purchase
- \$10.00 junior golf donation
- \$40.00 prize fund contribution
- \$35.00 league organization fee

Weekly green fees are required in addition to the league registration fee.

As a Men's League Member, you will receive the following:

- Guaranteed season-long tee times being offered between 7:30 - 10:30 am, and afternoon tee times from 3:30 - 5:30 pm
 - *Tee times are assigned to your group via a lottery system each week.*
- Handicap tracking & league organization
- Weekly games & events with great Molson prizes!
- Weekly Molson Monday drink specials in the Bistro
- Optional entry into weekly 50/50 draws and a mulligan purchase (max 1 per round), with proceeds supporting junior golf programs at Merry-Hill Golf Club

Your 2024 Club Card provides you with the following benefits:

- 30% discount on green fees during designated league tee times, and a 25% discount on golf outside of league tee times
- 25% discount on power cart rentals
- 10% discount on golf shop merchandise
- 10% discount on non-alcoholic food & beverage purchases
- Optional PrePaid account for fast, contactless purchases anywhere on the golf course

Tee Times: Assignments, Cancellations, and Changes

- **Assignment:** Our goal is to assign season-long tee times to each group via a lottery system based on your registration requests. Every effort will be made to satisfy these requests.

- The League Coordinators will attempt to pair all golfers into foursomes with other League Players for those not already part of a foursome.
- An email will be sent out to notify you about a change in your tee time.
- **Cancellations:** We have a 48-hour cancellation policy, please follow it. Call **519-648-2831** and speak with either the league coordinator or the Golf Shop staff.
 - No-shows will be charged \$20.00 HST.
 - If you cannot attend your tee time, a “replacement” player should be sent in your place such that the position has been filled by a golfer with or without a Club Card. This negates any no-show fee from being charged. This replacement player will pay the same rate as a Men’s League player, whether or not they have a Club Card.
- **Changes:** We reserve the right to adjust your tee time by 30 minutes, and will only do so to reduce the chances of public golfers playing within designated men’s league times. The more players that participate regularly in the league, the less movement in tee times will occur. **Please note that based on daylight restrictions in the spring and fall, your tee time will adjust accordingly to our tee sheet availability.**
 - Any unreserved league times will be released to the general public at 11:00 am the Friday before league play.
 - If you are missing a player(s) from your regular group, and you have not found a replacement player, the Golf Shop will attempt to pair all golfers into foursomes with other League Players
 - An email will be sent out to players whose tee time is adjusted for any reason - rain, fog, frost, participation, etc. Please check your email regularly and make sure that Merry-Hill is an added contact in your email so that our communication doesn’t go into your junk mail.

Green Fees 2024

As a Men’s League player, your Club Card will provide you with a 30% discount on green fees during designated league tee times. It will also provide you with a 25% discount on power cart rentals during league play, and a 25% discount on green fees and power cart rentals outside of league tee times.

All golfers must check in at the golf shop each week. You may opt to save a credit card to your account for quick and easy check-in procedures.

Men’s League 18-hole green fee rate: \$35.00+ HST

Men’s League 18-hole Holiday Monday green fee rate: \$37.80 + HST

Men’s League 18-hole power cart rate: \$16.50 + HST

League Rain Check Policy

Green Fees paid during league play are subject to a 30% discount, and therefore, rain checks issued for League Play can only be redeemed during League Play. Your league rain check will have a 2-month expiration date. If you need to extend this due to a holiday absence, please speak with the Clubhouse Manager. Golf Shop staff do not have the authority to extend rain check expiration dates.

Junior Golf Fundraising

The Men's League supports our junior golf programs here at Merry-Hill Golf Club. The money we raise goes directly to the junior golfers who play here – Your support each week through the 50/50 draws, mulligans, and your registration fee has a huge impact on growing the game and supporting local kids. On behalf of the entire Merry-Hill team, thank you for your participation and continued support. You can purchase your 50/50 tickets and mulligans in the golf shop when you check in for your round.

50/50 Tickets: \$2 for 1 or \$5 for 3. Mulligans can be purchased for \$2, with a maximum of 1 mulligans per round.

Your winnings will be automatically added to your PrePaid account to use for any purchase at the Golf Club.

When Does the League Begin and End: Important Dates

Orientation Date: Sunday, April 7 from 5:00 – 6:30 pm

First League Day: Monday, April 29 (weather permitting)

Year-End Closing Tournament: Monday, September 16 at 5:00 pm, 9-hole shotgun, group format TBD.

Weekly Games

April 29	One Club Challenge (back 9)	July 15	Longest Par Streak (Net or gross?)
May 6	Longest Drive - All Ages	July 22	Minute to Win It Putting Challenge
May 13	Closest to the Keg	July 29	Closest to the Keg
May 20	Hole of Fortune	August 5	Closest to the Pin
May 27	First to the Green	August 12	Fewest Putts
June 3	Minute to Win It Chipping Challenge	August 19	Random Club Challenge
June 10	Closest to the Pin	August 26	Lowest Net Score
June 17	Fewest Putts	September 2	Putt Poker
June 24	Lowest Net Score	September 9	Longest Drive Age 55+
July 1	Longest Drive with a Hockey Stick	September 16	Year End Event!
July 8	Hole of Fortune		

Other options:

- **traveler ball:** each foursome starts with one distinct ball (provide a sports ball to each group). This ball rotates among players from hole to hole, and the score of the traveler ball is recorded for each hole (as well as everyone's individual scores), and marked to stand out on the scorecard. Once the ball is lost, its score is no longer counted. Replace the traveler ball with a regular ball and continue to play the round. The team with the

lowest score on the traveler ball (or the team that makes it the furthest with the traveler ball) wins the game

- **barkies:** mark your scorecards when you hit into the trees and make a par. The person with the most barkies wins
- **bingo, bango, bongo:** 1 point is awarded for each of the following on each hole: the first ball on the green (bingo), closest to the pin once everyone is on the green (bango) and longest putt sunk (bongo)
- **alternate shot on the back nine:** choose a partner and pick 1 ball. Partner A tees off on even holes and Partner B tees off on odd holes. Alternate your shots until the ball is holed out. Play this format on your back 9 for fun!
- **bloodsome scramble:** each player tees off and then as a group, you select the worst drive. Everyone is to play their second shot from that location then continue on regularly until you've holed out. Play this format on your back 9 for fun!
- **tombstone:** at check-in you will receive a flag that has a number written on it, which is based on your handicap, for example 36. Once you have hit that shot, place your flag in the group at that location, which should be on your first 9 holes. If you finish your 9 holes without reaching the number on your flag, congratulations you shot under your handicap! Place your flag on the big practice green. The flag that makes it the furthest in the round will be the winner (a random draw will take place upon a tie)

How Does The League Run?

We ask that each group hands in their scorecard after the front 9 so the scores can be imputed and displayed in the clubhouse. We invite you all to join us for Molson Monday's after your round and watch the scores come in to see where your team stands for the week.

Before orientation night, Team Captains will complete a Player Draft based on last year's statistics. All new league members will start with an 18 handicap, and 2023 league members will carry over their existing handicap from last season. Over the first 3 weeks, this handicap will adjust appropriately- however, this means that captains drafting new league members will be picking *blind!* After the draft is complete, you will have a chance to meet your team during Orientation where you'll be asked to pick a team name for the season and exchange contact information with your Captains

Each week teams will compete against each other for points in a FedEx-style points race. The best 6 low net scores as well as the best 2 low gross scores from your front nine will be added together for a total team score. The team with the lowest score will win the match, receiving 20 points, second place will receive 18 points, third place 16 points, and so on. Additional points are handed out for each participating teammate - *a reason for captains to encourage their teammates to come and play each week!* Each team must have a minimum of 8 players out each week for a team score to count!

In the last 3 weeks of the league, you will enter play-off mode. For these three weeks, all teams will enter into a playoff bracket and compete for the title of Men's League Champion! *All teams will have a fair chance to win as season-long points do not impact the play-off mode.* At the end of the playoffs, we will have our League Champions!

To maintain your interest in the League, we are using SMART golf league software. This program will track your handicap, indicate the weekly on-course games, calculate team points, and take you into play-off mode at the end of the season.

We encourage you to access the league manager website frequently and read the weekly email sent to you by your coordinators.

In addition to the team scoring, there are weekly games and prizes - whether it is closest to the pin, a group scramble, a tombstone, etc. Any game that affects your scoring potential (i.e. scramble) will be optional and is recommended to be played on your back nine.

League Expectations

When you become a Men's League Member we expect you to come and have fun at the golf club as often as possible! If you are unable to make your regular round of golf, we do expect you to find a replacement player to fill your spot!

The length of time it should take a group of four to play 18 holes at Merry-Hill Golf Club is between 3.5 – 4 hours. Please do your best to stay within that pace of play.

To ensure everyone enjoys their round of golf please follow these rules:

1. Gimmes are not to be given out during league play. Every putt should drop in the cup.
2. Play ready golf – whoever is ready to hit, should hit!
3. Once everyone has hit their shots, please walk/drive directly to your ball and hit when ready to keep up the pace of play
4. **Replace divots in the fairways and fix ball marks on the greens**
5. It is recommended that if you shoot double par, please pick up your ball. If you wish, you may finish out the hole on the green
6. A maximum of 2 warnings will be given to a group and/or player for slow play. If your pace of play does not improve, you will be asked to play in the later tee times.
 - a. If you are playing in a cart, please be aware of your pace of play – please don't push the group in front of you if there is nowhere to go. Enjoy your time on the golf course and slow down!