Players and Subs,

I case you have not studied our league rules, I wanted to clarify a couple of things.

No Shows:

•If a regular player does not show up for their match and fails to request a sub <u>at least 24 hours</u> prior to their scheduled match, the player must forfeit the match. The opponent gets 2 points if they complete the match and turn in the score card.
•If a regular player needs a sub <u>within 24 hours</u> of their match, they need to make their own calls for the sub and if they are not successful, they must call their opponent prior to the starting time and the opponent will play the Ghost for that Flight. The opponent should write "Ghost Sub" on the card so Tim knows how to score the match.
•The same is true if a sub who committed to play but fails to show up for the match. The regular player must play the Ghost and turn in the score card.
•If a regular player is scheduled to play the Ghost, they must show up and play their match. Otherwise, they will forfeit the match.

Substitutes:

•Know what Flight a regular player is in before agreeing to sub for them. If you have an 18 handicap, you may not enjoy playing with someone with a 4 handicap as will the regular player.
•Remember that a regular player does not give a sub more than one stroke per hole.
•It would be more beneficial if a player tries to get their own sub from the list that best matches their Flight handicaps. If unsuccessful, they can call their opponent and say they failed to find a sub and they should agree to play at an alternate time or that the opponent should proceed to play the Ghost.
•If a sub wants to play but feels over matched and no one else was available, they can play as a practice round and the regular player proceeds to play the Ghost.

We want to be "Beneficial to all Concerned" but we have to be considerate of the wishes of the players that show up so it **will** "Build Good Will and Better Friendships" and "That is the Truth" and **it is** "Fair to all concerned".

Jim Elter,
Golf League Co-Chair