



South Jersey Golf League

League Play & Monthly Tournament Structure

Everyone will play once a month with 1 or more players from the group (cannot play by yourself). The goal of this league is to play different courses with different golfers in a fun and somewhat competitive way.

We now operate as one unified league with two separate tournaments each month based on the current monthly points standings:

- Top half of players in the standings → A Tournament (higher points bracket)
- Bottom half of players in the standings → B Tournament (lower points bracket)

This split provides fairer competition each month against similar-level players, while keeping the league together overall.

How the Split Works

- After each month's tournament, standings are updated on the shared Google Sheet.
- The top 50% of active participants qualify for the A Tournament the following month; the bottom 50% go to the B Tournament.
- Placement is based on cumulative points from prior months (initial seeding for March).
- Everyone plays the same course and has the full month to complete their round.

Registration

- Each month, links/lists will be posted in WhatsApp labeled A Tournament and B Tournament.
- It is your responsibility to register for the correct one based on your current standings.

Points Awards (General Monthly Tournaments)

A Tournament (top half):

1st: 430 points

2nd: 420

3rd: 410

... decreasing by 10 points per place

B Tournament (bottom half):

1st: 370 points

2nd: 360

3rd: 350

... decreasing by 10 points per place

Important Note on June

The June event is a special Match Play Bracket Tournament at Golden Pheasant (detailed below). It uses separate bracket-based scoring (A–G brackets with proportional points) and does not follow the standard A/B monthly structure. See the dedicated sheet/handout for full June details. June scores still contribute to your overall handicap and season standings for the July split.

Handicap System

- Starts at 0 handicap.
- Handicap progresses as $\frac{3}{4}$ of your score over par (e.g., shoot 20 over → next handicap = 15).
- Builds throughout the season using your best scores (details per month below; drops bad rounds after enough play).
- Must play in at least 5 tournaments to qualify for the Championship in November at Riverwinds.

Monthly Schedule & Handicap Notes

March – Pitman Country Club: Everyone starts at 0 handicap (best score wins points).

April – Ballamor Country Club: Handicap = previous month's over-par $\times 0.75$.

May – Glen Mills Country Club: Handicap = average of first 2 rounds' over-par.

June – Golden Pheasant CC – Match Play Bracket Tournament: Special format (no handicap for bracket wins; gross match play on 6-hole segments). Counts toward overall handicap but uses separate bracket points (A–G). See separate sheet.

July – Valleybrook: Handicap = average of first 4 rounds' over-par $\times 0.75$.

August – Pinelands Major: Major month—points increased 50% (e.g., normal 300 → 450 for 1st). Winner receives green jacket. Normal handicap.

September – Running Deer: Handicap from best 5 scores over par.

October – Town & Country: Handicap from best 5 scores over par.

November – Riverwinds Championship: Stroke bonuses based on regular season points (top 4 get -4 strokes, top 5–8 get -3, etc.). Trophy for winner.

June Match Play Bracket Tournament at Golden Pheasant (replaces Mug Cup/team event)

- Special one-month bracket event divided into 7 brackets (A–G) by handicap.
- 18 holes split into three 6-hole match play rounds (lowest gross wins each segment).

- Advancement through winners'/losers' brackets with placement matches for 1st–8th per bracket.
- Separate points per bracket (A highest, scaling down to G; proportional percentages).
- Adds fun bracket competition without affecting normal monthly A/B structure.

Monthly Skins Game

\$20 per month you play (Venmo to Tyler Moser @T-Moser41). Modified skins: Must win a hole outright among all players in your group to claim it. Pot starts at \$240 (or more with rollovers). If multiple outright winners on a hole, split the pot. If no outright winner, rolls over. Paid via Venmo from Tyler Moser.

Season Costs & Payouts

- \$120 season fee (Venmo to Tyler Moser @T-Moser41).
- Monthly skins: \$20 per tournament played.
- Monthly payouts: \$50 for 1st and \$25 for 2nd in each tournament (A and B).
- End-of-season: 20% of total money to regular season standings (top 5 in each league). 60% to Championship top 10 (combined). Remainder for awards (trophy, green jacket, operating costs). Final prize money announced after first month.

Match Play Tournament in June

- SJGL June Match Play Bracket Tournament at Golden Pheasant
 - Concept Overview
 - Special match play bracket tournament during the regular June monthly event at Golden Pheasant.
 - No physical head-to-head—everyone plays their normal 18-hole round.
 - Advancement based on lowest gross score on each 6-hole segment (match play style).

- Awards champion + places 2–8 in each bracket; full round still counts for monthly standings, skins, handicaps, etc.

- Bracket Setup

- Up to 56 players seeded into 7 brackets of 8 (A–G) by current handicaps (lowest = strongest).
 - A Tournament: Top 8 lowest handicaps.
 - B Tournament: Ranks 9–16.
 - C Tournament: 17–24.
 - D Tournament: 25–32.
 - E Tournament: 33–40.
 - F Tournament: 41–48.
 - G Tournament 49–56 (highest handicaps).
 - Brackets locked at start of June.

- Tournament Structure & Hole Breakdown**

- 18 holes split into three match play rounds:

- Round 1: Holes 1–6 → Opening matches

- Winner = lowest gross on 1–6. Loser to losers' bracket.

- Round 2: Holes 7–12 → Winners' semi-finals + Losers' bracket round

- Winners' side: Lowest gross on 7–12 to finals.

- Losers' side: Round 1 losers compete; double-losers eliminated from top placements.

- Round 3: Holes 13–18 → Finals & placement matches

- Championship: Lowest gross = 1st.
- 3rd/4th, 5th/6th, 7th/8th matches as appropriate.
 - 0–2 record = outside top 8 in bracket.

- Scoring & Advancement Rules
- Lowest gross score wins each 6-hole match (no handicap adjustment for bracket wins).
 - Submit full 18-hole score normally in the app.
- Admin tracks segment gross scores (1–6, 7–12, 13–18) for bracket progression.
- Tiebreakers (per segment, in order)
 - Lowest gross on last hole of segment (6, 12, or 18).
 - Lowest gross on second-to-last hole, backward.
 - Random draw/coin flip if needed.

Points Awards (per bracket)

Final placement (1st–8th) within each bracket uses the same percentage scaling (100%, 87.5%, 75%, 62.5%, 50%, 37.5%, 25%, 12.5%) applied to the bracket's 1st-place value:

- A Tournament (top bracket):
 - 1st: 400
 - 2nd: 350
 - 3rd: 300
 - 4th: 250
 - 5th: 200
 - 6th: 150
 - 7th: 100
 - 8th: 50
- (Total: 1,800 points)

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- B Tournament:
- 1st: 390
- 2nd: 341
- 3rd: 292
- 4th: 244
- 5th: 195
- 6th: 146
- 7th: 98
- 8th: 49
- (Total: 1,755 points)

- C Tournament:
- 1st: 380
- 2nd: 332
- 3rd: 285
- 4th: 238
- 5th: 190
- 6th: 142
- 7th: 95
- 8th: 48
- (Total: 1,710 points)

- D Tournament:
- 1st: 370
- 2nd: 324
- 3rd: 278
- 4th: 231
- 5th: 185
- 6th: 139
- 7th: 92
- 8th: 46
- (Total: 1,665 points)

- E Tournament:
- 1st: 360
- 2nd: 315
- 3rd: 270
- 4th: 225
- 5th: 180
- 6th: 135
- 7th: 90
- 8th: 45
- (Total: 1,620 points)

- F Tournament:
- 1st: 350
- 2nd: 306
- 3rd: 262
- 4th: 219
- 5th: 175
- 6th: 131
- 7th: 88
- 8th: 44
- (Total: 1,575 points)

- G Tournament (bottom bracket):
- 1st: 340
- 2nd: 298
- 3rd: 255
- 4th: 212
- 5th: 170
- 6th: 128
- 7th: 85
- 8th: 42
- (Total: 1,530 points)

Logistics Notes

- Brackets, opponents, and full point details shared via WhatsApp or Google Sheet before the event.
- Play your normal round at Golden Pheasant—focus on low gross in each block!
 - Admin (Brian/Tyler/etc.) posts bracket updates after scores are submitted.
- This adds an exciting bracket layer on top of the regular monthly competition.

This setup keeps everything proportional and fair across brackets. If you'd like to adjust rounding (e.g., force even numbers or tweak totals), add prize money tied to these points, or include a sample bracket graphic idea, let me know. Ready to roll for June—should be a fun twist! 🚩

Basic Rules of Play

- Play from middle (white) tees unless noted.
- Play the ball as it lies.
- Max score per hole: 10.
- No mulligans.
- If ball on roots/rocks, move to safe spot without improving lie excessively.
- Water/OB: Drop at nearest point in bounds.
- Have fun—don't take it too seriously!

App & Scoring

Download the Leaderboard app. Record and submit all scores there (rolling handicap + skins tracking). Skins are gross (non-handicapped).

We hope to make this season flexible, fun, and competitive. Questions? Reach out in the group chat. Let's get out and play!

Text:

Brian at 609-287-3410

Tyler at 267-371-2299

Mark at 856-906-8063