

## RULES FOR THE WEDNESDAY NIGHT GOLF LEAGUE

1. All games need to be played head-to-head, if you cannot golf on Wednesday you must get in touch with the other team you are scheduled to play & either arrange to golf before the following Wednesday so can keep the standings updated.
2. You need to find your own sub. If there is an emergency you need to call either Gary or the league secretary so we can try to get a sub for you. In emergency if no sub can be found you will play for points against both players of the other team. You will only win totals against your opponent.
3. You will be playing for a total of 20 points per match, 2 per hole & 2 for totals.
4. If you cannot get a sub you will play against both players of the other team. You can only win totals against your opponent. If neither player shows you will get the following points for your net score: +4=6 pts, +3=7 pts, +2=8 pts, +1=9 pts, par=10 pts, -1=11 pts, -2=12 pts, -3=13 pts, -4=14 pts, -5=15 pts, -6=16 pts, -7=17 pts, -8=18 pts.
5. If you leave early & do not finish your match you will receive a P (10 strokes) for the remaining holes.
6. Any problems with another golfer or with questions about play on the course see Gary or the League Secretary right away.
7. Players will play from the Blue tees on both sides. If you are 65 or older at the start of the league you may move up to the Black tees.
8. Player must pick up after 9 shots & score a "P". A "P" is equal to 10 strokes.
9. Scoring a "P" on a hole cannot win the hole; the only way to score points with a "P" is both players take a "P", resulting in a split hole, 1 point for each player.
10. Handicap will be scored by averaging the previous 6 scores but throwing out the highest & lowest scores. Handicap will be the same on the front & back. You will start the season with last season's ending handicap. Maximum handicap is 20 per side.
11. The lowest established handicap player will be the A player.
12. You may give your opponent a putt at your discretion. If your team is playing alone then all holes must be putted out.
13. Entry fee is \$30 per man which goes to a prize fund, prize money will be handed out on the last week of league. Will pay out 6 places.
14. If there is a tie for League champs it will be considered co-champs & prize money for those spots will be split evenly.
15. Last position round will be used as that & not a rain out date.
16. We will have \$60 skins game, fund to be split among all skins. If no skins we will have 3 drawing after play the last night. If not present have a team member come in & draw for you.
17. Rain outs
  - a. League will be counted if all teams complete at least 5 holes. No rain checks after 5 holes.
  - b. League will count the points for equal number of holes played by all teams.
  - c. Scores will not go toward handicap.
  - d. If the courses blows the horn, you may finish that hole if both teams agree, but then you need to come in. If caught on courses for shelter just call the course.
  - e. If teams continue to play after horn is blown the golf course will not give any rain checks to the league.
18. Scramble entry fee will be \$20 (\$15 for prize & \$5 for skins).
19. If no skins we will draw 3 winners.
20. Team captain will draft his team.
21. If there is a tie for the scramble those teams will split the prize money for those positions.
22. League committee consists of Mike Kramer, Gary Dues, Flappy Barhorst, John Blair, Doug Thomas.

## SOME GOLF RULES

23. All golfers are to repair their divots on the greens & fairways and obey the rules of the golf course or they will lose the privilege of playing. Please observe golf etiquette.
24. We will follow USGA rules, they can be viewed @ [usga.org/rules](https://www.usga.org/rules) or can be downloaded to your phone "USGA rules of golf app. We will implement 2 local rules.
  - a. You are allowed to roll your ball up on the fairway or rough with your club, but not in a penalty area.
  - b. Out of bounds or lost ball.
25. Penalty Areas (are marked with red or yellow). Here are your options with 1 penalty stroke
  - a. Play as it lies (no penalty stroke)
  - b. Stroke & Distance (from where last played).
  - c. Back on Line (Point last crossed penalty area & the hole)
  - d. Lateral Relief if Red (drop within 2 club lengths where ball last crossed into penalty area).
  - e. Drop Zone (if available).
26. Unplayable Ball (can take anywhere on course unless in penalty area with 1 stroke penalty)
  - a. Stroke & Distance (from where last played).
  - b. Back on Line (Line through ball & the hole).
  - c. Lateral Relief (drop within 2 club lengths of ball).
  - d. In a Bunker (same as above but must stay in bunker).
    - i. If use back on line outside of bunker it is a 2-stroke penalty.
27. OB (are marked with white) & Lost Ball - Note you cannot pull an out of bounds stake to play a shot.
  - a. Stroke & Distance (from where last played). Consider playing a provisional ball.
  - b. Local Rule - player may drop a ball within 2 club lengths from the edge of fairway nearest to the point where the original ball went out of bounds or lost ball came to rest. This is a 2-stroke penalty.
28. Maintenance roads, cart paths, bridges, cemetery, & flower beds – free drop, no closer to the hole. Find nearest point of relief & drop within 1 club length.