

# TUESDAY NIGHT LADIES' LEAGUE RULES

2025 Season

## 1. General Information

**i** For all teams to finish before dusk and allow some comradery after golf, speed of play is essential on League Nights.

- League fee is \$50/player for a total of \$100/team. League fee paid to league administrator. Green fees are paid to the course for each week of golf.
- Shotgun start. Teams will head to their assigned holes prior to the league start time, play begins at exactly 5:45pm.
- Your team of two will be paired with another team each week to golf 9 holes. All attempts will be made to not duplicate pairings throughout the season.
- Please play "Ready Golf". Meaning if you and/or your partner are ready to hit, please do so. Make friends, enjoy conversation and laughs, but be aware that others may be waiting behind you to play.
- At the same time, be considerate of golfers in front of you. Do not hit if they are within range of your shot nor should you quick hit to hustle them along. Safety is key and no one loves golfing under pressure.
- If your team is unable to play on a given week, please let the league administrator know by the Sunday before league play so pairings can be rearranged. You have the option to make up your league play within that same week, but need to play the same 9-holes (i.e. front 9 or back 9). See handicap calculations for explanation of bonus points that will be forfeited playing on a non-league night.
- If one player is unable to play on a given week, try to find a substitute to take their place. Again, please send league administrator the substitute's name by the Sunday before league play so pairings can be assigned correctly. Team handicap will still be used.
- Weather delays will be communicated **via email and text** by 3:00pm the day of league.

## 2. Scramble Format

**i** Scramble means each team member tees off, the best shot is selected, the team plays their next shot (within one club length and the same cut of grass) from that location and repeats the shot selection process until the ball is holed.

- **No hole can be entirely played by one team member unless scoring under par on a par 3 ONLY.** Each hole must have 1 shot from each team member. If all shots are taken from a single team member, one additional stroke is added to the final hole score.
- If both team members hit the ball out of bounds in a:
  - White stake area: both players must re-tee off or hit from previous spot and add one stroke to the final hole score (original stroke also counts in final hole score).
    - Example 1: Player 1 hits out of bounds (white stake) on second shot playing hole 5, Player 2 hits out of bounds (white stake) on second shot playing hole 5. Both players must hit again from that same second shot spot and 1 stroke is added to their score. Now the team is hitting their 3<sup>rd</sup> shot from that same second shot spot.
  - Red stake area: retain distance and hit from point of entry to hazard, add one stroke to the final hole score
    - Example 2: Player 1 hits out of bounds (red stake) on first shot playing hole 8, Player 2 hits out of bounds (red stake) on first shot playing hole 8. The team can select the farthest hit ball out of bounds and drop a ball in play along the line of flight towards the hazard to play their second shot from and 1 stroke is added to their score. Now the team is hitting their 3<sup>rd</sup> shot from near the hazard area.
- "Gimme" putts. To help with speed of play, any putt that is within 3 feet (~length of a putter) does not need to be played. The "gimme" stroke is still added to the final hole score but the ball does not physically need to be holed.

### 3. Course Rules

**i** Please pay your green fees and cart fees (if needed) prior to checking in for league play. Punch cards are available.

- No driving carts in the long grass.
- All players play from the red tees.
- Please repair all divots in greens and replace grass on fairways.
- See scorecards for additional course rules.

### 4. Handicap Calculations

**i** The beauty of golf is that different skill levels can compete against each other using a handicap. A handicap tries to level the playing field by awarding strokes to players based on past performance.

- A basic formula using a rolling average of team's scores as compared to par will be used.
- "Equitable Stroke Control" will limit how many strokes a team can take on a hole to prevent them from artificially increasing their handicap and to help maintain pace of play. Maximum number of strokes on any given hole is 5 over par.
  - Example 1: Hole 1 is a par 5, but Team A has already hit 10 shots. They do not need to finish the hole but would write down a score of 10 on their scorecard.
  - Example 2: Hole 4 is a par 3, but Team B has already hit 8 shots. They do not need to finish the hole but would write down a score of 8 on their scorecard.
- All teams who play on league night (Tuesday) will receive an additional 3-stroke bonus (excluding the first week).
  - Example: Team A scores a 50 on the front 9 on the first week of golf, the front 9 par is 36. Their handicap for week 2 is 14 ( $50-36=14$ ). Team A scores a 53 on the back 9 on the second week of golf (they played on Tuesday league night), the back 9 par is 35. Their total score for week 2 is **39** ( $53-14=39$ ). **Their earned bonus points for those weeks is 6 ( $3+3=6$ ) and will be subtracted from their total score at the end of the year to give a final league score.**

### 5. Hole Games

**i** Each week there will be 2 prizes awarded for winners of the hole games per side, no extra fees to play.

- Each week the team playing first on the hole game will take the marker out with them. If you surpass the existing leader, it is as simple as writing your name next on the marker card. At the end of the evening, the team playing last on the hole game will bring the marker in. Winners will be posted the following week with hole prizes awarded with the next weeks score card distribution.
- Example Hole Games:
  - Longest Drive: must be in the fairway
  - **Closest Drive to 150 Marker: must be in the fairway**
  - **Shortest Drive: must be in the fairway**
  - Closest Second Shot
  - Closest Third Shot
  - Longest Putt: must be on the green

### 6. Snack Rotation

**i** Who doesn't love snacks?!!

- Rotation will start week 2 of league.
- 2-4 teams will be asked to volunteer for snacks each week. If you are unable to participate, please let me know ahead of time or find another team to swap weeks with.

- There will also be a potluck at the very end of the season for League Fun Night. More details to follow.