

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. Handicap will be based off the Blue tees unless both players are playing from 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 puttied out.
13. Entry fee is \$25 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. 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.
15. 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.
16. We will follow USGA rules, they can be viewed @ 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 – player may drop a ball anywhere between where the original ball was believed to come to rest (or went out of bounds) & just into the edge of the fairway, but no nearer the hole. The golfer takes a 2 stroke penalty & plays on instead of returning to the tee.
17. Penalty areas are marked with red or yellow. Out of bounds is marked with white.
18. League committee consists of Mike Kramer, Gary Dues, Flappy Barhorst, John Blair, Doug Thomas.
19. Scramble entry fee will be \$20 (\$15 for prize & \$5 for skins). If no skins we will draw 3 winners. Team captain will draft his team.