



TWILIGHT GOLF LEAGUE

STARTING

May 7, 2026

ABACOA GOLF CLUB

105 Barbados Dr.

561-622-0036

HANDICAPPING SCORES:

The following chart is based on the way the United States Golf Association (USGA) computes handicaps. They use 96% of the differential between the average scores and the course rating. This year, for Twilight Golf League purposes, we will average the best 3 out of 5 scores and consider the course rating to be 36 for 9 holes. This chart is to be used for obtaining handicaps of **new** players as described in this package.

34	-3	
35	-2	
36	-1	
37	0	55 - 18 strokes
38	- 1 stroke	56 - 19 strokes
39	- 2 strokes	57 - 20 strokes
40	- 3 strokes	58 - 21 strokes
41	- 4 strokes	59 - 22 strokes
42	- 5 strokes	60 - 23 strokes
43	- 6 strokes	61 - 24 strokes
44	- 7 strokes	62 - 24 strokes
45	- 8 strokes	63 - 25 strokes
46	- 9 strokes	64 - 26 strokes
47	- 10 strokes	65 - 27 strokes
48	- 11 strokes	66 - 28 strokes
49	- 12 strokes	67 - 29 strokes
50	- 13 strokes	68 - 30 strokes
51	- 14 strokes	69 - 31 strokes
52	- 15 strokes	70 - 32 strokes
53	- 16 strokes	71 - 33 strokes
54	- 17 strokes	72 - 34 strokes

HANDICAPPING

As this is a “seasoned” league, handicaps will be carried over from the previous year. For new players, initial handicap will be based on the score recorded on the first night of play.

For first new match: Use handicaps as shown in this package based upon your score the first night.

Balance of Matches: Handicaps will be adjusted weekly, based on the average score of previous rounds through 3 rounds and best 3 out of 5 thereafter, rounding down.

LEAGUE SCORING

Team scores will be computed on both MATCH AND MEDAL play as follows:

A. MATCH PLAY (By Holes).....Total Points -- 2
Each individual on team plays for 1 point

B. MEDAL PLAY (Net Total Score).....Total Points -- 1
Each twosome plays for 1 point

Total team points possible 3

EXAMPLES OF SCORING

Except for the first match, opposing players will be paired according to handicaps. (Example below: Players A & B paired with Y & Z)

Team No. 1				Team No. 2			
<u>SCORE</u>	<u>HDCP</u>	<u>NET</u>		<u>SCORE</u>	<u>HDCP</u>	<u>NET</u>	
Player A	43	6	37	Player Y	48	11	37
Player B	49	12	37	Player Z	50	13	37
	TOTAL		74		TOTAL		74

COMPUTING MEDAL PLAY POINTS

1. By twosomes: In earlier example, Players A & B with total of 74, split 1/2 point with Players Y & Z. (Total team points possible) -- 1 point.

COMPUTING MATCH PLAY POINTS

Each player on a team competes with a player from the opposing team. From the example, A plays Y, B plays Z.

Using players A and Y as examples, Y will receive 5 strokes from A – the difference in their handicaps. One each of Y's strokes will be applied to the five most difficult holes. If Y or A is at least one up at the end of 9 holes, he wins one point for his team. In the event of a tie at the end of 9 holes, 1/2 point will be awarded each player.

NOTES

1. Net scores are used in point scoring.
2. No score greater than twice par on any one hole will be recorded, however, play all holes out to completion to determine the outcome of that hole even if more than twice par is needed. Do not "pick-up" after twice par unless you are sure the outcome has been decided and additional strokes are not required. Any additional strokes required to determine the outcome of a hole are not carried forward and used in determining medal points. Only recorded scores are used for this purpose.
3. **It is the CAPTAIN'S RESPONSIBILITY to compute points, sign and attest regular score card, and post it on our knocktherock website, using the computer in the clubhouse immediately after your round.**

FLIGHTS

Because the league is so large, and to give teams a better opportunity to get into the season-ending playoffs, the league will be broken into two flights. The first 12 teams will be in the Palmer Flight and teams 13-24 will be in the Nicklaus Flight.

GOLF RULES AND ETIQUETTE--IN BRIEF

Local rules, then league rules are observed first. USGA Rules apply in all other cases.

Getting started:

1. Men--Tee off behind the **white markers**. Ladies--red markers. *Players 65 and older can opt to play from the senior (green) tees, but then have to do so for the entire year.*
2. The team with fewest combined strokes (gross) on the last hole played will tee off first on the next hole.

Inclement weather:

In the event of rain, every effort should be made to start a round, up to 5 p.m. (after that, there's no sense in starting play as there won't be enough light for teams to complete their rounds.) Golfers are encouraged to drive to course first to determine whether or not we play. Sometimes it could be raining at one place but not another. In addition, it could be raining at 3:30 p.m. but be beautiful by 4:00 p.m. The bottom line, teams will forfeit their match if majority of other teams compete and finish their rounds.

Once at the course, and if the pro determines the weather or course conditions unplayable, or if our designated weather captains determine the course to be unplayable, before we tee off, -- then all matches are cancelled. There are no make ups.

The following weather captains will determine whether or not matches will begin: **Vince Chillemi** (561-670-4870) and **Steve Dellapina** (561-596-5100).

If it rains, once play has begun, the majority of teams must complete (9) holes in League play for scores to be valid. It will be the responsibility of each team's captain to judge whether or not play can be resumed.

If teams elect to leave the course, but later learn that the majority of the other teams finished their matches, it will be those teams responsibility to make up the matches before the next round of play. (Remember, only one member needs to be present to represent a team.) Otherwise, your match will be forfeited.

For weather conditions at the course, call the Abacoa Golf Club at 561-622-0036.

Play of the Ball:

1. At no time shall you take such actions without the consent of the opposing player you are paired against. You may improve your lie on the fairway you are playing by moving the ball with the club head only; however, **not in another fairway or rough.**

2. You may move ball out of divot holes or footprints in the sandtrap. If there is water in the trap, you may move the ball from the water and replace in the trap, but not nearer the hole. Do so at no penalty only after getting agreement from opposing player.

3. In a hazard, don't touch the ground, sand, or water with your club at anytime before striking the ball. Doing so before intended swing with club will result in 1 stroke penalty.

4. To speed play, pick up after **double par on any hole** unless additional strokes are required to determine outcome of match point for the hole. Even if additional strokes are necessary, only record double par on the card.

5. It is not permissible to have branches, bushes, etc. held out of the way by another person while attempting to strike the ball, nor is it permissible to bend, break or pull out by hand these natural obstructions. (Penalty--1 stroke.)

6. If a person hits the wrong ball, (any ball not his own) a 1 stroke penalty will be levied. This penalty must be applied before determining winner of the hole. Ball is replaced and hit from original spot.

Lost -- Out of Bounds -- Water:

1. Lost Ball: If the ball cannot be found in a three minute time limit, drop ball within two club lengths of approximate area ball is lost, but no nearer hole. (Penalty--1 stroke.)

2. If a ball is in an area that is obviously not golf course property, i.e. out of bounds, construction site, across roadway, etc., there is a 1 stroke penalty for returning the ball to the golf course and continuing your play. **Ball must be dropped using line of flight as a guide.** Ball may **not** be dropped **parallel** from where the ball was found (See diagram #1). If it is questionable whether or

not the area is golf course property, return the ball to the course, without a penalty stroke. Your position should not be enhanced by moving your ball closer to the hole.

3. Water hazards: If a ball clears a water hazard, hits the bank, and rolls back down into the water and is unplayable, the player may take a two-club-length drop parallel from where the ball rolled back into the water. (See diagram #3) Drop the ball two club lengths from water hazard, but no nearer the hole. (Penalty--1 stroke.) At Abacoa, most of the hazards are unmarked with a red line, therefore, for simplicity in league play, the margin of the hazard is the grass above the water's edge. If the ball lands on the grass above the water's edge and then comes back into the water, it is deemed to have crossed the hazard.

4. If a ball enters a lateral water hazard which runs parallel to fairway, you must drop a new ball anywhere along the line of flight made from the point of land the ball last crossed before entering the lateral water hazard (See diagram #4). (Penalty --1 stroke.)

Unplayable Lies:

Drop the ball within two club lengths, not nearer the hole or any distance behind the unplayable spot. Penalty - 1 stroke.

Casual Water, Ground Under Repair:

You may drop away from casual water, ground under repair, or burrowing animal holes. No Penalty. Drop as near as possible, but no nearer the hole.

Putting Green:

1. You may lift and clean your ball on the green; replace it on the exact spot. Use coin/ball marker to mark location of ball.

2. Changing of ball permitted on greens only.

3. Everything must be putted in. ***However, you may pick up your ball, if your opponent concedes the putt.***

Etiquette:

Players should play without delay. Players searching for a ball should signal players behind them to pass as soon as it becomes apparent that the ball will not easily be found: they should not search for three minutes before doing so.

If a match fails to keep its place on the course and loses more than one clear hole on the players in front, it should allow the match following to pass.

When the play of a hole has been completed, players should immediately leave the putting green.

Don't move, talk or stand close to or directly behind a player making a stroke.

Don't play until the group in front is out of the way.

Replace divots; smooth out footprints in bunkers.

Don't step on the line of another's putt.

Don't cast a shadow on the line of another's putt.

Applying the Rules:

In a rules disagreement, play two balls. Rules Chairman will determine outcome. Captains will represent all players on his team.

Bad weather, injured player or an on course emergency

In case of bad weather and the round cannot be completed, yet more than half the league finishes, the teams who have not finished can reschedule for another day, playing the holes they did not complete **before** the next league night. Another option is that the players can “finish” with Net Par on any hole they don’t complete. For example, if you do not complete the final hole and you were supposed to receive a stroke on that hole, you record a Gross Score Bogey which would result in Net Par. Anyone who gets two handicap strokes on the hole would record a Gross Double Bogey, which would result in Net Par. If a player is injured or has an on the course emergency and must leave, if that player plays less than five holes, he will be declared absent, and the absent player rule will apply. If player plays five holes or more, that player will be given Net Par for the remaining holes.

Absentee Player:

Tee-off times: Abacoa Golf Club will assign weekly tee times. Our times will commence starting at 4:00 p.m. If another team is ready to play their match, they can jump ahead of team that is late. Any person or team not at the tee ready to go within 20 minutes of their assigned start time will be considered absent. ***Because of our size and to speed play, the pro shop may be assigning some teams to play the other nine, on a space available situation, so plan to get to the course a little earlier than usual in case you can be squeezed in to going off on the other nine.***

A team late to their assigned tee time has three options: 1. Tee off on the first hole and catch up with your opponents if they still are on the first hole. 2. Skip the hole and play it at the end of the round with at least one of your opponents going along as a witness.

If one player is missing, the remaining player will play both members of the other team, deducting two strokes from his handicap (penalty for not having a substitute) for his second match only.

If both teams have only one player, the team can only play for **two** points.

If Team A has only one player show up and plays the round and their opponent, Team B has no one show up. The team can only play for **two** points.

If Team A has two players show up and plays the round, and their opponent, Team B has no one show. The team plays for **three** points..

There are no automatic points awarded. Each player must complete a round and turn in attested score card. You don't automatically win a point if other person or team doesn't show or turn in a scorecard.

Summary: The philosophy here is to at least be playing for the most points possible at the outset. The two stroke deduction is the incentive factor to get a substitute so that each match is conducted in a truly competitive spirit. If a sub cannot be found, at least you have a fighting chance. **From the examples, however, you can see that getting a substitute is still the safest approach to ensure playing for the maximum number of points.**

Dropping out:

To be fair to teams within our league, any team failing to play three matches in a row, or arranging for substitute players, or notifying league secretary, will be dropped from the league. Their spots will be filled by substitute players as appointed by the league secretary.

SEASON-ENDING TOURNAMENT

Our season ending 9-hole scramble tournament will be held on September 24. It will be a shotgun start. All league members and alternates with established handicaps are invited to participate.

CAPTAIN'S RESPONSIBILITIES

1. Have team ready to play. Contact alternates if member of team is unable to play. If an alternate plays, realign your team members according to handicap from low to high.

2. **It is extremely important** that you file your score on-line as well as turn in a completed score card to Jay Osborne at the end of your match.

2026 League Officers

Jay Osborne.....Secretary/Commissioner
Phil Doherty.....Vice Commissioner
Rob Young.....Rules Chairman
Jeremi Eggleston, Steve Dellapina.....Rain Chairmen
David Aldred.....Webmaster

2026 Twilight Golf League Schedule (First Half)

May 7	May 14	May 21	May 28
1-2	16-17	9-3	19-24
3-4	4-5	21-15	7-12
5-6	18-14	1-10	17-20
7-8	6-2	13-22	5-8
9-10	24-15	11-4	21-14
11-12	12-3	23-16	9-2
13-14	21-23	5-12	1-3
15-16	9-11	17-24	10-4
17-18	13-19	8-2	23-18
19-20	1-7	18-19	11-6
21-22	10-8	6-7	13-15
23-24	22-20	20-14	22-16

June 4	June 11	June 18	June 25
11-8	9-5	5-7	24-21
23-20	10-6	17-19	12-9
9-7	23-13	4-12	8-1
21-19	11-1	16-24	10-5
1-5	15-20	2-10	19-23
13-17	3-8	15-23	7-11
6-3	24-14	1-9	16-18
18-15	12-2	13-21	4-6
10-12	19-16	6-8	14-15
14-16	7-4	18-20	2-3
2-4	21-17	3-11	20-13
22-24	22-18	14-22	22-17

End of First Half

2026 Twilight Golf League Schedule (Second Half)

July 9	July 16	July 23	July 30
6-1	12-6	8-4	18-17
18-13	3-10	20-16	6-5
2-11	20-21	7-3	14-13
14-23	8-9	19-15	2-3
8-12	16-13	6-9	24-23
20-24	4-1	18-21	12-11
3-5	14-19	11-10	16-15
15-17	2-7	17-14	4-3
4-9	17-23	12-1	20-19
16-21	5-11	24-13	8-7
7-10	24-18	5-2	10-9
19-22	15-22	23-22	22-21
August 6	August 13	August 20	August 27
3-12	16-23	2-9	16-14
15-24	4-11	14-21	5-1
5-4	15-21	12-7	20-23
17-16	3-9	24-19	8-11
8-10	19-18	3-1	15-18
19-13	7-6	15-13	4-2
2-6	2-8	8-5	19-21
14-18	10-1	20-17	7-9
11-9	24-17	4-10	13-17
23-21	12-5	18-23	3-6
7-1	14-20	6-11	12-10
20-22	22-13	16-22	24-22

**End of regular season. Bracket tournament begins
the following week. Tee times to be announced**
