



## 2025 League Rules

Saturday, May 10, 2025

Welcome to the 2025 Glacier Club Mens Tuesday Team Golf League. This is our 12th season as a Team League and the Board of Directors wishes all players to have a fun, healthy and successful golf season.

League Name:	Glacier Club Mens Tuesday Team Golf League	
League Website:	<a href="http://gctuesdayteamgolfleague.com">gctuesdayteamgolfleague.com</a> - Published within the website are competitive results for all weekly events, YTD financials, league rules, season calendar, season and weekly pairings, handicaps and the player roster.	
Venue:	Glacier Club Golf Course 8000 Glacier Club Drive, Washington, MI 48094 586.786.0800 - Golf Shop Wes Koons, PGA Pro	
Day and Time:	Play is on Tuesdays with the first tee time at 10:02 AM.	
Start Date:	Tuesday, May 20, 2025	
Length of Season:	The season is 18 hole rounds for 15 weeks. 13 weeks of Team vs. Team competition, 1 Fun Week and the last week is the season Final Scramble Event week.	
No Play Dates:	No play on May 27th (Memorial Day) and September 2nd (Labor Day).	
# of Teams:	The league consists of 14 two player teams. All players must be at least 55 years old.	
Suspended Play with Scoring Adjustments:	If play is suspended due to weather, the Board will wait for 30 minutes to determine if play will resume. Please do not leave the golf course until a decision has been made. The status of play will be published within the league website. If the round isn't resumed, the last group must have completed nine (9) holes to establish the complete round. All team match points, Skins, CTP and Low Net events will be closed upon the last hole completed by the last group. All individual event winners will be paid from the total weekly \$ pool. If some Par 3s are not played by all groups the \$ pool of the ones played will be divided amongst the winning players.	
Weather Delay, Cancellation:	A weather delay or cancellation of play will be determined by the Board of Directors. Should a week be cancelled, this will be noted within the league website. An additional week will then be added to the end of the season.	
Team Events and Fees:	Teams will play for points in two events: (1) Team Modified Best Ball and (2) Team Individual Net Score. The players fees are \$145. (\$100 for team events, \$35 for administration expenses and \$10 for pizza and non-alcoholic beverages served at the season Final Scramble Event). These fees will be invoiced on the first week of play. See 'Statements' on Page 5 for payment information.	
Individual Events And Fees:	<ul style="list-style-type: none"><li>• Weekly Individual Handicap Skins - \$10 weekly entry fee per player.</li><li>• Weekly Individual Handicap Low Net Round - \$5 weekly entry fee per player.</li><li>• Weekly Individual Closest to the Pin - \$5 weekly entry fee per player.</li></ul>	See 'Statements' on Page 5 for payment information.
Glacier Club Green Fees:	Glacier Club Green Fees are \$520 including the cart. Green Fees cover 13 Weeks @ \$40 per week. Glacier Club doesn't charge us for the fun and scramble events. Range balls are extra. The green fees are to be paid directly to Glacier Club and are due in full on May 20th. Cash, Check or a Credit Card are accepted.	

## RULES OF PLAY:

Ball in Play:	<i>PLAY ALL SHOTS DOWN!</i> (Exceptions below) USGA, Glacier Club and League Rules govern all play.
Putts:	<i>NO GIMMIE PUTTS - PUTT EVERYTHING OUT! - NO EXCEPTIONS!!</i>
Sand Traps:	If a ball in a sand trap comes to rest in a foot print, rake or machine indentation, you must consult with your opponent to have it replaced. If agreed, rake the spot and replace your ball. No penalty.
Divots:	If a ball is in a fairway divot you must consult with your opponent to have it replaced. If agreed, drop one club length from the original ball. No penalty. This doesn't apply in the rough as a ball can't be moved in the rough.
Ball on Bridge:	The bridges are in the hazard. With a 1 stroke penalty you may drop two clubs from where the ball entered the bridge. You may attempt to hit the ball from the bridge.
White Tees Players:	All players must play their tee ball from the Front of the White Tees on the box where the White Tee Markers are located. This applies to all Par 4's and Par 5's. All players must play their tee ball from the White Tee Markers on all Par 3's.
Red Tees Players:	All players with a handicap of 30 to 36 may elect to play from the Red Tees. These players will forfeit six (6) handicap strokes. You will get 1 handicap stroke on holes 3, 4, 6, 10, 13 & 16 and 2 handicap strokes on the remaining 12 holes. Red Tee players must play their Tee Ball from the Red Tee Markers on all holes. Please declare to Mike Wise prior to the first week of play. You must play the Red Tee for the entire season unless your handicap basis drops below 30, then you must play the White Tees.
Out of Bounds and Lost Ball:	<div>Any ball in a PENALTY area:</div> <p>If a ball comes to rest or is lost in a penalty area you may drop outside of this area. With a 1 stroke penalty take a drop within 2 club-lengths from the point of entry.</p> <div>Any ball OUT OF BOUNDS:</div> <p>With a 1 stroke penalty take a drop 2 club-lengths from the approximate point where the ball crossed the OUT OF BOUNDS margin or at the point where it is presumed lost. If there are questions regarding the drop location, consult with your opponent to choose a location that is agreeable. All others shots that are in Red or Yellow Hazards are to be played using USGA Rules.</p>
Unplayable Ball:	<p><u>Unplayable Ball Rule:</u> If a ball comes to rest in an extremely bad lie, it's advisable to declare it unplayable. An unplayable ball relief is allowed anywhere on the course except in a penalty area. You have three options, each occurring a 1 stroke penalty:</p> <ol style="list-style-type: none"> <li>1. Take a drop 2 club-lengths of the original ball. If the drop is again unplayable, you can declare again with another 1 stroke penalty.</li> <li>2. Go back-on-the-line relief by dropping the ball keeping the spot of the original ball between the hole and the spot where the new ball is to be dropped. There is no limit as to how far back the ball may be dropped.</li> <li>3. From the spot where you played your last stroke, drop 1 club-length. You may tee up in the teeing area.</li> </ol>
Slow Play:	<p>The allotted time to play 18 holes is 4.5 hours. The following guidelines are to help speedup play.</p> <ul style="list-style-type: none"> <li>• Play Ready Golf - Go to the tee, hit the ball. No honors. Watch each others drive to help locate it.</li> <li>• Continuous Putting - Putt until your ball is in the hole, no need to remark.</li> <li>• The USGA time to search for a ball is only 3 minutes - after 3 minutes drop a ball and play on.</li> <li>• Discuss your score, fill out your scorecard and clean your clubs at the next tee box, not at green side.</li> <li>• Drop your cart mate off at his ball and go hit your ball.</li> <li>• You may take two carts per team to help speed up your play.</li> <li>• You are to stay within sight of the group in front of you. If out of sight, you're too slow and must speed-up.</li> </ul>
Lets try to make these work, our reputation is not good.	

## RULES OF PLAY:

Rule Issues:	Should a player be challenged with any rule issue during play it's a good idea to play 2 balls until holed out and then the outcome will be determined upon completion of play.
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Special Local Rules:	<p><b>HOLE #5:</b> The gully area left of the water is considered a league rule hazard. You may attempt to hit the ball from this area or use the USGA Red Hazard Rule. Declaring this rule, with a 1 stroke penalty, you may drop laterally 2 club-lengths from the edge of the hill above the hazard.</p> <p><b>HOLE #8:</b> If your drive is Out of Bounds or lost to the LEFT of the bridge, with a 1 stroke penalty play from the drop marker on the Tee side of the hazard.</p> <p><b>HOLES #8 &amp; #16:</b> If a tee ball goes into the hazard, you must hit your second shot from the tee side of the hazard. If an additional shot goes into the hazard, play from the drop marker on the Green side of the hazard - hitting 5. If your tee ball is short of the hazard and an additional shot goes into the hazard, play from the drop marker on the Green side of the hazard - hitting 4.</p> <p><b>HOLE #9:</b> If a tee ball goes into the hazard, with a 1 stroke penalty play from the Red Tee box. You may not tee up the ball.</p> <p><b>HOLE #11:</b> If a tee ball goes into the tee side water, with a 1 stroke penalty play from the Red Tee box. You may not tee up the ball.</p> <p><b>HOLE #15:</b> If a tee ball or any other shot goes into the second or third ponds and a player saw the ball bounce on land before going into either pond, with a 1 stroke penalty drop 2 club lengths from the approximate point where the ball entered the pond. If there are questions as to where the ball entered the pond, consult with your opponent as to where a drop location is agreeable. If no one saw the ball bounce, with a 1 stroke penalty play from the drop marker near the second pond.</p> <p><b>HOLE #16:</b> The bare areas to the left of #16 green is considered "Ground Under Repair". Consult with your opponent as to where a drop location is agreeable, no closer to the hole. No penalty.</p>
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Proper Drop Location:	Please remember you must drop your ball no more than the published club-length from the hazard edge or the agreed upon margin of entry. If that location is not on level ground, a groomed location or on the side of a mound or any other awkward location, that's the rub of the green.
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Weekly Team Events:	<p>Each team consists of two players. The player having the lowest handicap is the "A" player and his partner is the "B" player. Each hole of the team match will be played team vs. team.</p> <p><b>TEAM MODIFIED BEST BALL: Handicap Adjusted</b></p> <p>Team Net Best Ball will be play against the opposing team Net Best Ball. The team with the lowest net best ball will win the hole and two points. Should there be a tie on any hole, each team will win 1 point.</p> <p><b>TEAM INDIVIDUAL NET SCORE: Handicap Adjusted</b></p> <p>The "A" players will oppose each other and the "B" players will oppose each other. This event is played with a front 9 and back 9 format. The Net Score on the front 9 is determined by deducting your front 9 handicap from your front 9 gross score. The player with the lowest net front 9 score wins 6 points. The same format applies to the back 9. Should there be a tie on either 9, each player wins 3 points.</p> <p><b>WEEKLY TEAM POINTS:</b></p> <p>Weekly team points accumulate over the length of the season. The 2 YTD lowest weekly team points will be thrown out. The 1st YTD lowest team points will be thrown-out after play on Week 7 and the 2nd after play on Week 12. There will be 6 winning teams. The pool is \$2,800 with a distribution of: 6th Place = \$200, 5th Place = \$300, 4th Place = \$400, 3rd Place = \$500, 2nd Place = \$600 and 1st Place = \$800. Good Luck to all teams.</p>
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## RULES OF PLAY:

## SKINS:

Skins are handicap adjusted and each player receives 100% of their handicap strokes. To help eliminate ties on natural birdies, each handicap skin stroke will be figured @ .5 and the lowest net per hole will win the skin. A natural birdie will not lose a skin to a net birdie on any hole. Team players scoring a skin on the same hole will not cancel each other.

Weekly  
Individual  
Events:

## LOW NET ROUND:

Low Net Round is handicap adjusted and each player receives 100% of their handicap strokes. There are two flights, "A" with a handicap cap of 23 and "B" with a handicap of 24 and above. Three winners in each flight.

## CLOSEST TO THE PIN:

Tee ball on the Par 3s must be on the green. Last group, please bring in the markers.

Scoring:

All players must count all their strokes. The nature of our competition requires that all strokes be counted until the ball is holed. There are no maximum strokes and no pick-ups. No exceptions.

Red or White  
Lines  
Painted on  
Cart Paths:

Glacier Club has hazard lines painted on some of the cart paths. The league doesn't recognize these lines as indicating a hazard. If your ball is touching any portion of the asphalt surface of the path, it is considered to be in play. To be in the hazard by a cart path the ball must be on the dirt/grass on the outside of the cart path. If your ball comes to rest on the cart path you may drop one club length. No penalty.

Scorecards:

Personalized scorecards will be in the Golf Shop League Box on the morning of play. Upon completion of play, please compare the accuracy of your scorecards. They must be the same.

Handicaps:

All players will have an established handicap prior to the first week of play. The World Handicap System (WHS) governs our handicap calculations. There is a cap of no more than 3 strokes difference per handicap update. There could be an exception to this rule. The league uses the method of the best 5 of the last 10 scores to calculate handicaps. Maximum handicap is 36. Handicaps will be updated every 2 weeks and posted on the website.

Late Arrivals:

If a player is going to be late, his partner will play against the opposing team until both players are present.

Absent  
Player:

We will not have subs. If a player is going to be absent there are two options. (1) The present player may choose to play against both players of the opposing team. (2) The absent player score for that day will be his handicap plus a four (4) shot penalty. As an example: if you have a 25 handicap your score will become 101 (par 72 + 25 + 4). These four shots will be added to the four hardest holes: 1, 8, 11 & 18. The modified score will be posted on the scorecard prior to play. The \$20 individual events fees will be refunded. The absent player is not eligible for the Weekly Individual Events.

Absent  
Team:

If both players of a team are to be absent on the same week, the above mentioned "Absent Player" Option 2 Rule will apply to both players. The modified scores will be posted on the scorecard prior to play. The \$20 individual events fees will be refunded to both players. Please let Mike Wise know in advance so the cards can be adjusted.

Unable to  
Finish Round:

If a player is unable to finish the round, the remaining holes will be scored with his partner playing against the opposing team. If both players of a team are unable to finish the round the above mentioned "Absent Player" Option 2 Rule will apply to both players for the remaining holes.

Distribution of  
Winings:

Weekly winners will be paid every two weeks. An envelope will be attached to your scorecard. The season team events will be paid at the end of the season during the Final Scramble Event.

Rain Checks:

Glacier Club does not have a rain check policy.

## STATEMENTS

First  
Statement:

The first statement will be attached to your scorecard on May 20th. The amount will be for \$285. (Team Fees mentioned on Page 1 and Individual Events Fees @ \$140 for Weeks 1 - 7.

Second  
Statement:

The second statement will be attached to your scorecard on July 22nd. The amount will be \$120 (Individual Events Fees for Weeks 8 - 13. This amount will be adjusted for any credits that may apply. The Fun Week and the season Final Scramble Event fees will be collected on the day of the event.

Payment  
Method:

You may pay via check, Apple Pay, Venmo or Zelle.  
Make checks payable to Mike Wise.

Board of  
Directors:

The Board of Directors are 5 league players who govern the process of play. If you have concerns, please contact any Board Member. Thank You for playing in the Glacier Club Mens Tuesday Team Golf League and hope you have a great 2025 Golf Season.

## Board of Directors:

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