

RULES

1. If you can’t have fun this league is not for you

* There will be music on the course (keep it at a comfortable level)
* There will be video cameras
* There will be high fiving and airplane arms on birdies

1. Double par max on every hole (par 3 max score 6 / par 4 max score 8 etc)
2. Gimme’s HAVE to be given by 2 players in your foursome

* A gimme must also be within a putter length
* Please be consistent with this, don’t assume a gimme until your foursome has given you the OK

1. If an errant tee shot is lost in OB you will hit 4 from the fairway at point of entry

* At no point will you rehit a shot from original position, take a drop from point of entry when a ball is lost

1. In every foursome a minimum of two players must turn in a scorecard

* If there is a discrepancy with score it is up to the foursome to solve it
* All scorecards are to be handed in after each round
* Score keepers are responsible for keeping score for all four golfers
* ALL SCORECARDS MUST BE SIGNED BY ALL PLAYERS

1. We have a few novice golfers and a few seasoned golfers, if you are unsure of a rule or score please ask someone in your foursome
2. Keep pace with foursome in front of you

* On the green person furthest from hole goes first, before that please play READY GOLF

1. The Golf Club will be providing prizes for a few in round games

* Closest to the pin contest is up to us to keep track of
  + Each foursome will be given a flag to mark closest to pin
  + In order to qualify you must be on the green
  + Closest to the pin holes will be provided before the start of the round
  + 1st foursome out will place a flag at spot of best tee shot, if the 2nd foursome has a closer shot they will remove existing flag to the new spot
  + You will only be allowed to win ONE TIME … NO REPEAT WINNERS !!!
* Mystery doubles will be provided before round begins
  + Total points of teammates will be added for final score

1. If you are late to play you will be given double par for the first three holes, after that blind score rule will go into effect
2. Blind score

* If you miss a week and cannot get a sub you will be given your handicap for every hole
* Ex: an 18 handicap will get a bogey on every hole
  + A 24 handicap will get a bogey for every hole and a double bogey on 6 hardest holes according to the scorecard

1. Subs

* If a sub has a GHIN we will use that handicap for the week
* If a sub does not have a GHIN we will calculate his handicap the same as the rest of us for week 1, what he shoots is what his handicap is based off

1. Scoring

* You will be competing against other golfers in your foursome
* Scoring will be based on a 10 point per hole system
  + Golfer 1 – birdie / golfer 2 – par / golfer 3 – par / golfer 4 bogey
    - Golfer 1 – 4 points
    - Golfer 2 and Golfer 3 – 2.5 points
    - Golfer 4 – 1 point
* Once holes are calculated you will be given bonus points based on 80% of your handicap
  + Ex: a 20 handicap will have 16 bonus points added to their total points accumulated from the foursome they played

1. Foursomes will be position week every week with exception of week 1 (I am trying to put everyone with people they know for the first week) after that it will be position every week

14) No hitting balls from the cart path / tree trunks / plugged balls

* If you plug your ball in fairway you can pull it out and bring directly behind spot
* If you have a ball on a tree root you can move the ball directly behind the spot
* If you have a ball on cart path you can move it directly back

1. PLEASE KEEP TRACK OF YOUR SCORE DURING THE HOLE

* There is nothing worse than watching someone point to the trees as they count their triple bogey (there are $7 clickers available on amazon … use them)

1. The board of directors reserves all rights to amend any rule as needed including but not limited to handicaps / scoring etc.