

BE ON TIME

Players must get to the course ahead of their scheduled tee time and be ready to go. It's important that golf league participants be on time for their scheduled tee times. Please arrive no later than **20 minutes** before your tee time.

NO SHOWS

It is the league competitor's responsibility to inform the league coordinator of any missed rounds PRIOR to the day of play.

PLAY READY GOLF

Groups need to keep up with the group in front of them and should never be more than one shot behind. Players need to play ready golf.

SLOW PLAY

It is each group's responsibility to keep up with the pace of play. Please encourage slower players in your group to pick up the pace and help each other find balls.

The MAXIMUM SCORE on any hole is 4 over par. A player must pick up on any hole at any point and take a 4 over par score.

SCORING

You must switch with another league player in your group & keep each other's scores. Please make sure your strokes are neatly written to avoid scoring mistakes. Score cards must be signed by the scorer & attested by the player. Score cards must be turned into the pro shop at the end of each round.

PROVISIONAL SHOTS

A player ***must*** hit a provisional shot if they think the ball went out of bounds. If your ball is in bounds, you can pick up your provisional shot, with no penalty, and play your original ball.

If no provisional shot is played and you realize your ball did go out of bounds, please play your next shot from the approximate spot the ball went out of bounds. A ***one-stroke*** penalty will be assessed for the lost ball.

LOST BALLS

To help avoid lost balls, all players in a group should be watching each other's shots. If a player is looking for their ball, other players in the group should hit their shots first before helping look for the lost ball.

Three (3) minutes at **most** should only be spent looking for a lost ball. If a player loses a ball in the rough and there are no hazards nearby play "line of flight" with a ***two-stroke*** penalty.

For speed of play reasons, do not return to the tee to hit another ball after searching for a lost ball.

POWER CARTS

League participants will be able to ride, and will be paired up with another league competitor. Each golf course is now equipped with vinyl plastic dividers to separate seats.

WEATHER

All league rounds are rain or shine. Rounds will not be cancelled unless players are notified.

MATCH GUIDELINES

Matches shall be played from the senior tees for the men's league (yellow at Hominy Hill, Howell Park, Shark River, white at Charleston Springs), and from the forward tees (red) for the Women's league. All matches will be played under Summer Rules, which means - Play it as it lies, unless a ruling has been made due to aeration or course maintenance.

The top 8 out of 10 scores will be used to determine our match play field.

HANDICAP

It is each player's own responsibility to post their leagues scores in the USGA GHIN handicap system.

For round one, your official USGA GHIN handicap index will be used to look up your course handicap. For all following rounds, your course handicap will be determined based solely on your "league handicap." The "league handicap" will be calculated weekly by using your league scores only.

For example:

Week 1: a player's official USGA handicap index is 16.1 and the course handicap is 19.

Week 2: a player's "league handicap" will reference week 1. At least 2 scores are needed in order to calculate a week 3 league handicap. Strokes over par and rounds played are used to determine a player's league handicap.