

## Fall 2026 Men's 60+ Touring League

### Procedural and Competition Guidelines (see front and back)

#### PROCEDURAL GUIDELINES:

**Arrival Time at Course:** Players MUST arrive at the golf course ahead of their scheduled tee time and be ready to play. Please arrive no later than **30 minutes** before your tee time so that you may check in, get organized, warm-up, and be ready for your call to the first tee.

**No-Shows:** It is the player's responsibility to inform the league coordinators of any anticipated missed rounds PRIOR to the day of play. Please let Karsyn or Rod know as soon as possible that you will not be able to play on any given league day. Contact information: [Karsyn.Lukosius@co.monmouth.nj.us](mailto:Karsyn.Lukosius@co.monmouth.nj.us), or [Roderick.Kerr@co.monmouth.nj.us](mailto:Roderick.Kerr@co.monmouth.nj.us) or 732-462-9224, ext. 1 or ext. 5, respectively.

**Tee Times:** All tee times have been selected using a randomizer program. Please do not request to be moved from your assigned tee time. Golf Administration Staff may request that players move to another tee time to facilitate efficient starting procedures.

**Power Carts:** League participants will be able to use a power cart and will be paired up with another league competitor in the same tee time group. For each course venue, please be sure to adhere to posted cart rules. Applicable cart fees will apply.

**Weather:** All league rounds are rain or shine. Rounds will not be cancelled unless players are notified by the league coordinator.

**Ready Golf:** Players must keep up with the group in front and should never be more than one shot behind. Players are **strongly encouraged to always play ready golf**.

#### COMPETITION GUIDELINES:

**Rules of Play:** All play will be governed under USGA "Summer Rules," which means – **PLAY IT AS IT LIES**, unless the committee has made a ruling due to aeration or course maintenance.

**Tees:** The competition will be played from the senior tees for the Men's League (yellow at Hominy Hill, Howell Park, Shark River; white at Charleston Springs).

**Nearest to Hole Prizes:** A sleeve of golf balls will be awarded each week to the nearest to the hole winner.

**Handicaps:** Your GHIN handicap index will be utilized throughout the competition and each round's course handicap will be based on the player's updated GHIN index. The maximum course handicap for this league is **26**. To ensure fairness in the competition, please make a habit of entering your own scores in the GHIN app following each round. Gross scores not posted by the player by the end of the week following each week's play will be entered by league coordinators prior to the next scheduled round.

**Scoring:** Scoring will be done **electronically** this year, supported by signed scorecards for verification. Please download the BlueGolf Scorecard App prior to your first round of play. For each round, a login code will be present on each player's scorecard which must be entered on the BlueGolf app. The **top 8 out of 10 scores** will be used to determine the 16-player match play field. Match play will be an additional 3 weeks after the final round of stroke play. A separate rules sheet will be published for the match play portion of the competition. Prizes will be awarded for 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place finishers.

**Exchange of Scorecards:** For verification purposes and in support of our electronic scoring initiative, every player in a group will exchange scorecards with another player in the group for the purpose of recording each

other's score. You are encouraged to also mark your own score on your fellow competitor's card for score verification purposes. Please make sure your strokes are written neatly on the card to avoid scoring mistakes. Score cards must be signed by the scorer AND attested by the player. Score cards must be turned in to the Golf Center at the conclusion of each round.

**Maximum Score:** The MAXIMUM SCORE on any hole is 4 over par (gross). Once you have made your fourth shot over par for the hole, you must pick up your ball and record a score of 4 over par (gross).

#### **SPECIAL LEAGUE RULES:**

**Provisional Ball:** If a player suspects their ball may be out-of-bounds, the player **must** hit a provisional ball. If the player's ball is subsequently found in-bounds, the original ball remains in play and the provisional ball may be picked up, with no penalty. If the original ball is determined to be out-of-bounds, the provisional ball is deemed to be in play. In this scenario, the Provisional ball is lying 3 and the player will be hitting their 4<sup>th</sup> shot.

If no provisional shot is played and it is determined the original ball did go out of bounds, then play your next stroke from the approximate location where the ball went out of bounds, no closer to the hole. A **two-stroke** penalty will be assessed for the lost ball, and the player will be hitting their 4<sup>th</sup> shot.

**Lost Ball:** 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 searching for the lost ball.

If a player suspects their ball may be lost, the player **must** hit a provisional ball. If the player's ball is subsequently found, the original ball remains in play and the provisional ball must be picked up with no penalty. If the original ball is determined to be lost, the provisional ball is deemed to be in play. In this scenario, the provisional ball is lying 3 and the player will then be hitting their 4<sup>th</sup> shot.

If no provisional shot is played and it is determined the original ball is lost, the player should play their next shot from the approximate location where the ball was lost, no closer to the hole. A **two-stroke** penalty will be assessed for the lost ball. The player will then be playing their 4<sup>th</sup> shot.

Under the Rules of Golf - Three (3) minutes, at most, may be spent looking for a lost ball. If a player loses a ball in the rough and there are no hazards nearby, the player may drop another ball, as close as possible to the approximate location of where the ball was estimated to be, subject to a **two-stroke** penalty. The player will then be hitting their 4<sup>th</sup> shot.

For speed of play purposes, do not return to the tee or to the site of your previous shot to hit another ball after searching for a lost ball.

***Remember to post your score to GHIN  
immediately following your round!***

***(Pro Tip: If you record hole-by-hole scores using the GHIN app, the app will automatically  
adjust your scores for posting purposes)***

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**GOOD LUCK, PLAY WELL, AND HAVE FUN!**