



Fall 2025 Women's Touring League

Procedural and Competition Guidelines

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 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, Rod, or John 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 or Roderick.Kerr@co.monmouth.nj.us or call 732-462-9224, ext. 1 or ext. 5.

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 canceled unless players are notified by the league coordinator.

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

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 tees at Hominy Hill, Howell Park, and Shark River; white tees at Charleston Springs – North and South).

Handicaps: NEW THIS YEAR: 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 **30**. To ensure fairness in the competition, please enter 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: 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 last round (9/30/2025). A separate rules sheet will be published for the match play portion of the competition.

Exchange of Scorecards: Prior to starting each round, 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).

- See reverse for more information -

SPECIAL LEAGUE RULES:

Provisional Ball for possible ball out-of bounds: 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 4th 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 4th 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.

Under the Rules of Golf - Three (3) minutes, at most, may be spent looking for a lost ball, once the player reaches the approximate position of the possible 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 4th shot.

Provisional Ball for possible lost ball: If a player suspects their ball may be lost and not in a penalty area, 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 4th 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 4th 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.

GOOD LUCK, PLAY WELL, AND HAVE FUN!