

**MONDAY, TUESDAY & WEDNESDAY GOLF LEAGUE RULES**

1. \$150 Dues must be in by May 13, 2009. The \$30 forfeit fee can be returned if not used (\$6 fee for every forfeit (up to 5)).

2. League runs 3:45PM to 5:30PM. **We will make a decision on shotguns shortly. Shotguns start the week of April 20, 2009, M--W - 5:15PM Shotgun.**

Cost 9 Holes	
Walk	\$10
Ride	\$17

3. When you sign up and pay your fees, you are assumed ready to play with the next signed up player. **If you are waiting for a special partner, Do Not Sign Up or Pay until he is here. Do not sign up a player unless you are paying for him at that time and he is here.**

4. If you know you are going to be a player short, call us early, we will try to find a sub.

5. Please put at least the first initial and last name of each player on the official scorecard with each handicap. **Turn it in immediately after 9 holes. If you play more holes – Stop and Turn it in or give it to someone else to turn it in.** Figure out your points.

6. **The skin game is \$3.00.** Pay when paying green fee. You must be on a roster for that night in order to play in the skin game . Skins will be paid out each night and “held” if not picked up. If no skins are won, the money will be returned or held until the next time.

7. If rain or darkness occurs, and ½ of the field finishes- the not finished players’ scores will be recalculated with adjusted handicaps. This also applies the first several weeks.

8. Handicaps will be adjusted weekly. Negative handicaps will be in effect this year.

9. If you play and pay for another 9 holes before 2:30PM, please try to play the opposite side if possible. Do not sign up until you’re back from the 9 holes. Any player going off before the shotgun is expected to pay a \$6 additional fee. **You must be at your assigned hole at 5:15PM for the shotgun.**

**SPECIAL RULES**

1. Age 65+ and ladies play gold tees, but use white tees on Par 3’s. All others play white tees.

2. Hole #7. If your tee shot goes Out Of Bounds (past the woods on the right), you **MUST** hit from the white circle next to the cart path. You **cannot** hit where it went out of bounds. Any ball hit out of bounds after the tee shot **MUST** be replayed from where it was hit.

3. Holes: #9- If you land in the flower area left of the cart path; you get a free drop in the circled area under the tree. Left handed golfers can hit on the other side of the tree. #17- If you cross over the ditch by the road behind the green; you are Out of Bounds. #18- There is a “drop area circle” by the tree if you go into the lake; 1 stroke penalty.

4. Balls hit in the ditches or hazards (marked with Red or Yellow Stakes) must be dropped approximately where it went in with a stroke penalty.

5. Rake and place in traps. Traps and all fairway bunkers on #12 and 13 are waste bunkers - you can bump the ball and ground club - No penalty.

6. If both teams see a ball land in an area and can’t find it, you may drop a ball in that area with no penalty. If you lose a ball (not out of bounds) you may drop one in an agreed upon area with one stroke penalty.

7. Don’t bump the ball in any red or yellow staked area. If so, assess a 1 stroke penalty.

8. A sub cannot play against his own team.

9. If you have to shotgun, please don’t cut directly in front of anyone.

10. If you are scheduled for a “bye” week, you still must show up and play to get your 12 points.

Length of League		
Begins	Ends	
M - 3/23	8/24	
T - 4/7	8/25	
W - 3/25	8/26	
Tournament		
Sat	Aug	29
Sun	Aug	30

**((NO PLAY))**

**Mon. - May 25**

Any questions involving the scoring in a match “CAN” be resolved amongst the playing 4-some before the final score is recorded at the end of the hole. If this can not be resolved; it will be brought to the attention of the Rules Committee of Ken Bunic and Jim Rosciglione after the match is completed. If you have to play an optional ball, please do so. Do not wait until the end of the match to question the scoring.