2025 GOLF LEAGUE FORMAT AND RULES

OVERVIEW

Welcome to the 2025 Golf League. League play will be Monday evenings for 15 weeks starting **April 21st through August 11th (excluding May 26th – Memorial Day and June 30th - Independence Day week)**. One rain out date has been reserved for Monday August 18th, should a makeup day be needed due to a regular season round being rained out. The league will consist of one division with 16 teams. First tee time is 3:55 pm; last is at 4:51.

REGULAR SEASON ROUNDS

The regular season comprises of 15 weeks. These rounds will count towards the individual and team competitions.

Individual scoring is based on total net score (net score includes handicap) over 9 holes (i.e. 35, 42, etc). Each week the running average of each players' 9-hole scores will be calculated and rank the players accordingly. The player with the lowest average net score at the end of the year will be declared the champion (tie breaker compares lowest single round score, if that is also a tie, the second lowest is compared. This continues until there is no longer a tie). To be in contention for the championship, a player must play a minimum of 9 rounds. Each player's worst score during the year (not including rounds not played) will be dropped if they play 10 or more rounds. For example, if a player plays 10 or more rounds, their single worst round is dropped, if they play 9 rounds then no rounds are dropped and all 9 rounds are counted.

The team competition will be based on direct head-to-head competition. Points will be awarded for each hole to the team as follows:

Lowest individual net score……+2 points
Lowest combined team net score……+2 points

Thus, there will be 36 points awarded each week between the 2 teams playing against each other. In the event there is a tie for either competition, each team will be awarded 1 point. If there is a 3-way or even a 4-way tie for the low individual net score each team will be awarded 1 point.

Additionally, there will be ranking points for the team competition each week. Each team will receive 1 point for any team they beat, or tie based on team net score.

SCORECARDS

Scorecards should be reviewed by all golfers at the end of the round for accuracy. Any discrepancies should be discussed and corrected before the scorecard is turned in. Once the scorecard is turned in, the scores are final and will not be changed. Scorecards for the week should be submitted as soon as possible. Delayed submittal of scorecards will result in delayed distribution of that week's scoring results and the following week's schedule.

SUBSTITUTION POLICY

A subs list will be provided to the Golf League members at the beginning of the season and periodically updated and distributed throughout the season (if necessary). Ultimately, it is the **responsibility of the golfer to find a substitute to play for them**. There will be no refunds given out to members for weekly absences or missed tee-times.

The golfer and the sub shall work together on suitable reimbursement.

The substitute's net score will be based on their calculated handicap using their scores from that night's play, previous week's play, and/or last year's handicap. The net score of the substitute will count towards the team competition.

If a substitute is not found, a ghost score of net bogey will be used for the team competition.

LATE ARRIVALS

Under no circumstances should golfers on the tee box delay starting because they are waiting for a member of their foursome to arrive. Our last tee time this year is 4:51pm and we cannot delay play if we are to finish during daylight at the beginning and end of the season. Therefore, the players present at the designated tee time will tee off on schedule. Late golfers have two options – join your foursome wherever they are on the course and:

1. Replay the missed holes at the end of the round, or
2. Leave your scorecard blank for the missed holes and receive net bogey for any missed holes.

MONEY

The price of the 2025 season will be **$884** per two-person team ($442 per person) and **$892** per three-person team ($297.33 per person). This cost includes greens fees, scorekeeping software, and prizes for the entire season. The prizes for this year will be Dick's Sporting Goods gift cards awarded to the best team ($50 per player, assuming a 2-person team) and best scoring individual ($50). If there is interest in an outing at the end of the season, the cost for the outing will be additional.

Since this is NOT a company subsidized league, **no refunds** can be given after the contract with the course is finalized.

If a golfer must drop out of the league, it is the sole responsibility of the golfer to either:

1. find a new golfer who will pay them to play for the remainder of the season, or
2. find substitutes on a weekly basis

Be aware that it is at the course's discretion to issue raincheck receipts in the event of a rainout and the course, not the league committee, determine the amount the raincheck will be for. The amount is typically based on the number of holes not completed. This clause by the course cannot be debated.

DRESS CODE

We have a dress code policy, which will be enforced by the course. There are no metal spikes allowed on the courses. Collared shirts and Bermuda length shorts are required. The shorts cannot be denim.

TEE TIME CONFLICTS

If for any reason a change of tee time is needed, please let the league official(s) know as soon as possible so that the course can be notified. However, it is the golfer's responsibility to verify the time swap with their teammate, opposing team and four-some pairing that you would like to swap with.

Example: Team B is golfing against Team D and has a 4:51pm tee time. A member of Team B has a conflict and would like an earlier tee time, they need to see if it is okay with their team member, along with the members of Team D to see if the earlier tee time is okay. They also need to find another four-some pairing that is willing to switch tee times.

Due to the number of people impacted and difficulty in coordinating 100% agreement, it is strongly encouraged that tee times and pairings are not modified and that substitutes be used.

Note: Every effort is made to set up the schedule so that your average tee time over the course of the season is approximately on average within the middle time slot.

RULES

1. There are no mulligans, provisional shots, or "foot wedges".
2. The men will play from the silver tees and the women from the gold tees.
3. Winter rules apply: You may move your ball 4 inches with your club head to improve your lie, provided you are not in a water hazard, sand trap, or on the green. You may not move your ball to gain advantage away from natural obstacles such as bushes or trees.
4. There is a 4-putt limit on the greens. Using a putter from the fringe is not considered a putt. If your third putt does not go in, pick up your ball and score 4 putts.
5. Gimmies are allowed. A gimmie is any ball "within the leather" of the putters' grip. Players must choose one players' putter from the foursome and use that same putter to determine a gimmie throughout the round. Within the leather is the distance from the putter head (when placed in the hole) and where the grip starts. Any part of the ball equal to the metal of the shaft is good. Gimmies count as a stroke.
6. There is a 10-stroke limit on every hole. As soon as you have hit your 9th unsuccessful shot, pick up your ball, count your score as 10, and proceed to the next hole.
7. **Speed of play shall take precedence over traditional golf etiquette in determining who is to play next. Always be ready to make your shot.**
8. Please be courteous and replace divots, fix ball marks, and rake bunkers. Do not talk or move around while others are hitting, and when on the green do not walk in another golfers' line.
9. If you should miss any hole(s) due to arriving late or leaving early, you will receive net bogey for the hole(s). If you arrive late, you also have the option to play any missed holes at the end of the round.

LOST BALL – OUT OF BOUNDS (marked with white stakes or lines)
The player has the following options:

1. Play the next shot from where your ball left play (went OB) with a one-stroke penalty. Please do not take any longer than 3 minutes to look for a ball.
2. Play the next shot from where you hit your previous shot with a penalty stroke (you must count the shot that went out of bounds). This option may only be chosen immediately after the ball is hit. If you walk up to the point where the ball left play, you must play option 1 and incur the one stroke penalty.

LOST BALL – IN PLAY
If you lose your ball in the fairway or rough and your playing foursome agrees the ball was lost in play, you may play your next shot from the point you believe your ball landed without a penalty stroke. Again, please **do not take any longer than 3 minutes** to look for a ball. Being mindful of pace of play will help ensure the last group can complete their round before it gets too dark or allow the next league after us to tee off on time.

REGULAR WATER HAZARDS – Marked with yellow stakes or lines
The player has the following options:

1. Drop the ball behind the water hazard keeping the point the ball last crossed the margin of the hazard between yourself and the hole and incur a one-stroke penalty.
2. Play ball as it lies without a penalty stroke (ball is in the grass between the stakes and the water).
3. Replay the shot from where you last hit the ball and incur a one stroke penalty (you must count the shot that was hit into the hazard).

LATERAL WATER HAZARDS – Marked with red stakes or lines
The player has the following options:

1. Drop the ball behind the water hazard keeping the point the ball last crossed the margin of the hazard between yourself and the hole and incur a one-stroke penalty.
2. Drop the ball within 2 club lengths of the point the ball last crossed the margin of the hazard no closer to the hole and incur a one-stroke penalty.
3. Drop the ball on opposite side of water hazard at a point no closer to the hole and incur a one-stroke penalty.
4. Play ball as it lies without a penalty stroke (ball is in the grass between the stakes and the water).
5. Replay the shot from where you last hit the ball and incur a one-stroke penalty (you must count the shot that was hit into the hazard).

GOLF COURSE INFORMATION

Glenview Park Golf Club
800 Shermer Rd.
Glenview, IL 60025
847-724-0250

Our first tee-time is 3:55 pm and at 8-minute intervals until 4:51 pm (8 tee times).

Please make sure you are at the course before your tee-off time, and ready to go when your foursome is scheduled. You need to check in at the clubhouse before heading to the first tee. Tell them your name (or the name of the person you are subbing for) and that you are with the League, and they will give you a receipt. Be sure to also check-in with the Starter at the ranger's shack near the first tee and show them your receipt.