WEDNESDAY NIGHT MEN'S GOLF LEAGUE – Current League Rules – 2026

2026 Season: Wednesday's – Start, April 22; End, August 12 (17 weeks of play).

a. This year we will be using the same league scoring program as we used the last four years with the previous year's scores carrying over to calculate this year's handicap. It will still be a 9-hole league only handicap.
b. The League has reserved tee times between 2:24 pm and 5:51 pm at 9-minute intervals.
c. All golfers are to register and sign in on the starter sheet. Pay green fees if not a season paying member.

1. League Teams and Fees:
   a. A minimum of six (6) and a maximum of nine (9) players are allowed on a team. 18 teams are in the league.
   b. Fees: 6-man teams = $400 7-man teams = $450 8-man teams = $500 9-man teams = $550

      These fees include $100 for team sponsor fee, $42 per person for prize money, and $8 per player for league handicap fee. Team and individual fees pay for various prizes that include flag prizes, birdie jackpot, blind bogey, eagles, low net, low gross, skins and playoff prizes.
   c. The birdie jackpot is $20 each night of league play. If not won, it will carry over to the next week. The birdie jackpot is only on one (1) designated par three (3) hole.
   d. Skins, every week, everyone that golfs will automatically be included. Handicaps will be used to determine the winner of the skin per hole. The prize will be $3 per hole or $27 per week to be split between the winners each week. If no one wins a skin, the money will be carried over to the next week.

      An example of a skin would be: you have a 3 on a par 4 and you have a 9 handicap. With your handicap, you would end up with a net 2. Everyone else in the league shoots a net 3 or higher, so you would win the skin on that hole.

2. Hole-In-One Jackpot: This jackpot may be won on any league night, or during league playoff competition. It pays $150. If two (2) or more hole-in-ones are scored, (depending on league finances) the team captain may assess each team member $1 for each additional hole-in one.

3. League Scoring: There are 28 possible points in each team match as follows:
   a. 1 point for each hole won. ½ point for each hole tied (18 points total).
   b. 3 points for each medal match won in a twosome (6 points total).
   c. 2 points for each twosome's match won. 1 point if the match is tied (4 points total).

   Note: It is the responsibility of participants in a match to check handicaps before start of play. Once the score card is finalized, all results are final. No changes or adjustments can be made.

4. During League Play:
   a. White tees will be used. Alternate front and back nines will be scheduled weekly.
   b. Seniors (65 and over) have the option to play from the gold tees. If they want to play from the gold tees they have to commit before they play their first round of the year and will have to play from that tee for the full year. There will be NO switching from gold one week to white the next week. The program will automatically adjust their handicap from previous year's scores.
   c. Medal play rules will apply. Note: A violation of the rules will typically be a 2-stroke penalty per incident. (ex. Hitting a wrong ball will be a 2-stroke penalty only.)

5. Rainouts and Incomplete Matches:
   a. The League Secretary and/or President or the proshop will have sole authority to decide if league play will take place, or continue, when there is inclement weather.
   b. Rainouts will not be made up.
      Note: If even one match is canceled the entire night's play will be canceled. No points will be awarded to any team even if some matches have been completed.
   c. If five (5) holes of a match have been finished, the match is considered complete. The USGA rule of probable hole scores applying the individual players handicap will be used to score unfinished holes.
      Example: If a player has a nine (9) hole handicap of 9, he will score a bogey on an unfinished hole. A handicap of 18 or more would score double bogey, etc. A player with less than a nine (9) handicap would score a par or bogey depending on his individual handicap hole(s).
   d. See Forfeit Rule 7 for important additional information.

6. Handicaps:
   a. We are using a league only 9-hole handicap.
   b. The maximum handicap a player can use for a nine (9) hole match is 27 (USGA rule).
   c. Individuals that play in Men's League and do not have an established league handicap will have their handicap established after their first round of play is complete. The program will calculate their handicap and the points scored at that time.

7. Forfeit Rule:
   a. To eliminate a forfeit, in an absolute worst-case scenario, we will use a ghost substitute player.
   b. The ghost sub will be based on the **normal score plus 9 strokes and handicap** of the player that could not make it that week.
   c. The team using the ghost sub must pay a $25 fine by the end of regular season play for each occurrence.
   d. Play suspended or missed because of an emergency absence (firemen, doctor's, EMT's, etc.) must be completed before the next night of league play. If unable to get the match made up before the next weeks play a ghost sub will be used.

8. Local Playing Rules: (Supplemental to USGA rules of golf effective January 1, 2023).
   Note: In recent years new rules have been added by the USGA. Go to the USGA website and look up any new rules for 2025. Some will be summarized in this section.
   a. Winter Rules (in own fairway only) will be used exclusively during all league and league playoff play.
   b. All water holes are considered lateral water hazards except the pond on Hole #9.
   c. **Hole #2:** Any ball rolling South off the blacktop road crossing #2 fairway leading to the parking lot may be returned to the point where it started down the road and dropped behind it (no penalty).
   d. **Hole #8:** The entire pond on the left side of the fairway on #8 is a lateral water hazard. If you hit your ball towards the pond and after 3 minutes of searching, you can't find your ball, assume that it is in the pond. You will have 3 options for this:
      1. Go back to the spot of the previous stroke and re-play the shot. This is called "stroke-and-distance."
      2. Or drop a ball behind the water hazard, keeping the point where your ball crossed into the hazard on a straight line between yourself and the hole. Add (1) penalty stroke.
      3. From the spot where your ball crossed into the hazard, drop outside the lateral water hazard within two club-lengths of that spot: or on the opposite side of the hazard at a point equidistant to the hole. No closer to the hole in either case. Add (1) penalty stroke.
   e. **Hole #9:** Teeside on the rocks; you are in the hazard. Follow Hole #12 rule above. Greenside: since you have cleared the hazard (over the water), you may take a free drop off the rocks laterally (not closer to the hole), to a grassy area with no penalty.

f. **Hole #9:** Teeside on the rocks; you are in the hazard. Follow Hole #12 rule above. Greenside: since you have cleared the hazard (over the water), you may take a free drop off the rocks laterally (not closer to the hole), to a grassy area with no penalty.

g. ***On hole #9, New for 2026: If you hit your ball in the water, you will now have 2 options.***

> ***Option #1 is the same as before. Either re-hit from your previous location and add 1 stroke or move up closer to the water and re-hit from there and add 1 stroke. (1 in, 2 out, hitting 3)***
>
> ***Option #2 is to take a drop by the 150-yard stake on the green side of the pond, add 2 strokes and hit from there. An example would be: you hit your tee shot in the water, you go over and drop your ball by the 150-yard post, and you will be hitting 4. (1 in, 2 out, 3 over the water, hitting 4)***

h. **Holes 11 & 18**: Ball hit at water but not found, play as if it's in the water (not as lost ball) – drop on line of entry and add one (1) penalty stroke.

i. **Hole #12**: If your ball goes in the water, use the drop area and add a penalty stroke. If your ball is on the rocks, it is part of the hazard. Play it as it lies (not recommended) or take a stroke penalty above.

j. **Holes 11 & 18**: Ball hit at water but not found, play as if it's in water (not as lost ball) – drop on line of entry and add one (1) penalty stroke.

k. USGA **lost ball and out-of-bounds** rules are to be enforced during league play. You have two (2) possible options:
   1. Option 1: You must re-hit from original spot and add a penalty stroke (1+1+1), or;
   2. Option 2: Take a two (2) stroke penalty and drop ball on edge of fairway (within two (2) club lengths out of the rough) horizontally on line with where ball went O.B. or was lost. This option cannot be used if you hit a provisional ball off the tee, and you cannot drop your ball closer to the hole than a line from where ball went O.B. or was lost.

l. **Immovable Obstruction:** Drop within one (1) club length of the obstruction if your stance or swing is hindered. There is no penalty.
   Examples: the shelter houses, culverts on #6, electrical boxes, telephone poles, marked trees, etc.).

9. Additional Rules to Help Speed Up Play Adopted by USGA:
   a. Search for lost ball is limited to three (3) minutes.
   b. You may leave flagstick in hole when you putt if you wish.
   c. You can take an unplayable lie out of a sand bunker by dropping ball behind bunker (not closer to hole) and taking a two (2) stroke penalty.
   d. You may ground your club in a hazard (except sand bunker) with no penalty.
   e. You may remove loose impediments from a sand bunker that may interfere with your swing.
   f. Anytime you have to drop a ball it is from knee height standing.
   g. **Play ready golf.**

h. ***New for 2026:***

Groups are to tee off at their scheduled time/order of sign in sheet, regardless of missing players. Any late player will be assessed a penalty for each hole missed. The penalty will be the number of strokes required for their team to lose the hole, or one stroke over their net average score.

Example 1:
In a match where all players have a 9 handicap, Team A (both players present) finishes a hole with a combined net 9. Team B's present player scores a net 4. The absent player on Team B would be assigned a net 6 (making the team total net 10) to ensure they lose the hole.

Example 2:
If Team A finishes with a combined net 8 and the present player on Team B scores a net 7, the absent player (who averages a net 4) will be assigned a net 5 as a penalty for being late.
This penalty would apply to each hole the player is absent.

10. Any Dispute or Interpretation of the Rules should be settled fairly on the course if possible. If unsolvable, play two (2) balls and contact the league secretary for a final ruling.

11. Miscellaneous:
    a. Partners that win a hole have honors teeing off.
    b. League flag prize certificates worth $4.00 will be issued in three (3) different handicap classifications.
    c. Please refrain from using cell phones during league play except to keep score.

12. Playing Reminders:
    a. Captains are to arrange and select tee times for their matches up to a week in advance.
    b. **Captains, PLEASE CALL the golf course pro-shop (882-6524) or sign up on the tee reservation sheet on Wednesday night for the following week. When making your tee time give them the names of the players that will be playing early and late.**
    c. Captains are urged to tell their players to be at the golf course at least 10 to 15 minutes ahead of the time selected.
    d. Players from another team that are not scheduled to play on their team may substitute for any team (except the team that their team is playing against) during the regular league season, but not in the playoffs.
    e. **AVOID SLOW PLAY!! Play ready golf from tee to green to speed up play.** If a fairway or hole is open ahead of you, and a group is waiting to play behind you, let that group play thru. Matches should be completed in 2-1/4 hours or less.

13. Playoffs:
    a. End-Of-Season playoffs will determine the Overall League Champion
    b. The top six (6) teams in each League Division advance to the playoffs based on total points accumulated over the entire 17 weeks of league play.
    c. If there is a tie for any of the top six (6) places, the winner of the regular season match between the teams involved will garner the highest-ranking position. If a tie still exists, the team scoring the most points the final night of regular season play will assume the highest-ranking position. If still tied, revert to the second to last night of regular season play, etc.

d. Playoff matches in 2026 will be held on Wednesday, August 19, Wednesday, August 26, Wednesday, September 2, and Championship match (18 holes) to be completed September 9 or shortly after.
e. If playoff matches end in a tie, the first tiebreaker will be the (9 or 18) hole team net score. If a tie still exists the next tiebreaker will be the fewest total team strokes taken on the hardest handicap hole(s). If a handicap stroke(s) is warranted it will be applicable.
f. Teams that participate in the playoffs must use only players listed on their regular season roster (no substitutes).
g. All players in the playoffs must have played a minimum of 4 rounds to be eligible to play in the playoffs
h. The Championship Match (only) will be an 18-hole match. All other playoff matches will be nine (9) holes.
i. Playoff matches #1 and #3, will be on the back nine. Playoff match #2 will be on the front nine. The 18 -hole Championship Match will start on the front nine (9) and finish on the back nine (9).
j. Note: The two (2) teams involved in the championship match must decide if they want to play all 18 holes on one (1) day, or play two (2) nine (9) hole matches. If bad weather forces postponement(s), the teams involved are to arrange a finishing date before the following Wednesday. Different team members may play the second nine (9) holes. Each nine (9) holes played will be a separate match, but both nine (9) hole match scores will be combined to determine a final result.

k. Awards:
The regular season champions of each Division will receive a $15 gift card for the golf course for each team member. In addition, the regular season first and second place teams in each division will receive a bye for the first round of playoff matches
    - The losers of match #1 playoffs each receive a $4 drink certificate.
    - The losers of match #2 playoffs each receive one (1) $15 dollar golf course gift card.
    - The losers of match #3 playoffs each receive one (1) $30 dollar golf course gift card.
    - The losers of the Championship Match team members will each receive a $50 dollar golf course gift card.
    - The winners of the Championship match team members will receive a $75 golf course gift card for each player, plus the team sponsor receives a championship plaque.