

Woodward Women's League Golf Rules –2024 Season

League starts the 2nd Tuesday in May (May 14th this year) and is 14 weeks. The league has no official end date, only when 14 weeks are completed or Aug. 31st whichever comes first. We will not play after August 31. If there is a cancellation of a league night those matches will be made up after the last regularly scheduled night unless it would be after August 31st. If it were after August 31st, those matches would not be made up. Although any course member can join the league, there is a maximum **number of 24 teams** for a league in order to complete play in a timely manner. If the league is full, you can be placed on a waiting list and/or you can consider being placed on the sub-list. When necessary, the following guidelines will be used to determine league members: previous league members will have priority, then adult dues paying members, then daughters of adult dues paying members and finally Jr. Members.

League dues are \$45. League players must be course members & League fees must be paid in full within the first 2 weeks of league or matches will be forfeited until dues are paid. League dues cover the cost of team prize money, computerized scoring app use, and end of year banquet/meal. Prize money will be paid out to the top 2/3 teams in the league. (Substitutes do not pay any fee & are invited to the end of year banquet at no cost.)

Substitutions and Make-up of Matches

League Night is Tuesday, and the expectation is to golf on Tuesday night. In the occasion that a team cannot play on a Tuesday, the options are:

- a. Find a substitute.
- b. Agree with the other team on a different time to make-up the match before the following Tuesday.
The team that is not requesting the make-up is not obligated to make-up the match if schedules do not allow; therefore, the requesting team will take the forfeit. Consult the league chair if there is a situation where a holiday or extenuating circumstance occurs to prevent the make-up.
- c. If the match cannot be made up before the following Tuesday, then the team initiating the make-up will forfeit.

Team members needing a substitute need to pay the league treasurer (Denise Seemann) \$1 for each night a substitute is used.

The new app has a great way of contacting substitutes, and you will need to use it to find a substitute. This will eliminate the need to make any other notifications and the handicap information you need will be automatically “plugged” in for your live scoring experience.

You may use phone, email, or text to find a sub also, but your substitute must be entered in the app.

If you have difficulty with the app/software, then you will need to contact Casie for assistance.

A list of substitutes is included with the “team roster email” prior to the season start. Team members and subs are asked to keep the league chair informed of any changes to e-mail addresses and cell phone numbers.

League has a twelve-point scoring system to determine the winner between the 2 teams competing: Each week of play, the scoring is broken down into two categories.

Individual Hole Competition – (9 points possible) – 1 point will be awarded for each hole to the team with the lowest combined score, including the handicap differences per hole. Use the course handicap system to determine which holes to add additional strokes for handicap differences. *Example: Team A has combined handicaps of 25. Team B has combined handicaps of 30. Team B will earn 1 stroke on the top 5 handicapped holes, according to the scorecard, to be subtracted from their team total for that hole.*

Team Competition- (3 points possible) – 3 points will be awarded for team totals. This is calculated by adding the two team member's scores together and subtracting their respective handicaps. If Team A's total is less than Team B's, Team A is awarded 3 points. However, if a team has 2 subs on a given night or their opponent forfeits, they **cannot** earn the 3 'team' points, regardless of the substitutes' scores.

Handicapping is tracked & figured weekly. The program uses the lowest 3 scores of your most recent 4 9-holes played. The software will start each year with last year's ending handicap. If you have no handicap, a minimum of 3 rounds should be played & scores recorded on a scorecard & turned into the league chair 1 week prior to start of league.

Tee time is 5:30 pm & is organized as a shotgun start. **Please plan to arrive at the course, giving enough time to get to your assigned tee & be ready to play by 5:25.** A 15-minute grace period will be allowed. If you are not on your assigned tee by 5:45, your team will automatically have to forfeit, with 9 points being awarded to the team that is present. If a team **forfeits more than 3 times**, prize money will not be awarded to that team, we encourage members signing-up to consider their commitment to playing league each week. League commitment also means arranging a substitute in advance. Please remember that even if you are ranked near the bottom of the league, it does matter if you forfeit. Forfeits impact other league teams because your opponent team gets 9 points without competing. Being on the sub-list may be a good option for members who cannot commit to the 14-week schedule.

Official score cards will no longer be passed out on league nights since we have the live scoring app in place. We do suggest that you keep a physical card until we are all familiar with the usage of the app. It is still necessary for each team to verify that scores and points are correct at the end of the evening. The app will notify each member of the foursome in the case that you all enter scores and there is a discrepancy somewhere. Once you submit your scores, a "manager" will approve the cards, so we have another accuracy checkpoint as well.

Awards for Birdie's (or better) are given at the end of the season. A 'Birdie Chart' is posted in the locker room for you to record your birdie if you would like. Birdies are also able to be tracked through the scoring app so it isn't a must that you record it on the chart.

Postponement of League Play:

1. **If it rains** prior to the start of play and golf carts are prohibited, there will be no league.
2. Once league play has started & bad weather exists, the league chair will make the decision as to when play will stop. If there is lightning, league will be suspended immediately. The clubhouse personnel will sound a horn if they see lightning but don't wait for that! If you see lightning stop play immediately. Safety first always!!
3. When play is stopped, we ask that players wait 15 minutes before leaving the grounds, in case we can resume play.
4. If weather disrupts a round of play, a minimum of 5 holes of play must occur to qualify as a round of

golf: although handicaps will not be affected when this occurs.

5. Rounds that are postponed due to weather conditions, such as rain, severe weather, extreme heat (heat indices above 100) will be played at the end of the scheduled 14 weeks if there is time.
6. Push messaging from the scoring app will be used to communicate when league is canceled. A message will be sent by 4:00 p.m. if we are canceling. Please be sure to register your devices on the app to accept push messages and email messages. Every effort will be made to play, but a decision will be made based on information that is available by 4:00 pm.

Common golf rules you need to know.

- Winter Rules Apply—you may move the ball within 6" (length of scorecard) to make the ball hittable, you are not to move the ball closer to the pin.
- Additional Local Rules could be voted on by the league based on the condition of the course. (i.e., bunkers full of water, move ball behind bunker, no penalty).
- If your ball is unplayable, you have 3 options, all with a one stroke penalty. 1) hit again from where you originally hit the ball; 2) drop the ball (knee high) within two club lengths, no closer to the hole; and 3) drop behind, in line of flight from the hole to the spot where the ball is unplayable.
- Ball out of bounds is a one stroke penalty & you must play a ball from the spot the original ball was last played. (stroke & distance impacted). Look for your ball for 5 minutes. It is common courtesy for the foursome to help look. If the ball appears to go out of bounds, play a provisional. Look for your original ball, if it is out of bounds, take a 1-stroke penalty, and hit the provisional. (i.e., if the tee shot is hit out of bounds, hit the provisional, look for the first ball, verifying that it is out of bounds. Hit the provisional if the original ball is out of bounds. If the provisional is hit from the tee, that is the 3rd shot (1 for the original shot, 1 for the penalty, 3rd shot is the provisional). If the ball is not a tee shot penalty is same, stroke and distance.
- Player hits opponent's ball with their ball:
 - OFF the green—if your shot is from OFF the green and it hits a ball on the green, return the other person's ball to its approximate original location. No penalty.
 - ON the green—If you hit a ball that is at rest ON the green, it is a 2-stroke penalty. Return opponent's ball to its approximate original location. Feel free to ask opponent to mark their ball before you putt.
- To take relief from perimeter fences, property barriers, etc. you take two club lengths no closer to the pin & drop your ball (knee high) with a one stroke penalty.
- To take relief from casual water, ground under repair, sprinklers, or other man-made objects, you are allowed two club lengths no closer to the hole without penalty.
- Searching for a lost ball is limited to five minutes and common courtesy dictates that the foursome help in searching.
- Playing the wrong ball is a two-stroke penalty for the person who hit the wrong ball. Return the wrong ball that was hit back to the original location. Locate and play your own ball. Count only the strokes you make with your ball, including the 2-stroke penalty.
- "Gimme's" are optional and can be given on a per team or per person basis as the players deem fit. The only rule that we have is that "said gimme" must be within one foot of the cup and no further. **DO NOT forget that a "gimme" is still counted as a stroke!!**
- You should not drive your golf cart into the no-mow areas; instead, you should search for balls on foot & try not to disturb the condition of the natural hazard.
- Whiffs (missing the ball on your swing) count as strokes.
- In order to speed play we will use double Par +1 as the maximum number of strokes on a hole. This means when you reach that number, please pick up your ball and log your score and move on to the next hole. As an example, on a Par 4, your maximum number of strokes is 9. Par 5=11 etc.

We have voted that moving forward all rule changes will be voted on and implemented by the League Rules Committee instead of having a majority vote from all league members to streamline the process.

If you are new to league & golf rules, don't hesitate to let others know & to ask for rule interpretations as they occur.

Enjoy!!!!

League Chair, Handicaps and Software App Manager:

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League Treasurer:

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League Rules Committee:

Casie Harney, Chair

Vickie Borich

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