

## *Monday Intermediate Ladies League*

- League play is stroke play with two-person teams.
- May 17 - Season starts (First Half Series)
- July 05 – First ½ Series Final Night
- July 12 – Second ½ Series Start
- August 23 – Second ½ Series Final Night
- August 30 – Championship Night for 1<sup>st</sup> – 4<sup>th</sup> place. Rest of team play 2-person net scramble for prizes. 4:30pm Shotgun Start for all (Dinner & Banquet)
- Finals - pairing the first & second half weeks 1st place teams vying for overall 1st & 2nd place.
- Semifinals - pairing the first & second half 2nd place teams vying for overall 3rd & 4th place.
- In the case of a team finishing in the same position in both halves, the next place team will represent the next place. (i.e. - winners of 1st place in half one cannot vie for the Final or Semifinals in half two)
- League payouts will be based on the semi-final & final match's on 8/30/21.
- CDGA or certified & verifiable USGA online handicaps are preferred for all league members.
- Players without Handicaps are eligible & will receive a handicap after week 1.
- Substitutes are not required; one player can represent the team in a weekly match vs. the opposing teams.  
Substitutes are allowed and if they do not have a handicap, they will receive one after the round.  
League members are prohibited from substituting for another team.

- **Weekly Green Fees apply in addition to league entry. \$23 walk - \$33 ride**

## Point Allocation

- **Points will be awarded weekly as follows.**
- **10 total points per Team match are available weekly.**
- **2 points for each Individual Net Single Match (low handicap plays low handicap, total of 4 possible points.) Halved Single Matches result in 1 point per player.**
- **4 points for the low Net team score. (You get this by taking the total gross score of both team players and subtract their handicaps) Halved Team Matches result in 2 points per team.**
- **1 point for each players participation nightly**
- **If an entire team no shows, the opposing team gets a Full 10 points, if only 1 player plays then the match is for 9 points as 1 participation point is not awarded.**

## Dues

- **All members shall pay annual dues of \$85 per player plus weekly green / cart fees.**
- **Dues cover admin, prizes and fees for the end of the year banquet.**
- **Dues are non-refundable and must be paid before a player competes in the league.**
- **Banquet Fees are non-refundable if you choose not to attend.**
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## Events

- **Events are played on Monday Evenings.**
- **Teams may elect to pre-play a league match if both teams agree.**

- Pre-played matches must be completed *prior* to the schedule day and time.
- No matches may be played after the scheduled time and day.
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## Shotgun

- All players will start at 4:30 each week on either the front 9 or back 9.
- You will be supplied with a schedule and players information list, so please contact your weekly match to schedule your times if you're not going to be here at your scheduled tee time.

## Rain Outs / Unplayable Conditions

- If inclement weather effects the completion of a Regular Event, rain checks on golf and cart will be issued for weekly paid starts.
- Once the ThorGuard Lightening Alarm has sounded ALL PLAY shall be suspended until an all clear Alarm or decision to continue to play is announced.

## Handicaps / Scoring

- Each Group competing must return the scorecard, co-signed by at least one team member in each group after completion of play. (The FORE Bar will have a scorecard receptacle)

## Rules of Play

- U.S.G.A. Rules Govern all play except when determined by committee. (Winter Rules All Season)
- The 14-club rule is always in effect
- Players can leave the flagstick in the hole while putting.
- Players may repair spike marks or other damage, including footprints, on the green with no penalty.
- Loose stones and debris in a bunker may be removed without penalty.

- **3 Minute Time-limit when searching for a lost ball.**
  - **Ladies play from the Bronze Tee markers.**
  - **Putts that are within (1) putter-head length of the hole (Approximately 4 inches) are deemed “Good” and shall count as one stroke and a completed hole. Opponents have conceded the putt & state: “That putt is Good”**
  - **There would be no penalty for a player accidentally moving a ball on the putting surface**
  - **The use of Non-Slope providing distance measuring devices is allowed.**
  - **It is permitted to give advice to anyone in your foursome.**
  - **It is permitted to accept or ask for advice in your foursome.**
  - **Free relief from French tile drains and any exposed drainage.**
  - **All exterior boundaries that are marked in white paint or with white stakes are to be played as lateral relief. 2 Stroke penalty and drop from where the ball went past the white stake or line. (2 Club lengths plus stance)**
- All Drops on the course must be made from a knee-high height or above.**

## Obstructions

- **Cart paths are immovable obstructions. Nearest relief with stance and one club length may be taken no nearer the hole for your drop.**

## Slow Play

**Please remember to keep your entire group moving by looking for and watching each other’s golf balls. You should play each hole in under 15 minutes.**