

## League Rules for 2018

1. New This year: You may decide not to tee off from the Red Tee markers on holes #3 & #9. You need to decide this before each match. If you do not tee off on those holes, you will move your ball across the ravine to the drop area, which will be the ends of the cart paths on both holes. You will NOT use a Tee on this shot and it will be counted as your 2<sup>nd</sup> shot.
2. Keep play moving so there're no open holes.
3. Each team member and substitute must be a stockholder and membership paid in full for the current year.
4. There will be a fee of \$20 to be paid by the first day of league play. This will pay for all league dues
5. The criteria for determining handicaps are posted on the bulletin board. If you do not have a handicap established, your handicap will be "0" for league play. You need 5 scores to establish a handicap.
6. The highest handicap will be 20.
7. Tee time: **Early league** will start at 1:00 p.m. each Thursday that league is scheduled. **Late League** may play anytime it works out for the four golfers involved. The round must be completed on Thursday. If teams are able to start play while the shotgun round is still in progress, later arrivals should find an open hole, or wait for an opening on Hole #1.
8. A team match **cannot** be played with two subs. If both team members will be gone, that team must forfeit. If you have a substitute playing for you, please notify Joyce Huster 712.830.6551 – [joycehuster@gmail.com](mailto:joycehuster@gmail.com) or Mary Ellen Hatch 712.660.5044 – [mhatch@frontiernet.net](mailto:mhatch@frontiernet.net), so that the change can be made prior to the afternoon play on the score cards. You can also play with one player – using the playing golfer's score and handicap.
9. No match will be made up. Please try to find a substitute to take your place.
10. A team consists of two people. You may pick your own partner.
11. We will continue to play scheduled league play unless there is heavy rain and/or lightning. If the course is closed to carts due to weather we will vote as to whether we will hold play that day. If a team quits for any reason during play, their match is forfeited. If over half the teams have more than 4 holes played in a match, you can reschedule to play the rest of the match before next league day.
12. If your opposing team forfeits, the team with the members present must play their round and will receive 11 points.
13. **Fluffing in the rough is NOT allowed.**
14. Winter rules apply.
15. Weekly fees - \$1.00 per week which is for the \$.25 pin prize and \$.75 for league play.

### Match Play

The holes will be marked on your scorecard this year. Your cards will show whether you must give your opponent any strokes on the appropriate holes. The lowest net score per hole wins one point. The hole is halved if you have the same net score. There is also one point for the team with the lowest score after deducting your handicaps. The points should add up to 19 between the 2 teams.