

2023 Thursday Night Men's League

Combination USGA and Local Rules for league play.

Water Hazard – (red or yellow)

If you hit a ball in the water, take a 1 stroke penalty and drop 2 club lengths from where the ball entered, not nearer the hole. **On holes 3 and 6, if your tee shot lands in the water, go to the drop area on the green side of the pond. You will be hitting your 3rd shot.**

Embedded ball

Should your ball land in its own pitch mark through the green, you may lift, clean, and place it near where it plugged (not nearer the hole) without penalty. **You may also clear mud off your ball anytime on the course.**

Ball, swing, or stance interfered by a manmade obstruction (cart path, power box, tee sign, sprinkler head, drain pipe, etc.) Nearest point of relief plus one club length, not nearer the hole, where your stance and swing are not impeded by the obstruction.

Out of Bounds

Defined by white stakes around perimeter of golf course. The road to the left of hole #4 defines out of bounds as well as the driveway and parking lot define out of bounds where no white stakes are present. The penalty is always stroke and distance. If you should hit your ball and you see that it may be in danger of being out of bounds, you may hit a provisional ball. If you find your original ball is in bounds, it becomes the ball in play, and you should pick up the provisional ball that you hit (no penalty). If the original ball is OUT of BOUNDS, the provisional ball becomes the ball in play and you will be laying three, hitting your fourth shot. **Or you may decide where the ball went OB, create an imaginary line perpendicular to the fairway, no closer to hole and drop up to 2 club lengths behind the line. Next shot will be your 4th.**

Lost Ball/Unplayable Lie

If you should hit your ball and see that it may be in danger of being lost (NOT OUT OF BOUNDS) in tall prairie grass or in a grouping of trees, **do not hit a provisional ball.** Play all lost balls (not out of bounds) as a hazard, dropping 2 club lengths from the point that your ball crossed the hazard, not nearer the hole. Unplayable lie elsewhere on course is 2 club lengths from original lie no nearer the hole with 1 stroke penalty. **This does not mean you move your ball to a clear spot and play from there with a 1 stroke penalty.**

Alternate Lost Ball/Unplayable Lie/Out of Bounds – [Link to Video](#) | [Link to graphics](#)

When a player's ball has not been found or is known or virtually certain to be out of bounds, the player may proceed as follows rather than proceeding under stroke and distance - For **two penalty strokes**, the player may take relief by dropping a ball in the relief area.

To establish the relief area:

Two Estimated Reference Points:

1. Ball Reference Point: The point where the original ball is estimated to have:

- Come to rest on the course, or
- Last crossed the edge of the course boundary to go out of bounds.

2. Fairway Reference Point:

- Look for the spot on the fairway that is closest to the ball reference point that provides relief from any obstruction. No nearer the hole.

Size of Relief Area Based on Reference Points:

Anywhere between:

- A line from the hole through the ball reference point (and within two club-lengths to the outside of that line), and
- A line from the hole through the fairway reference point (and within two club-lengths to the fairway side of that line)

Etiquette

Players should mark their ball before play and identify with opposing team to what they are playing.

- Players should be at their starting hole, ready to play, 5 minutes prior to 5:00pm
- Check in at the golf shop to pay for skins game, low net, cart fees, etc.
- Proper golf attire should be worn at all times. Golf shoes or regular gym shoes. No tank tops, cutoff shorts, or work boots.
- Appropriate behavior and golf etiquette is required. **Always keep golf cars on paths around tees and greens**, and adhere to daily cart rules (90 degree, path only, etc.) **Please do not drive golf cars in natural prairie grass areas.**
- State laws prohibit anyone from bringing alcoholic beverages on the premises. **Prairie Woods GC does not allow ANY carry-on beverages or privately-owned coolers of any kind.** Beverages can be purchased from the clubhouse or beverage cart. Coolers are available in the clubhouse.
- Slow play can be frustrating for everyone. We ask that each group **keep pace with the group AHEAD of you, and everyone should finish 9 holes in a maximum of two hours and ten minutes.** Please play 'Ready Golf.'
- We golf in the rain....usually....sometimes..... A few drops of rain will NOT cancel league play. However, if the weather becomes a dangerous situation to league members or to the golf course, play will not continue. *Decisions to cancel play will NOT be made until 4:00pm. Captains will be notified at that time, call your captain! We will not have a decision made if you call the golf shop at noon.* 😊
- **If you cannot make it to a night of league play, find your own sub!** or call the golf shop as a last resort, and we will do our best to find a sub for you.
- \$255.00 per team is used for hole event prizes, banquet prizes, range fees, and hole in one fees.
- All subs are invited to the end of the year banquet.
- Subs should always write first and last name on the scorecard if we haven't done so already.
- We will blow a horn/siren at 5:00pm to signal the start of play. **If you are late for your match, you will forfeit the 2 points for each hole missed AS WELL AS the 6 points for the total. If your group has NOT hit their 2nd shots of the first hole, you may start the hole-No penalty.**
- **If your opponent does not show, you will receive 15 to start the match and play for 9 more with your handicap.**
- Pace of play tips: 1. Grab a couple/few clubs when walking to your ball to avoid walking back to the golf car or waiving your partner over to bring you another club. 2. If walking, put your golf bag between the green and the next tee. 3. Mark scores down on the next tee box. 4. Ready Golf.
- **Any player 70+ years young, may play from the yellow tees.** If you decide to do so, you must play from the yellow tees on every hole, **every week. You may not go back and forth.**
- **Rule of 85: if your established handicap (handicap on week 1) PLUS your age is equal to or greater than 85 you may play from the yellow tees.**

Scoring

Please mark down your score for the hole in the CORRECT box and let the computer figure out the points. Always mark down your gross score (number of strokes it took to finish the hole). The computer will adjust the scores in regards to maximum number of strokes a player is allowed based on his handicap. One member from each team should verify the scores on the card **and sign the card before turning it in to the golf shop. Once a card has been handed in, no adjustments can be made, unless an obvious, intentional error has occurred.** Golf pro will have final authority on any changes.

Miscellaneous

- Shotgun start each week at 5:00pm
- **Maximum strokes: Double par of the hole. Ex. Hole 3 is a par 3. The highest score you can take is double par equaling a 6. (gross score not net)**
- Subs **cannot** win hole events, unless they pay the \$30 prize fund.
- Flight playing alone each week will be split to both nines in an attempt to speed up the pace of play. We will have separate hole events and skins games for them.
- Optional skins game each week is \$5.
- Optional low net honor roll is \$26 for the season, starts week 4.
- Optional low gross honor roll is \$30 for the season, starts week 2
- **All rosters will be NOT be re-flighted after week 3.**
- A team **will not be allowed** to have a player sub for them during the **last 3 weeks** of the season that has not subbed in the league at some point in the **first 13 weeks** of the season.
- **All matches should use the honor system to determine the order of play on the tee box.** In the event that a white tee player and a yellow tee player are playing a match against one another, the honor should still be used even though 'ready golf' may suggest otherwise. The **only exception** to this rule would be if **BOTH players** involved in the match would prefer to play 'ready golf' instead of using the honor system.
- **Players ages 70+ must notify the golf shop that they will be playing from the yellow tee boxes at the start of the season.** If you are turning 70 during the season, you may play from the yellow tees for the entire season.
- **Rule of 85: if your established handicap (handicap on week 1) PLUS your age is equal to or greater than 85 you may play from the yellow tees.**
- Players playing from the yellow tees on league nights will move up **ONE** set of tees for team event nights (red, white, blue scramble and tuff nite scramble.)
- Maximum handicap for any player is 24.
- **All players are required** to have league fees paid on or before the first night of league in order to play.