

2025 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.

Sand Trap/Standing Water: Remember to rake marks left behind in a sand trap. **If the sand trap has standing water, the ball may be dropped outside of the trap, no nearer the hole.**

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 a one stroke penalty (**as of 2025 we no longer charge a 2 stroke penalty**); all OB penalties are put back into play through lateral relief. 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, hitting your 3rd shot. All penalties for OB will be a 1 stroke penalty. You cannot play your ball that has been deemed OB (when ball lands across driveway, it must be returned to where the ball was estimated to have last been in bounds and played as if the edge of the driveway is marked OB). When your ball is deemed OB, you get two club lengths from where the ball last crossed the line of OB (**Lateral Relief**). **YOU CANNOT DROP IN THE FAIRWAY. Next shot will be your 3rd shot.**

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.**

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.**
- **Please pair up in golf carts! We are trying to limit the number of golf carts that have singles riding in them for league play. Please monitor this on the course as it is the only way we can keep the league cart fee as low as possible for our golfers!**
- 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.'**
- **Every hole has a group starting on it. You should never have an entire hole open in front of you. Please monitor your own pace of play and keep up with the group in front of you. 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.** Emails will be sent when league has been cancelled. Call your captains with questions! **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, YOU are responsible for finding a sub.
- \$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.**
- 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 65+ 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 If you will be turning 65 this summer, you may play 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.

- **If your opponent does not show, you will receive 6 points for the match and play for 18 points more with your handicap.**
 - **2pts per hole; net bogey or worse = 0pts | net par = 1pt | net birdie or better = 2pts**

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.**
- 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**
- **Rosters will NOT be re-flighted. Flights will be determined by the signup sheet submitted at the beginning of the season.**
- 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.
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- **Players ages 65+ 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 65 during the season, you may play from the yellow tees for the entire season.
- 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.
- **YOU ARE RESPONSIBLE FOR YOUR OWN SUBS! If a sub has not yet played in the league for the current season and the golf shop has not been notified that they will be playing by the time league tees off that night, the sub will have a 3 handicap for the round and will automatically lose the match (6pts).**