

## GENTLEMEN'S LEAGUE FORMAT & RULES

1. Tee-off is by an appointed shotgun time with all players on their carts and ready to head to their holes at their designated time, unless otherwise communicated. Entire teams arriving after the commencement of play will be assessed a 2 stroke penalty.
2. No refunds will be provided to teams who choose to leave the league.
3. Players who have not paid their league fees will not be permitted to play.
4. Scorecards must be signed by both team captains and handed into Trish immediately after the round.
5. Teams who fail to turn in their scorecards after the round will receive 0 points for that evening's play.
6. Teams that join the league during the year will start off with the same points as the last place team.
7. Ties for teams that are in the prizes, will be determined by a team chip-off.
8. There is a Gentlemen's League appointed committee in place. Any disputes, appeals, or questionable plays will be heard, evaluated, and decided by the committee. Their ruling will be final. As new issues come up, the Gentlemen's League Committee reserves the right to enforce new rules to handle these situations.
9. It is the responsibility of each team to govern and enforce the rules of golf during play with your opposing team. If there is a questionable play or score, please mark it on the scorecard. If teams are consistently being reported as questionable, their participation in the league will be determined by the advisory committee.
10. This is a social league with the main focus being a fun night out with the guys. There will be no tolerance for cheating.

### Game Specific Rules:

- 4-man best ball league format.
- Teams DO NOT get an extra shot or putt for missing players.
- Must use every team member's drive at least **twice**.
- Where red tee boxes are available tee assignments are as follows: Men 70+ tee from Red, 65-69 tee from Yellow and 64 & under tee from White. Where Red tees are not available the following will apply: Men aged 70 and over tee off from the gold tees while 69 and younger use the white tees.
- If you hole out prior to your other team members completing their strokes, the hole-out score stands
- All fairway shots must be played within one club length (measured is acceptable) from the original position of the selected ball, no nearer the hole. If the selected ball is in a specific cut of rough, all shots must also be played from that specific cut of rough.
- Team lost balls. Due to time constraints, the lateral rule will come into play, replacing a chosen lost ball one club length from the point of entry. A one stroke penalty will be assessed.
- Yard markers, sign markers, sprinkler heads, ground under repair, cart paths, course drainage ditches take nearest relief, no nearer the hole plus one club length with no penalty.
- The Black Bull Gimme Putt given by the Captains is, one foot, 12 inches, or 30 centimeters only from the cup. This rules sheet is 11.5 inches long for the distance challenged.
- Ready golf is highly encouraged. The maximum amount of time allowed to complete the round is 2 hours & 45 minutes. Teams finishing after this time will forfeit that evening's points.
- All teams must have fun! 😊

### Proximities:

- Super KP – tee shot must be within **3ft** distance to qualify. Prize will be carried over until won outright.
- Mystery Hole – a card will be drawn every week to see which hole will be the mystery hole. The team with the lowest score on the chosen hole will win the prize. The prize will carry over until it is won outright.
- KP – closest to the pin cash prize
- KP in 2 – closest to the pin in 2 shots cash prize
- Long Putt – If you are trying to qualify for the long putt then this is also where your team needs to hole out from.
- League Championship – will be awarded to the team with the highest points at the end of the league season. All 4 team members will be awarded unrestricted golf memberships for the following year.