

**PHEASANT RIDGE GOLF CLUB
WEDNESDAY NIGHT LADIES LEAGUE - 2021**

TEAMS: You will sign up with a partner. You may select a partner or enter a random draw to be teamed with a partner. The Board will try their best to find you a partner, but it is not guaranteed. The league will be capped at 40 players (20 two-lady teams) with a list of substitutes and a waiting list if necessary.

LEAGUE DUES & PAYMENTS: The league dues are \$80.00 per person which will pay for the year end banquet and prizes. **We must receive the league dues before league play starts. The \$80.00 dues will not be refundable after the first week of league.** The price of \$19.00 will be due each Wednesday for greens fees.

It is preferable to use the league payment system on the Pheasant Ridge web page:

- Go to www.pheasantridgecc.com
 - Click the Online Store.
 - Click on League Play.
 - You will have the option to pay for league golf and cart rentals for one week or several.
 - Make sure you use your name for the customer info section.

The Pro Shop will receive notification that you have paid. Please acknowledge your arrival at the outside Pro Shop window.

Note: The Pro Shop has set up an account for season pass holders. Please call the Pro Shop and put any amount of money you wish on your account and it will be deducted as you use the funds. Replenish your account as needed.

TYPE OF PLAY: We will be using the match play format. Each match will be played for a total of nine points. Each hole will be worth one point. A “show-up” point will also be awarded to the team as an incentive if both members of the team “show-up”.

“SHOW-UP” POINTS: If a team is forced to play a match with one player or the team recruits a substitute, the “show-up” point will be cut in half. Additionally, no “show-up” point will be awarded to a team that has recruited two subs to play a match. A match can still be played by a team that recruits two subs providing that certain etiquette is followed in making match arrangements. If proper notification is given to opponents about whom they will be playing and what time the tee time will be, then the opponents will be obliged to play the match. If the arrangements are not satisfactorily arranged, then the team may elect to play a randomly drawn card from league play that night. **It is not up to the Pro Shop or anyone else running the league to find substitutes.**

SUBSTITUTES: If a player is unable to make a match, the team is encouraged to find a substitute to fill in. The sub must have an established handicap. Substitutes will also be eligible for the weekly contests.

A list of substitutes will be posted on the Pheasant Ridge website as well as on the contact list the Board provides to you.

MATCHES WITH A NO SHOW TEAM: When a team is scheduled to play another team that is unable to make it and cannot find any subs, they will be randomly drawn to play another team that is playing that night. The team that did show-up that night cannot receive less than 4.5 points (plus show-up points), but can earn more with matching of the cards. It is strongly encouraged that if you know that you are going to be out, try to make arrangements with your opponents to play at an earlier time or find a substitute. If a team is unable to make a match and they have not found substitutes or pre-arranged for an earlier time to play, they will receive zero points for that match.

SCHEDULED TIMES/RULES: Times will be posted by the first week of matches for each team's arrival. Please communicate with your opponents or check the website to verify arrival times. There will be a 15-minute grace period allowed for being later than your scheduled time. If you are going to be late for any reason, call the Pro Shop so they may notify your opponents. The opponents may elect to play if the 15 minutes has surpassed regardless of whether you have called. If this is the case, you may still "catch up" to them and continue playing out the rest of the holes. You must start on the next tee from the hole they are currently playing. You will have lost whatever holes that they have completed.

SCHEDULE: Matches will be played on Wednesday evenings. The tee will be reserved from 3:30 PM to 5:00 PM. The tee will be on a first come/first serve basis when your whole group has arrived.

A schedule of matches will be posted online. A list of participants with phone numbers and tee-times will also be posted.

RAIN-OUT POLICY: If a match is a wash-out, it will not be rescheduled unless otherwise determined by the Board. **If severe weather or the golf course becomes unplayable and it is officially called, all matches must have finished for it to be considered an official league night. If both teams in the match group decide to quit their match early and it has not been officially called off, the points will be calculated on the number of holes they completed and show up points will be awarded.**

A greens fee credit will be issued to any player who has not finished 6 holes of a round. If a player has finished 6 or more holes, a greens fee credit will not be issued.

STANDINGS: Results will be posted each week on the bulletin board in the snack bar and by weekly email. Match scorecards must be handed in to the Pro Shop each week. **Failure to hand in a score card will result in no points awarded.**

FINAL STANDINGS: A final order of standings will be established at the season end of scheduled matches. The league champions will be the Team that finishes with the most points at the end of the season. **Any ties in standings will first be broken by team show up points. If there is still a tie, we will go to previous head-to-head match point totals. Lastly, if a tie remains, we will draw a random week of matches for total points won.**

LEAGUE HANDICAPS

- For returning players, the first week of league combined with the final average from last year will be used for determining your first average.
- For new members, the first week score and scoring information provided on the application will be used to establish your beginning average.

When scoring for league averages, there is a **maximum of 10** strokes taken on any hole. Players must complete each hole (no picking up the ball) as averages will be updated and calculated weekly.

Note: If you are submitting your score into the GHIN system, the system will automatically adjust your score to your handicap.

STROKES & SCORING: Players will stroke off the player with the lowest average in the foursome. Players receiving strokes will get 50% of the difference between averages. Score cards will be marked and stroked by the Pro Shop and can be picked up during check-in.

Immediately after your match, please bring your scorecard to the Pro Shop.

- Make sure the scores are totaled.
- Make sure both opponents check each other's scores and math before handing it in.
- Circle all birdies/eagles/chip-ins and be sure the Pro Shop notes them.

CONTESTS: We will have weekly contests that will be noted on the night of play. Prizes will be awarded weekly to contest winners. Also awards will be given to the players with the most birdies and chip-ins at season end.

COMMUNICATION: Our league has an email address:
prladiestwilightleague@gmail.com

Please use this email address to correspond with the Board. We will then review and respond accordingly.

We encourage players to post photos and/or comment on highlights of your round on our Facebook page: **Ladies Twilight League - Pheasant Ridge.**

Refer to the Pheasant Ridge web page to view weekly standings, averages, league roster and the schedule.

There will be a bulletin board for our league in the snack bar. Refer to the board for our schedule, winners of weekly contests and the display of birdie and chip-ins made throughout the season.

PACE OF PLAY: To speed up the pace of play:

- Limit the number of practice swings.
- Play golf ready.
 - Whoever is ready tees off, regardless of the score from the last hole or which of the players it is.
 - If possible, determine the club you need in advance of your shot and bring the necessary clubs with you.

GOLF ETIQUETTE

- When waiting to tee off on Holes 1 and 10, please socialize quietly while other teams are teeing off.
- Be respectful of other players in where you stand, position the golf cart, talking, etc.
 - Do not play music.

LOST BALL OPTIONS

- On a possible lost tee shot, a player **can** re-tee and hit a provisional ball. The player must state their intention. The player would be hitting their 3rd shot. **If the player hits a provisional ball and then locates the original ball, the player must play the found ball.**
- On a possible lost tee shot, a player can declare the ball lost and hit another ball (hitting 3). **The player should not look for the lost ball. Even if it is found, a player cannot play it if it was declared lost.**
 - In order to speed up play on a lost shot, a player can place the ball one club length back from the spot it went into where it was lost. This is a local course rule we use in our league. Local rules supersede the Rules of Golf.
- There is a 3-minute time limit to search for a lost ball. Ask the player if it's ok before searching for another player's ball.
- If a ball is lost and it is obvious to the players that it may have been plugged in the mud or a puddle, the players may agree to place the ball where they believe it was hit without incurring a stroke.

PREFERRED LIES: Players have the opportunity to move the ball **12" within the fairway only** and no closer to the pin. The ball does not have to be in a divot, etc. to be moved.

If the ball lands in ground under repair or on an obstacle (i.e. a rock, sprinkler head), the ball may also be placed 12" outside of the area, but no closer to the hole. Note your intention to the other players.

HOLES #2 AND #8: If a player hits a ball into the hazard on hole #2 or #8, the player may choose to proceed to the drop circle on the other side of the hazard under the penalty of two (2) strokes and will be hitting their 4th shot.

If the player chooses to retee and hit again from the tee box, the player would be hitting their 3rd shot.

MISCELLANEOUS

- You may not use or share another player's club(s).
- An opposing player may allow a "gimme" when close to the hole, usually done when the point is already determined.
- If a ball hits another ball and moves it, the player whose ball was hit **must move the ball back to where it was originally. The player who hit the ball must play their ball where it ended up.**
- If the ball of another player makes it hard for you to make your shot, whether in the rough or on the fringe, you can ask the person to mark their ball so you can make your shot. Once your shot is completed, the marked ball is returned to the marked spot and played. Please note you can only mark a ball in this example if asked.

QUESTIONS ABOUT RULES WHILE PLAYING YOUR MATCH

If you are unsure of a rule when playing in your match:

- Play the way you believe you should using your original ball.
- Play another ball with your second option in case your first decision was not correct.
- When you finish the match, go directly to the Pro at the clubhouse to request a determination on the hole.

Please do not ask other players for a determination. The Pro is the professional and knows the rules. If there is any discussion, it should only be between you and your opponents.

Pheasant Ridge Ladies Twilight League Board:

Donna Fritz

Sharon Hilson

Lauren Lyons

Marcia Presher

Dorothy Savery