



Tuesday Night League Battle Ground Golf Club Rules and Regulations



1. This league is an individual league; there are no teams.
2. Format of play: Match play every three weeks with a team game on the fourth week.
3. Point System & Handicap:
 - a. Net Score, one point per hole, in the event of a tie on a hole the hole will be halved. The winner of the match will receive an additional point. If players are tied at the end of their match (4.5pts to 4.5pts) the match point will be halved.
 - b. Players will play until the ball is holed unless the player reaches a NET score of triple bogey for the hole. They then are allowed to pick up for the hole.
 - c. Handicap will be determined by a continuous handicap at 80%. The first two weeks of league players will use their previous years handicap or their current USGA handicap for new players. If a player does not have an established handicap with the above two options, the player will play off a two handicap for two weeks until we establish their handicap. There will be two weeks prior to the league starting that a handicap can be established on Tuesday nights.
4. You will be permitted to roll the ball one scorecard length through the green, you may improve your lie not your position. All no mow areas, lakes and out of bounds will be played as lateral hazard. You are not permitted to roll your ball in a lateral or an out of bounds area. If the player can find their ball in these hazards, they are allowed to play them but not to move them. Gimmie putts are determined by your playing opponent otherwise all balls must be holed.
5. If you have any doubt on a ruling, please play a provisional ball and a decision will be made by Jackson.
6. The league will alternate between the front and back side each week. The starting time will be at 5:30, this means players are on their starting hole at 5:30 not arriving at the golf course.
7. The total number of points at the end of the league will determine the overall winner. If two players are tied for first place at the end of position night, then a sudden death playoff will start on #1 and go forward until one player wins more points on a hole. If this can't be done before dark, then the first place will be decided by head-to-head competition during the league. If this doesn't determine the winner, then those teams will split first place. If three or more teams tie for first place, then the payout will be split between them all.
8. Entry Fee: The entry fee for Tuesday Night League will be \$30 per player, with 100% being paid back in prizes or food. The league fee is due no later than the first official night of league.
9. Weekly Fees: 9 holes w/cart for non-member \$21.00, Proxies \$5.00, Skins (optional) \$5.00, Putting Contest (optional) \$1.00
10. Players will play from the Sandstone Tees, Senior's 60 and older will play from Emerald Tees, Senior's 70 and older with a handicap of 6 or above and women can play from the Sapphire Tees.



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11. In the event arrangements cannot be made to play the match between a scheduled pairing, the player unable to attend may still post a score for that week; however, it must meet the following conditions:
- The 9-hole score must take place on the same 9 as league play that week.
 - The round must be played with and attested by another member of the league.
 - The round must be played within the missed week and submitted to Jackson prior to league play the following week.

The player unable to attend regularly scheduled league play will also incur the following penalties:

- They will lose the match point for the week.
- They will forfeit 1 hole point.
- The maximum points lost for any given week in the event of a missed match will be 2 points.

Additionally, the "makeup" round will be played "blind," i.e. they will *not* be permitted to see individual hole scores of the player who has already finished play.

