



Tuesday Night League

Battle Ground Golf Club

Rules and Regulations



League Coordinators

Jackson Hillard – Head Pro, **Matt Oilar** – Asst. Pro, **Pam Dahnke** – Board Chair, **Ron Berryman** – Board Member, **Nathan Agee** - Board Member, **Randy Anderson** - Board Member, **Roger Sharp** - Board Member and **Jeff Cline** - Board Member

League Information

- This league is an individual league; there are no teams.
- Format of play: Match play.
- Tuesday Nights, 5:30 pm; shotgun start.
- Limited to 64 players, aged 19 and up.
- *Entry Fee:* The entry fee for Tuesday Night League will be \$50 per player, with 100% being paid back in prizes or food. The league fee is due no later than the first official night of the league.
- Weekly Fees:
 - 9 holes w/cart for non-member \$22.00
 - Skins (optional) \$5.00

Important Dates

- *May 7:* League begins.
- *August 6 & 13:* “Drop Nights” (see below)
- *August 20 & 27:* Position Nights
- *September 10:* Season Banquet and Awards

Point System & Handicap:

- *Net score, one point per hole with ties scored as half points. The match winner will be awarded an additional point.* If players are tied at the end of their match (4.5 pts to 4.5 pts), the match point will be halved.
- Players will play until the ball is holed unless the player reaches a score of **DOUBLE-PAR** for the hole. The player can also concede the hole and receive an “X”.
- Handicap will be determined by a continuous handicap at 80%. In the first two weeks of the league, players will use their previous year's handicap *or* their current USGA handicap (for new players). If a player does not have an established handicap with either of the above two options, they will play off a 2-handicap for two weeks until their handicap can be established. *(There will be two Tuesday nights before the league starts that a handicap can be established.)*
- **“Drop Nights”** — These nights will happen twice: 8/6 and 8/13. Each “Drop Night” you participate in will “drop” your worst score *to that point*. If you attend both nights, two scores will be dropped. If you do not attend either, those scores would be “0,” and those scores would be removed from your league record. These nights should be treated as regular league nights and are designed to recover any points from missed league nights throughout the season.



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Playing Rules

- 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 a *lateral hazard*. You are *not* permitted to roll your ball in a lateral hazard or an out-of-bounds area. If the player can find their ball in these hazards, they are allowed to play them, but they are not allowed to move them. “Gimmie Putts” are determined by your playing opponent; otherwise, all balls must be holed.
- If you have any doubt about a ruling, please play a provisional ball, and Jackson and Matt will make a decision.

Playing Tees

- **Blue Tees:** All men below the age of 60 with a handicap of 12 or lower will play from the **blue tees**. If a player’s handicap is higher than 12, it is *recommended* they move up to the white tees.
- **White Tees:** All seniors 60 and older with a handicap of 4 or above will play from the white tees. If a player’s handicap is higher than 12, it is *recommended* they move up to the **green tees**.
- **Green Tees:** Seniors 70 and older and women will play from the **green tees**.
- **A Note on Changing Tees:** Moving to a forward tee—from **blue** to white or white to **green**—is entirely *voluntary*; however, once a player chooses to move up, they will be *required* to play from those tees during league play. If a player that has moved forward wants to move *back*, then they will need to maintain a *handicap of 12 or less* for 4 consecutive weeks.
 - * When changing tees, please notify Jackson so handicapping can be adjusted appropriately.

Sportsmanship and Courtesy

- Golfers are to be in carts and near the staging area promptly at 5:20 pm. The starting time will be 5:30. (This means players are *on their starting hole* at 5:30, not arriving at the golf course.)
- Please notify the club professionals at **765-567-2178** by *Monday at 5:00 pm* if you cannot attend or are running late. *Teams will not wait on late players. Upon arrival, late players will be taken to the appropriate hole. Any holes missed will result in the loss of those holes.*
- Golfers are expected to complete their matches at the scheduled league time. Missed matches result in missed points. *Outside of an extreme emergency—*injury, accident, inclement weather—*leaving a match before its completion may result in disqualification from future participation in the league.*
- **Absent Opponent:** In the event your opponent is absent, you will play the next closest person on your respective scorecard. If more than one member of your foursome is not present, you may be matched up with a new opponent in another group. If you have any questions, please ask Jackson.

League Winner

- The overall winner will be determined by total points. If two players are tied for first place at the end of position night, then a sudden-death playoff will start on #1 and continue until a player wins a hole. If this can’t be done before dark, then those players will split first place. If three or more players tie for first place, then the payout will be split between them all.