



Tuesday Night League Battle Ground Golf Club Rules and Regulations



League Coordinators

Jackson Hillard – Head Pro and **Pam Dahnke** – Board Chair

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 \$24.00, Skins (optional) \$5.00

Important Dates

- May 6, League begins.
- August 5 & 12 Drop nights
- August 19 & 26 Position Nights
- September 9, Season Banquet and Awards

Point System & Handicap:

- 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.
- 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 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 before the league starts that a handicap can be established on Tuesday nights.
- **Drop Nights** These nights will happen twice: 8/5 and 8/12. 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 in place to help missed league nights throughout the season.

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 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.
- If you have any doubt about a ruling, please play a provisional ball and a decision will be made by Jackson and Matt.



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Playing Tees

- **Blue Tees:** All men below the age of 60 with a handicap of 11 or lower will play this tee. If a player's handicap is higher than 12, they will be recommended to move up a tee (but not forced)
- **White Tees:** All seniors 60 and older with a handicap above 4 but below 11 or lower will play this tee. If a player's handicap is higher than 12, they will be recommended to move up a tee (but not forced).
- **Green Tees:** Seniors 70 and older with a handicap of 4 or above and women can play this tee.
- **Moving Back a Tee:** To move back a tee a player must maintain below a 12 handicap for more than 4 consecutive weeks of league after moving up. When moving tees please notify Jackson of the move so that the 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 at 5:30, this means players are on their starting hole at 5:30 not arriving at the golf course.
- Notify club professionals at 765-567-2178 by Monday at 5:00 pm if you will be unable to attend or if you are running late. Teams will not wait on late players. Late players will be taken to the appropriate hole upon arrival. Any holes missed will result in the loss of that hole.
- 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 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 players will split first place. If three or more players tie for first place, then the payout will be split between them all.