

★ 2026 Tuesday Women's League Rules

Subs & Handicaps

- **Championship Subs:**
 - Must have played **at least 3 league nights** during the season to establish a handicap
 - Must have paid league dues
 - It's perfectly fine to use a **sub from another team**
- **Using Subs From Other Teams:**
 - You may use a sub from another team **as long as you are not playing that team on the same night**
- **New Player Handicap:**
 - New players without an established handicap will start with **25**, consistent with past seasons
 - If you already have a handicap, please **write it on your scorecard** and that number will be used.
 - This system operates **on the honor code**

Scoring

- **When a Team Doesn't Show:**
 - If a team is absent, the software will handle scoring automatically—just as it has in previous seasons. It will generate a **ghost (blind draw) player** with a handicap similar to the scheduled opponent to keep scoring fair and consistent.
 - Please try to find a sub

Rules

General Play

1. **Swing and a miss = 1 stroke.**
2. **Gimmies:** If someone says “that’s a gimmie,” pick up your ball and add **one stroke**.
 - Before the round starts, **both teams should agree** on the guideline: whether *anyone* on the opposing team may call a gimmie, or if it must be **only the person you're playing against** that night
3. **10-Stroke Maximum:** Pick up your ball at 10 strokes — do not finish the hole.

Course Situations

4. Out of Bounds (white stakes):

- From the Tee Box, Standard rule: **stroke and distance** (re-tee and hit 3).
- If you hit a shot **out of bounds from the fairway**, you must **go back to your original spot and replay the shot**, adding the standard **1-stroke penalty**.

5. Lateral Hazard (red stakes):

- Play it as it lies **OR** take a **1-stroke penalty** and drop where it entered the hazard.
- Ball may be moved **up to 2 club lengths** from the red stake/area, no closer to the hole.
- If your ball goes into the water on **Hole 8—whether it enters in front of the green, behind the green, or from the side**—you have two relief options. Both carry a **1-stroke penalty**:
 1. Take your drop in the **designated Drop Zone**, or
 2. Place your ball **back in front of the hole, in the line of flight**

6. Unplayable Ball:

- **1-stroke penalty** and drop within the allowed relief options.

7. Lost Ball (Not out of bounds):

- Maximum search time: **3 minutes**.
- If not found: (golfers choice)
 1. Return to the spot of your previous stroke. **1-stroke penalty**
or
 2. Drop near where the ball was lost, in the fairway edge. **2 Stroke penalty**

8. Sand/Bunkers:

- No grounding the club or touching sand during practice swings.
- **1-stroke penalty** if violated.
- After playing a shot from a bunker, **please rake the sand** to leave it in good condition for the next group.

Ball Interference

9. **Hitting Another Player's Ball (Fairway):**

- Play your ball where it ends up.
- Other player replaces their ball to its original spot.

10. **Hitting Another Ball on the Green:**

- **2-stroke penalty** to the player who putted.
- Your ball stays where it finishes; the other ball is replaced.
- Best practice: **Ask players to mark their ball** if there's any chance of contact.

Pace & Etiquette

11. **Ready Golf:**

- If it's safe and you're ready, go ahead and hit — fairway or green.

12. **Pace of Play:**

- NBGC pace expectation: **2 hours for 9 holes.**

13. **Cart Etiquette:**

- Do not drive carts into yards or private property.
- Respect cart-path arrows and keep carts away from greens.