



TUESDAY GAME RULES SHEET

Join us for the “TUESDAY GAME.” Tee Times start around 10:00am. To join, scan the QR Code below, on the website or in the Pro Shop. Call the Pro at (561) 629-8752 if you have any questions.

This is an 18-hole handicapped low net format which also includes **gross skins and closet to the pin on all par 3’s.**

GENERAL GAME RULES

HANDICAP:

If a new golfer has an official & current USGA handicap his Index will be used.

If a new golfer does not have an official & current USGA handicap, his handicap will be determined by averaging his first 3 rounds played in the game.

The Golf Pro may adjust handicap, if, scores are being manipulated.

Max Handicap is 25.

Players that are not eligible for low net **are eligible for skins and closet to the pins.** (Players that are not established will pay a \$10.00 entry fee instead of \$25.00 while they are establishing their handicap).

HANDICAP ADJUSTMENTS:

- Net score **62 and below** = **subtract 5** from handicap
- Net score **63 – 64** = **subtract 4** from handicap
- Net score **65 – 66** = **subtract 3** from handicap
- Net score **67 – 68** = **subtract 2** from handicap
- Net score **69 – 71** = **subtract 1** from handicap
- Net score **72 – 74** = **subtract 0** from handicap (**players scoring 72 to 74 who win low net money will be subtracted 1 stroke from handicap**)
- Net score **75 and over** = **add 1** to handicap max
- **Your handicap does not change if you win money in any other part of the game. Only in the low net portion.**

TEE ASSIGNMENTS BASED ON HANDICAP & AGE:

HDCP	<59	60-64	65-69	70-79	>80
9 - LESS	GOLD	BLUE	BLUE	WHITE	SILVER
10 – 25	BLUE	BLUE	WHITE	WHITE	SILVER

Ladies 15 Handicap or higher = GREEN TEES (All 18 holes)

Ladies 14 & under Handicap = GREEN -SILVER TEE COMBO (Silver tees on Par 3s, Green Tees Par 4s and 5s)



PRIZE MONEY & BREAKDOWN OF ENTRY FEE

- Entry fee is \$25.00 plus green fees. Green Fees vary based on time of year.
- \$15.00 for Low Net Portion (payout approx... 25%-30% of the field will be paid).
- \$9.00 for Gross Skins and Closest to the Pins (\$20 cap for all CTP)
- \$1.00 for Super Skins (2 skins excluding Par 3's). Super Skin carries over if no winner. **(Must have played 3 out of the last 5 weeks of the time of winning)**. The Golf Pro will make that determination.

SCORING:

- **LIVE SCORING HIGHLY RECOMMENDED.** Pairings will be based on at least one person in the group who can keep Live Scoring. Download the Unknown Golf app from the Google Play Store or App Store.
- Only gross scores will be used for skins.
- All disputes must be resolved prior to turning in the Scorecard.
- Scorecards must be turned into the scorer upon completion of the round.
- It is up to the group to make sure all scores, skins and measurements are recorded
- Prizes will be award shortly after all Scorecards are turned in.

ETIQUETTE:

- Please maintain the pace of play. Proper pace of play is by keeping up with the group in front of you. Not how much time it takes to play.
- No Carts allowed on the tee box, or within 30 feet of the green. Carts stay on the cart path on ALL par 3s and when it is Cart Path Only
- Repair ball marks on greens.
- Fill divots with sand (when sand is provided).
- Rake bunkers (when rakes are provided).

WEATHER:

If the rain and lightning are bad before completion of 9 holes (for everyone), the game will be canceled. All monies will be awarded based on 9-hole scores only if everyone has completed 9 holes. If weather causes the game to be canceled, then a mass text will be sent out to the group through the Unknown Golf app. Replies are not accepted do not reply back to text.

* **USGA Rules** apply except for local rules provided below.

LOCAL RULES:

- Triple Bogey Max score on any hole
- Lift, Clean and Place in your own fairway, no closer to the hole.
- If there is mud on your ball in the rough, you must play the ball as it lies unless it is a Cart Path Only Day. If it is a Cart Path Only day then it's Lift, Clean and Place tee to green (including the rough, not in a hazard area).
- Heavy brush, etc., adjacent to fairways is considered a lateral hazard; if lost or unplayable, drop two club lengths from where ball entered the edge of brush, no closer to the hole; **one stroke penalty.**
- If you hit a ball in the water. You drop from where it last passed over land, not where you found it.
- Rake and place ball in bunker if in a footprint (verified by others in the group).
- Unmarked **Ground Under Repair** areas not in the fairway must be agreed to by the playing partners. After finding full relief no closer to the hole then drop ball in play without penalty.
- All putts must be holed out....**NO GIMMIES!!!** Violations will result in **one stroke penalty** and DQ from the stroke play portion of the game. Repeat offenders will be asked to leave the league.
- Distance measuring devices are permitted, this information may be shared.