

# Ingell's Golf League Rules & Procedures--2024

THE LEAGUE FEE IS \$60, WHICH INCLUDES WEEKLY SKINS & GREENIES FOR LEAGUE MEMBERS & THEIR SUBS. IT ALSO INCLUDES THE LEAGUE WEBSITE FEE (\$20) AND PRIZE MONEY FOR THE TOP 3 TEAMS. ALL WINNINGS WILL BE GIVEN OUT AT THE END OF THE YEAR.

WE START APRIL 29<sup>th</sup> AT 4:00. SCORECARDS WILL BE POSTED ON THE OUTDOOR BULLETIN BOARD, AND WHEN YOUR MATCH IS OVER, PIN YOUR COMPLETED CARD BACK ON THE BOARD.

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1. **Yellow & red tees**: You must be 70 to hit from yellow tees, and 80 to hit from red tees.
2. **Hole #2 exception**—Everyone, except the red-tee players, hits from the yellow tees on #2.
3. **If the league is cancelled** because of the weather, just move on to the next week's schedule.
4. **Ghost Score**--If you miss a regular match without a sub, you get a "ghost" score, which 36 plus your handicap PLUS an additional 1/3 of your handicap (**a minimum of 2**).
5. **The extra 2 points in regular play** are given to the team with the lowest NET team score. The net score is found by subtracting both players' handicaps from the team's gross score.
6. **If there's a tie in the standings**, the team with the lowest NET score is placed first. If it's still a tie, the team that was ahead of the other the previous week is placed first.
7. **HANDICAPS**
  - a. The maximum strokes over par per hole that count for your handicap is a double bogey.
  - b. You start the first 2 weeks with last year's handicap. After that, your handicap scores (with the double-bogey limit) will be averaged after each week of regular play (non-scramble), but it can't increase more than 2 points over your previous handicap.
8. **SCRAMBLES**
  - a. **All scrambles hit from your REGULAR tees** and only have 18 possible points. (There are no "extra" 2 points for a scramble.)
  - b. **Scramble skins** are TEAM skins, and the money is split between the two players.
  - c. **A team handicap** consists of 70% of the lowest handicap and 30% of the highest one.
  - d. **If you don't have a partner** in a scramble, you can hit 2 balls, but your team handicap will then be your own individual handicap.
  - e. **The maximum number of strokes given in a scramble is 9**. (no more than 1 stroke per hole)
9. **INGELL'S COURSE RULES:**
  - a. **Sand traps**: You must play your ball in the sand, but you may pick it up, clean, & place back in the sand, anywhere close to where it was. (You can move the ball away from the lip)
  - b. **Moving your ball**: You can move it up to a club's length, but you can't move it from the rough onto the fringe or fairway, and you can't take it out of the bushes without a penalty stroke.
  - c. **Ravine hazards**: If you hit into a ravine on holes 3, 7, 11, 15, 16, and 18, drop a ball on the OTHER SIDE of the ravine with a penalty stroke.
  - d. **Water hazards and out-of-bounds**: take a LATERAL DROP (with a penalty stroke).
  - e. **Lost ball in play**: If you can't find your ball in the middle of the course, that everybody agrees is in a certain area **IN PLAY**, you may drop a ball in that area WITH NO PENALTY STROKE. (This does NOT refer to a ball hit close to a hazard or out-of-bounds that MAY have gone out-of-play)