

Ingell's Golf League Rules & Procedures--2025

WE START APRIL 28th AT 4:00, AND THE LEAGUE FEE IS \$60, WHICH INCLUDES WEEKLY SKINS & GREENIES, THE LEAGUE WEBSITE FEE, A NEW LEAGUE PLAQUE, AND PRIZE MONEY FOR THE TOP 3 TEAMS. ALL OF THE WINNINGS WILL BE GIVEN OUT AT THE END OF THE YEAR.

SCORECARDS WILL BE POSTED ON THE OUTDOOR BULLETIN BOARD, AND WHEN YOUR MATCH IS OVER, PIN YOUR COMPLETED CARD BACK ON THE BOARD.

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 following week's schedule.
4. **Ghost Score**--If you miss a regular match with no sub and your handicap is 1-11, you get your handicap score (no penalty strokes added). But if your handicap is 12-16, extra strokes are added to account for the usual strokes over the double-bogey limit on certain holes.
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 on 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 with last year's handicap for the first scramble and the first regular play. After that, your handicap score (your gross score minus strokes over the double-bogey maximum) will be averaged after each week of regular play (non-scramble), but your handicap cannot increase more than 2 pts. over your previous handicap.

8. SCRAMBLES

- a. **All scrambles are played 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. **If both players on a team are absent** in a scramble, that team will get a predetermined score based on the average scramble scores for their handicaps.
- f. **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 may pick the ball up & place it anywhere in the sand but not closer to the pin.
- b. **Moving your ball**: You can move it up to about a club's length.
- c. **Lost ball in play**: If your ball is **IN PLAY**, but you can't find it, you may drop a ball in the area where it should have been WITH NO PENALTY STROKE. (This does NOT refer to a ball close to a hazard that MAY have gone out-of-play). Don't look more than a few minutes for the ball.
- d. **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.

e. **Water hazards and out-of-bounds**: take a LATERAL DROP (with a penalty stroke).