

## 2021 TWILIGHT LEAGUE RULES

### Regular League Play

1. Everything must be putted out - no gimmees. Failure to do so results in disqualification.
2. League games can only be played on the specified Tuesday on the specified nine, except for play aheads. (You can play at any time on Tuesday and can play ahead up to 5 (five) times per year.)
3. Summer Rules unless otherwise indicated. (Means don't move your ball.)
4. Your league handicap is based on your league scores.
5. The low five NET scores from the two teams (12 players) competing will each be awarded 2 points. In case of a tie for fifth position the points are divided between the players involved in the tie.
6. If you play the league nine more than once on league day you count the first nine.
7. There is no picking up on a hole due to handicap. Your course handicap may dictate that you can only count 7 or 8 - no more - that doesn't apply to league play. If you shoot a 10 you record a 10.
8. On days where it is cart path only, we will play lift clean and place. Otherwise, the Pro Shop will make the decision if the conditions deem that we play lift clean and place. It is lift clean and place anywhere except in a hazard.
9. Players who finished last year with a league handicap of 13 or higher, or new players with a handicap of 26 or higher for 18 holes may play the silver tees. Players who turn sixty by April 1st may also elect to play the silver tees. You cannot change tees from week to week- you must play the silver tees all year. Players may choose to play the hybrid, gold or black tees. You must play the same tees all year and declare which tee you are playing before the start of the season. You must play the same tees in scrambles that you play on a weekly basis.
10. Playing Ahead
  - a) You are allowed to play ahead 5 (five) times for the year.
  - b) You must inform the Pro Shop before you play the round.
  - c) You must play the nine that is scheduled for the week you will be away.
  - d) Write your score in the binder in the Pro Shop - hand in a card signed by a witness.
11. On inclement weather days 51% of the field must finish in order for the scores to count. Scores from players who have played ahead will not be used in this calculation. If the course closes between 3:30 and 7:00 and does not reopen by 7:00 scores will not count regardless of the number of players finishing.
12. Hole In One Insurance We have a pool of \$600 for hole-in-one insurance.
  - a) Up to \$200 (tax included) per hole in one will be designated.  
Ask them to run a tab up to \$200 for you. The league will reimburse you.
  - b) The hole in one must occur on your league nine during the designated league day. (not on a play ahead round.)
  - c) The money is intended to buy drinks (one) for the league members only.
  - d) Get your hole in one early before the money runs out.
13. An individual may only win one of the three individual prizes at the end of the year.  
Remember that you can prepay for the season for the pot of gold. Pot of gold is optional.

### Scrambles

1. Players with a league nine-hole handicap of 13 or higher at the time of the scramble may hit from the forward tees (Silver). Players aged 60 and over may play the silver tees in a scramble if they play the silvers on a weekly basis.
2. Closest to the pin on league nights is a team prize that is divided amongst the players in attendance that night.
3. All teams should turn in their scorecards to the Golf Shop immediately when they are finished play.
4. Winning scores will be posted on the Twilight League board in the hallway by the locker-room and ALL prizes will be given out the following week so players don't have to wait around for the last groups to finish.
5. The final Scramble will be a shotgun start beginning at 4:45 pm.