



Season

- Starts Wednesday, June 14th
- Ends Wednesday, August 16th
- League Fee \$50. **Due @ sign-up and before participating**
 - League participants are capped at 24 players
 - Participants are determined by the first 24 individuals to pay the league fee
- Tee Times scheduled via the Golf League Site (GLS) app (see below)
- GLS is used to record live scoring
- League Managers:
 - Ali (301) 648.4769, ali.sligogolf@gmail.com
 - Kristine (301) 233.2836, kristine.hrin@gmail.com

Format and Pricing 2023

Individual play, 9-hole live scoring golf league

League players have made a commitment to play most if not **all weeks**

Weekly green / cart fees apply

Tee Times / Sign-Up

- Tee times begin at 4:49 pm and run through 5:44 pm
 - Weekly available tee times are:
 - 4:49pm
 - 5:00pm
 - 5:11pm
 - 5:22pm
 - 5:33pm
 - 5:44pm
- Tee Times scheduled via the GLS app

- Tee Times are available (Week #2 thru Week #10) starting 6/14/23 at 8am
- Sign-Ups close 2 days prior to each event at 6pm
- Players can move times and make edits up until the event date locks
- Players can add friends within a 2 minute window of signing up (locks afterwards)
- Players can add notes on sign-up
- *Players will be contacted if edits/adjustments need to be made to the tee times to even out group numbers*
- Cancellations are due by Mondays 5pm (before Wednesday's league event play). If there is no cancellation and no show, players will be charged (same as for general public). This enables the pro shop to potentially rework tee times so that they are maximally filling their slots.
- In case of inclement weather, call the pro shop for more details

Keeping Score

- Must use the Golf League Site app, NOT the website. (May use phone or tablet)
- We also highly encourage using a written scorecard as a paper record in the event of an unplanned tech issue
- Problems – send us a text or email

Handicap

- Please be patient with us as this is the first year of the Sligo Summer Social League and may be a bit bumpy
- The handicap scoring system on GLS uses WHS (World Handicap System) (Not official GHIN)
- The GLS app compiles all scores in the league
- Handicap score is determined after 54 holes
- You need to enter scores from at least 3 (18 holes) or 6 (9 holes)
- ***Must upload the minimum rounds (see above) of scores before the 3rd week of golf on Monday, June 26th at midnight to determine a handicap***
- ENTERING a SCORE:
 - Navigate to the upper righthand corner of the website to “profile” and then “enter score”. Can also use the app.
 - Follow prompts to enter date, course, tees played, score type
 - Add scores either hole-by-hole or total
 - Can add historical scores, but not practice round or scrambles
- You are highly encouraged to add scores from outside play after the initial handicap is registered (other courses/dates)
- Handicap scoring is an added bonus of using and having access to the GLS app
- Contact league managers with issues or troubleshoot using the help search on GLS

- Initially all players will have a 0 Handicap, games requiring an established handicap will not be played until Week #3

Games and Prizes

- Details on scoring and games will be announced each week
- May choose a tee box (blues, whites, or forward tees). **Please let us know if you need to change or update a tee box location from the default setting in the app.**
- Weekly “prizes” will include: CLOSEST TO THE PIN (rotating from Holes 2 and 4) and LONGEST DRIVES (women’s on Hole 5 and men’s on Hole 7)
- Fewest Putts scoring for the first 2 two weeks
- Each week’s game descriptions and details can be found on the app
- Games for Weeks #3 thru Weeks #10 will be shared after Week #2
- Must play a minimum of 50% of non-increment weather dates to participate in prizes
- Weekly game and prize winners recorded on app
- End of season “banquet”
- Website for entering scores, keeping handicaps

Local League Rules Sligo Social Summer League Cheat Sheet

The 4 Local League Rules are as follows:

1. When in the fairway ONLY - players may lift, clean, and place their ball within 3 inches of the original resting point, no closer to the hole.
2. On Holes #4, #5, #6, #7, #8, #9 - If the tee shot does not clear the creek/pond, the player may play their next shot from the designated drop zone (place the ball hole side of the creek). If the player elects to move to the drop zone the player incurs a 1 stroke penalty and continues play.
3. Players may choose to treat non-mowed areas as a lateral hazard, drop a 2 club lengths from the point of entry. Player will incur a 1 stroke penalty and continue play.
4. Unplayable Lie (player may declare an unplayable lie *at any time*)
 - a. Replay from original shot location - **1 stroke penalty**
 - b. Drop ball behind point where ball lies, keeping point directly between hole and spot at which ball is dropped - **1 stroke penalty**
 - c. Drop ball within 2 club lengths from where the ball lies, no closer to the hole - **1 stroke penalty**
5. In a hazard (including lateral)
 - a. Play ball as it lies, may ground club - **no penalty**
 - b. Replay from original shot location - **1 stroke penalty**
 - c. Drop ball within 2 club lengths from point of entry, no closer to the hole - **1 stroke penalty**

- d. Drop ball as far back as desired on a straight line from hole through point ball last crossed edge of hazard - **1 stroke penalty**
- e. Player may drop ball in the fairway across from the point of entry, no more than 2 club lengths from the rough - **2 stroke penalty**
- 6. Hitting wrong ball (replace opponent's ball) - **2 stroke penalty**
- 7. Interference with stance or swing (artificial / man made)
 - a. 1 club length relief, no closer to the hole - **no penalty**
- 8. Player's ball hits opponents at rest ball (1 or both balls off the green)
 - a. Place opponent's ball back to original location, player now must play their ball as it lies - **no penalty for either player**
- 9. Player's ball hits opponent's ball (both balls on green)
 - a. Place opponent's ball back to original location, player now must play their ball as it lies - **2 stroke penalty to opponent, no penalty to player**
 - b. Players must mark all balls on the green to avoid play interference
- 10. Cart path (when ball comes to rest on or interferes with stance / swing)
 - a. Player may elect to take 1 club length relief, no closer to the hole - **no penalty**
- 11. Ball moved (accidentally) by player after ball comes to rest on the green, fairway, or rough
 - a. Place ball back to original location - **no penalty**
- 12. Ball moved by a natural cause (i.e. wind, water, gravity) after ball comes to rest on the green
 - a. Play ball from the new resting point - **no penalty**