

LET'S ELIMINATE SLOW PLAY

Wasting 2 minutes on each hole extends the round by 36 minutes

- The first foursome must set the pace for a 2 hour to 2 hour and 7 minute round.
- **Keep up with the group in front** of you, regardless of where the group behind you is. **You need to be able to see the group in front of you. Or you are "out of position."**
- **Do not put clubs back in your bag, unless you take out the club you will be using for your next shot. When leaving the green after putting, take your clubs to the cart and put them in your bag on the next tee box.**
- **No Honors:** Don't wait for the low scorer from the previous hole to hit first, whoever is ready can hit. If you can't hit because the foursome in front of you is still hitting, let the short hitters go first, if possible.
- **Tee-off as quickly as possible** all **4 players need to tee off in 3 minutes or less.**
- Try to **follow the flight** of your ball and your playing partners' ball and line it up with prominent landmarks. Go directly to your ball, drop a hat or club cover and then help others who may have lost their ball.
- Plan your shot and general club selection as you approach your ball.
- Play **"ready golf"**. If you're ready and the person away isn't – hit your ball. Be ready to play when it is your turn. Aim to play your shot in 20 seconds from club selection, to pre-routine to execution. Limit practice swings and don't take divots on practice swings,
- Drop your cart partner off at his ball and go directly to your ball. He'll catch up or you can go back and pick him up.
- Remember you **only have three (3) minutes** to search for a lost ball. Most of the time, finding a lost ball in the deep grass will result in more strokes, if you try to hit it. Drop **where it entered** the deep grass, hit your shot and take a 1-stroke penalty..
- As soon as you get on the green **start lining up your putt** but don't interfere with the person putting. **Try to have all 4 players finish putting in 4 Minutes.**
- **Use continuous putting** whenever possible. If you miss your first putt and have a short putt left, take your time and putt out.
- Enter the scores on scorecard at **the next tee box** so the players behind you can hit up. Others can tee-off while you are entering the scores.
- If it is **cart paths only**, take three clubs with you to your ball. **Please** do not walk to your ball, look at the lie, measure the yardage distance and then walk back to your cart to select you club.
- Assist and encourage slower players, but insist they keep up with the group.
- **Remember the 3 R's:** **Replace** divots with sand,
 - **Rake** bunkers and
 - **Repair** ball marks on greens.
- **Following the above will eliminate being out of position and the need to rush.**
- **MAXIMUM STROKES PER HOLE:** Maximum scores for holes will be as follows: 6 for par 3; 8 for par 4; 9 for par 5
- **DISPUTES:** Disputes and rules questions will be addressed individually as they arise. If a rule's question arises during a round, play a provisional ball (two balls) and after the round, check with the Rule official before turning in your scorecard.
- Courtesy of Richard Dali and Northwest Senior League.

Northwest Monday Night 2 Man League

Rules Sheet-2021

Format:

- **Scramble:** Each player hits his shot and the team chooses the best location to hit the second shot from. Repeat this process all the way until the ball is holed. Record your team's lowest single **Gross** Score. (Recording only one score per hole)
- **Texas Scramble:** Each player hits his drive, then both players select a single location to hit the second shot from. Each player plays his own ball the rest of the hole. Record both team players **Gross** Score. (Recording two scores per hole)
- **Best Ball:** Each Player plays his ball from tee to green. Record both team players **Gross** SCORE. (Recording two scores per hole)

Games:

- **Weekly winners:**

Best 3 Team net score for the week win money on gift cards. Gift cards will be issued to winners on the following Monday.

- **Point Standing Winners:**

Match play format: Each week winners will receive 2 points (Playoffs 3pts); losers receive 0 points and in case of a tie each team receives 1 point. Points are added and the top 3 teams with the most points at the end of the league play win (1st Place, 2nd Place, 3rd Place)

- **Rules**

- ✓ Please sign score cards and return them to the golf shop after you finish your round.
- ✓ In case of a team member absence a sub can take his place for the week. If you can't find a sub you can play as a single. *Handicap will be adjusted according to the individual's/substitution's score that day unless they have substituted before*
 - * **Single Best Ball:** play ONE ball all the way and record the score.
 - * **Single Scramble:** play 2 balls but you can only putt once.
 - * **Single Texas Scramble:** play 2 drives and pick the best drive then play one ball the rest of the hole.
 - * Based on local rules the maximum handicap a player can have is 9 strokes over par subject to the handicap adjustment rules
- ✓ **USGA Rules apply unless local rules dictate otherwise.**
- ✓ **If you are not sure about any ruling or arises during a round, play a provisional ball (two balls) and after the round, check with Mark Choi and Steve Grace**

Good Luck and Have Fun!

FORMAT 1 -SCRAMBLE

METHOD OF PLAY

1. Play begins with each member of the team teeing off.
2. Team decides which drive is the most desirable.
3. The other member of the team picks up their ball and proceeds to the spot of the selected drive.
4. Each player hits their second shot from the same location. (Within one club length of the original ball /mark.)
5. The best of the second shots is then chosen. The group will then hit all their putts (or third shots) from that spot.
6. This procedure continues until the ball is in the hole.
7. At the end of each hole, record the total number of strokes taken to hole- out on your scorecard or in the app.

OTHER RULES

1. Place balls within one club length of the original ball /mark.
2. On the putting green place the ball within 3 inches of the original ball or ball marker
3. In placing the ball, you may not change the condition of the shot. If the ball is in a hazard or rough, all members of the team must play their shot from the hazard or rough, respectively.

FORMAT 2 –TEXAS SCRAMBLE

METHOD OF PLAY

1. Play begins with each member of the team teeing off.
2. Team decides which drive is the most desirable.
3. The other member of the team picks up their ball and proceeds to the spot of the selected drive.
4. Each player hits their second shot from the same location. (Within one club length of the original ball /mark.)
5. Both teammates will play their individual balls for the remainder of each hole.
6. At the end of each hole, use the lowest score of the team, as the team's score on your scorecard or in the app. Example: On hole #1, Player A scores 6 and Player B scores 4. Record player B's score of 4 on the team scorecard.

1. Place balls within one club length of the original ball /mark.
2. On the putting green place the ball within 3 inches of the original ball or ball marker
3. In placing the ball, you may not change the condition of the shot. If the ball is in a hazard or rough, all members of the team must play their shot from the hazard or rough, respectively.

FORMAT 3 –BEST BALL

METHOD OF PLAY

1. Play begins with each member of the team teeing off.
2. Each player plays his/her own ball through completion of the hole.
3. At the end of each hole, record both players' scores. use the lowest score of the team, as the team's score on your scorecard or in the app.

All other rules of golf as provided by the USGA are applicable

In those instances where application of rules is in dispute, the rules committee will perform a review of play and render a decision based on the rules of golf as established by the USGA.