WMGA THURSDAY NIGHT LEAGUE 2025 Official Rules

Po Entry

- 🖯 Entry fee is \$300 per Team and must be completed and paid for online by the Team Captain at <u>wmga-ok.com</u>
- All players and substitutes must be current 2025 WMGA members and must be registered online before they can be placed on a team by the Team Captain. It is the player's responsibility to verify he is registered. In any case, all players must be registered online no later than the Wednesday following their first league play or their scores will not count and they will not be eligible for skins.
- Returning teams from 2024 (3+ returning players) must enter by April 15th to reserve last year's tee time.
- Tee times are 2:00 to 6:30. Please note your **earliest** possible tee team on your entry. Special requests will be honored only as available. Tee times will be posted on the WMGA website by **April 25**rd

🔁 General

- League play starts May 1st and continues per the current league schedule. Rainout decisions will be made per the WMGA Thursdays Nights rain policy. Rainout and updated schedule information will be posted on the WMGA website.
- D Six players may be rostered and play on a team, with the top three player point totals counting towards the standings.
- Substitutes are encouraged and must be WMGA members. After the 8th week, subs must have previously substituted in the league.
- Proximities will be played every week and are included in the league entry fee. An optional weekly net and gross skins game will be played for \$5 per event. You must be playing on or subbing for a team to play in these events
- D Overall prize money will be paid to the top 50% of the teams. Proximities (\$30/team) and skins will be paid weekly.
- D All prizes will be paid by Merchandise Credit in our award-winning Golf Shop.
- \square Results and standings will be posted in the grill weekly.
- Disputes will be resolved by supplying cold adult beverages to the Rules Committee comprised of Jeff Marley, Ryan Strait, Chris Strait and WMGA PGA Professional Rick Parish - so please leave the rest of Westwood Staff alone!

Rules of Play

- D The USGA Rules of Golf apply unless noted otherwise but we will absolutely always play the ball up!
- Play the ball up within one club length, no closer to the hole, from everywhere except hazards, greens and the pool.
- Out of bounds per USGA is penalized stroke and distance. Hit another one from the tee with a one stroke penalty or from the spot you hit the first one out with a two stroke penalty.
- \triangleright Teams which are late for their tee time must pay-off the starter and be worked-in as time allows.
- ALL PLAYERS will play from the BLACK TEES With these exceptions (1) On Hole #7, after notifying Chris, Jeff or Rick, players who are not physically able to consistently clear the water with their tee shot from the back tee may play that hole from the white tee but will not be eligible to win a skin on that hole. (2) Players over 67 years of age who, for whatever reason, would like to play all holes from the white tees may do so after first notifying Chris, Jeff or Rick before the first league night. Those playing from the white tees will not be eligible for skins or the hole in one pool and their team will not be eligible to win closest to the pin proximities.
- harpi Teams will alternate each week on the front and back nines.
- Slow play will not be tolerated, keep up with the group in front of you. If your team is more than a half a hole behind, have a couple of players go to the next tee while you plumb-bob that three footer per USGA Rule 32-1.b Note 3 the Rules Committee may deduct two points per player from the score of any team that delays the pace of play.
- \bowtie To help speed play putts "inside the leather" of a standard length putter are good.
- Scoring will be by the Modified Stableford point system using net scores per hole. Additionally one point will awarded to each player for showing up that week.
 - Double bogey -3 pts.
 Par 0 pts.
 Eagle +5 pts.
 - ♦ Bogey -1 pt.
 ♦ Birdie +2 pts.
 - Adjusted Gross Score 2021 World Handicap Equitable Stroke Control Method (Sandbaggers read carefully) MAXIMUM SCORE PER HOLE IS NET DOUBLE BOGEY
 - Pandicaps
 - Initial handicaps will be carried over from last year for returning players. Instantaneous handicaps will be calculated based on your 1st league score for new players.

Double Eagle +8

- \square Handicap = Adjusted Gross Score 35 x 90% based on the lowest three out of your last four scores.
- Handicaps will be rounded down, i.e. 7.99 = 7. There is no maximum handicap.