

## LADIES LEAGUE 2012

When registering for this season, you will once again need to decide whether you would like to play as FUN or COMPETITIVE player. You may not switch between divisions

Although there are two categories, both divisions will still have the following benefits:

- Course Competitions: For closest to the pins, longest drives, closest to the ropes etc each category will be allotted one pin. Therefore there will be one Competitive marker and one Fun division marker. This means that if you are in the fun zone, you will only be competing with those from the fun division.
- Stats: Both categories will have their handicaps and stats posted, but will be separated and rankings will be based on category
- Group Play: You can choose what category you would like to be in regardless of the other members of your group. Both fun and Competitive players can play in the same group.

## THE FUN DIVISION

- The Fun division is for golfers who would rather have a great time than focus on their score. This is not a serious and competitive division.
- The goal of the fun division is to...
  - o reduce the amount of frustration you may encounter on the course
  - o reduce your focus on your final score and more on your overall game
  - o increase your enjoyment of the game of golf
- Fun players will follow a new set of fun rules. These include but are not limited to...
  - o Ladies will play from the forward tees (reds)
  - o Rule: Play the Ball as you seem fit
    - If a player does not feel comfortable playing a ball where it lies than she may drop it in a spot that she does feel comfortable (but no closer to the hole)
      - Ie: If you hit it behind a tree and you really don't want to hit from that location than move it on the fairway where you feel more comfortable
      - *We feel that this rule may help beginners and other golfers develop more confidence in their swing as they have the opportunity to swing from more consistent lies.*
  - o Rule LF2: Maximum score per hole is 9
    - If a player has not reached the green in seven shots, they must then pick up their ball and place it next to the green. From here the player is asked to chip onto the green and putt out to finish the hole.

- *We all know that we can have a hole that really frustrates us and this rule may help reduce that frustration while on the course.*
- Rule LF3: Forget the Bad Hole
  - During certain weeks, we will eliminate 1, 2 or 3 bad holes from your score and average out the other 6 to 8 to give you your real 9 hole score
  - *We all know that one bad hole does not make for a bad game, but the presence of it can set you in a funk. I have played many rounds where I have had one or two bad holes that completely threw my score out of whack, but in reality I played well on the other seven or eight holes. By knowing that your bad hole will be eliminated from play, you can forget about it, continue having a good time and play the rest of the game like that hole never happened.*
- Rule LF4: One Mulligan
  - You will be allowed one mulligan per round and that mulligan may only be used off the tee

## **THE COMPETITIVE CATEGORY**

- Our goal is to...
  - Let your competitive edge guide your game
  - Let you play your game and challenge you to be better
- Players in this category will alternate between the white and red tees throughout the year
  - Rule 1: USGA RULES GOVERN ALL LEAGUE PLAY
  - Rule 2: SUMMER RULES APPLY
    - Players are to play the ball as it lies regardless of the position of the ball
    - Balls that are unplayable must be deemed unplayable and players may drop that ball one club length from the original position, no closer to the hole and take a 1 stroke penalty
  - Rule 3: Maximum score per hole is 9
    - If a player has not reached the green in seven shots, they must then pick up their ball and place it next to the green. From here the player is asked to chip onto the green and putt out to finish the hole.
    - *We all know that we can have a hole that really frustrates us and this rule may help reduce that frustration while on the course.*
- Players in this category will alternate tee decks as per the league schedule.

## General Rules that apply to all golfers:

- To qualify for year end prizes, players must attend 10 of the 20 scheduled events. If an event is rained out, the number of days to qualify will be reduced by the number of rained out days. Players may make up missed games at any time during the week / weekend.
- One group member will keep the official score for the group. Enter the FIRST INTIAL and Full Last Name of all players on the scorecard. Please write the date on the card. The scorecard must be signed and attested before being handed in. **MAXIMUM 9 PER HOLE.**
- Please print the score clearly and keep track of putts. A sample scorecard is shown below. Note the large number indicates the number of strokes and the small number indicates the number of putts. Balls must be on the green to count as a putt.

Name	1	2	3	4	5	6	7	8	9	Total
J. Doe	5 <sub>2</sub>	6 <sub>3</sub>	3 <sub>1</sub>	3 <sub>2</sub>	5 <sub>2</sub>	4 <sub>1</sub>	3 <sub>2</sub>	6 <sub>3</sub>	2 <sub>1</sub>	37 <sub>17</sub>

- Weekly prizes will be awarded the following week and all stats will be posted on the web by 6:00 PM on Sunday evening.
- Pace of Play: Please try to keep up with the group ahead of you. It should not take more than 2 hours and 15 minutes to play nine holes at our club. The club has reduced the number of tee times within the time frame of 3:00 PM to 6:00 PM in order to increase flow.

## Tips for quicker play:

**Practice Swings:** The average golfer only **needs up to one practice swing per shot.** *The longer you take before your shot, the more chance you will have to think bad thoughts.*

**On the Tee:** Prepare yourself while other golfers are hitting. Choose your club, find a tee and your ball.

**On the Fairway:** As you approach your ball, think about what club you will use on your next shot so you know which one to grab when you get to your ball.

**Around the Green:** If you are walking, place your bag on the side of the green closest to the next tee. Then go chip and putt.

**Chipping:** Take the club you will chip with and your putter over to your ball when you go to chip. Then when you putt, place your extra club on the fringe between the golf hole and your bag so you do not forget it.

**Putting:** Read your putt as others are putting. Be ready to putt when it's your turn. Fix your ball mark and two others while others are putting.

**Ready Golf:** When you are on the green, whoever is ready to putt will putt first. On the tee, whoever is ready to hit first, will hit first.