



2025 LADIES LEAGUE

All you need to know about the 2025 season!

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Choosing between the Fun & Competitive Division

When registering for this season, golfers in the 9 hole divisions have the option to participate as a “Fun” or “Competitive” player. All 18 hole division players play by competitive rules. Players may not switch between divisions during the season. Regardless of the division a player selects, they will enjoy the following features.

- **Course Competitions:** For closest to the pins, longest drives, closest to the ropes etc each division will be allotted one pin per week. Each pin will be clearly marked “Fun” or “Competitive”. This allows golfers to compete against the players in their division only.
- **League Stats:** Both categories will have their handicaps and stats posted but will be separated based on your division.
- **Group Play:** Players can play in whichever division they would like regardless of the other members in your group. Both fun and competitive players can play in the same group.

THE FUN 9 HOLE DIVISION

This 9 hole division is for golfers who are not concerned with their score, want to focus on fun and not feel pressure from the book of rules. This is not a serious division and the goal of our fun division is to...

- reduce the amount of frustration you may encounter on the course
- reduce your focus on your final score and more on your overall game
- increase your enjoyment for the game of golf

Fun players will follow a new set of fun rules. These rules include but are not limited to...

- Ladies will always play from the forward tees (reds)
- Ladies will play the ball **as you seem fit**
 - o 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)
 - o For example: If you hit a ball behind a tree and you really don't want to hit from that location, you may move it on the fairway where you feel more comfortable
 - o *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.*
- Maximum score per hole is 9
 - o If a player has not reached the green in five shots, they must 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.
 - o *We can all have a hole that really frustrates us and this rule may help reduce those frustrations while on the course.*

THE 9 HOLE & 18 HOLE COMPETITIVE DIVISIONS

The goal of the competitive division is to let your competitive edge guide your game and challenge you to be better. Players in this category will play the red tees depending on what is scheduled. This division will follow the rules listed below.

- Rule 1: USGA rules will govern all play
- Rule 2: Summer rules apply
 - o Players are to play the ball as it lies regardless of the position of the ball
 - o 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
 - o If a player has not reached the green in six shots must 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.
 - o *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.*

Other Rules for all Participants 2025

- The league will play and follow the schedule noted on the web page and sent to you via email
- Alternating 9's: The league will play both the front and back nines throughout the year alternating weekly
- Tees: All golfers will play the red tees
- Handicaps: Players will earn three handicaps through the year; a front nine, back nine and average handicap. Average handicaps will be used for all other point's races and rankings.
- Pace of Play & Tee Times: Each group is responsible for playing 9 holes in 2:15 minutes or less. Please keep pace with the group ahead of you. Players are to be on the first tee by their tee time.
- To qualify for prizes, players must attend 9 of the 18 scheduled events. If an event is rained out, the number of days to qualify will be reduced by the number of rained out days. Whenever we have a rainout, we will run a rain date on the following Friday with the same events and activities planned.
- Each player is responsible for his own score. Opponents should point out any miscouts. Any disputes will be decided and resolved by the league committee.
- 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.**
- Members on the committee are the only individuals allowed to change a HDCP
- Weekly prizes will be awarded the following week. All results will be included in the weekly league email.

League Games & On Course Competitions

Scramble: This format is used for team play. In this format all golfers tee off and then play from the best shot. They continue using and playing from the best shot until the team has holed out. When choosing the best shot it should be noted that players may not change the lie of the ball (ie if the ball is in the rough, all golfers must hit from the rough).

Best Score: This format is used for team play. In this format everyone in the group plays their own ball (like regular stroke play) and at the end of each hole, the scorekeeper circles the lowest score of the group and uses that score as the team score. Typically when the club runs a best score, handicaps will be applied and each group will be given a scorecard that has the handicaps applied for their players.

Stroke Play: also known as medal play, is a scoring system in the sport of golf. It involves counting the total number of strokes taken on each hole during a given round, or series of rounds. The winner is the player who has taken the fewest number of strokes over the course of the round, or rounds. IE REGULAR GOLF

3 Club Challenge: The 3 club challenge is a game played where individuals are only allowed to use 2 clubs and the putter (for a total of 3 clubs) during their round of nine holes. This format is played on the front nine

NEW: 3,3,3: This 2 person team format breaks your 9 hole round into three different games. The first 3 holes will be a 2 person scramble. The next three holes will be a 2 person best ball/score (handicaps will apply). The final three holes will play alternate shot (1 ball only) between you and your partner.

NEW: Bingo, Bango, Bongo : Bingo Bango Bongo is a game in which three points are up for grabs on every hole. Each point corresponds to the completion of a different activity. The first golfer to complete each activity earns a point, and at the end of the round, points are added up.

Scoring: Bingo: The “bingo” point is given to the first golfer in the group who lands their ball on the green. **Bango:** Once all balls are on the green, the golfer with the ball closest to the pin earns the “bango” point. **Bongo:** The “bongo” point is awarded to the player whose ball lands in the cup first.

Etiquette Matters: Etiquette is everything in Bingo Bango Bongo, largely because two-thirds of the points awarded in a given game are dependent upon being the first golfer to achieve them. If a player goes out of turn to win the “bingo” or “bongo” point, the point on the hole is awarded to the second person to achieve either.

Etiquette becomes increasingly important on par-3s, when golfers can theoretically earn both the “bingo” and “bongo” points before the remaining players in the group have teed off. The amount of points you earn in this game will be added to your total points in the points races. You must have at least 3 players in the group for points to count towards the races.

Dollar Holes: Each week the club has one competition that is deemed the \$ Hole. Participants pay \$1 total to enter this competition and the winner can win a prize valued at around \$80.

Closest to Pin: This competition is used mostly on par 3's. The player who is closest to the pin (must be on green) on their tee shot is deemed the winner. The player marks their location with the marker provided. In the event your shot is directly in front of the hole we do ask that you place the marker behind the hole at the equivalent distance. This way you will not block a potential hole in one.

Closest to Rope: For this competition the player who is closest to the rope will win the prize. Please note that the rope may not always be a straight line. If you overshoot the rope we congratulate you on your great drive but you have knocked yourself out of this competition.

Longest Drive: Awarded to the person who hits the longest drive (must be in the fairway)

Shortest Drive Awarded to the person who hits the shortest drive (must be in the fairway)

Farthest from Pin: The opposite of Closest to the Pin, this prize is awarded to the player who hits their tee shot farthest from the pin BUT STILL ON THE GREEN

In The Drink: On this hole any player who hits their tee shot into the water can circle their name on the scorecard. They will then be entered into a draw to win a prize.

Closest to the Bottle: Similar to the closest to pin, the club will place a bottle in the middle of the fairway. The player who is closest to the bottle off their tee shot will win this prize. (Must be in fairway)

Longest Putt: Awarded to the individual who sinks the longest putt. You cannot win this by just having a long putt, you must drain it as well. **Also you must be on the green surface for this to count. League rules state that a putt is from the green surface only.**

Other Games & Activities

In the event the league is having a special night, please check the website calendar for full information on that event.

Titles to Be Won

League Champion in both 9 & 18 Hole Competitive Division: This is the highest honor one can be awarded in the Shelter Valley Pines Ladies League. This is the individual who displays golfing excellence on a weekly basis and wins the Competitive Championship (see below)

Fun Division Champion: This is the highest honor in our fun division and is decided by draw at the year end tournament. For every game a fun participant plays in they will receive one ballot towards the year end draw.

Putting Champion: This honor is awarded to the individual with the lowest putting average in each division. Must have at least ten games where putts are entered to win this award.

Year End Championship Team: This is the team that demonstrates extreme skill & ability and wins the 4 Lady Scramble Draw at the Year End Tournament.

9 & 18 Hole League Championship Race

These races determine the League Champion in both the 9 & 18 Hole Competitive Divisions. These races will use handicaps and is based on low net scoring.

During the weeks when points are available (see your schedule), players can earn points for excellent play and participation. Points are given out in the following manner.

Low Net Score, 2 nd Lowest, 3 rd Lowest, 4 th Lowest	10 Points
5 th , 6 th , 7 th and 8 th Lowest	9 Points
9 th , 10 th , 11 th and 12 th Lowest	8 Points
13 th , 14 th , 15 th and 16 th Lowest	7 Points
17 th , 18 th , 19 th and 20 th lowest	6 Points
All other scores entered	4 Points

Maximum points available for one player to achieve over the year: 130
Three weeks of play are worth double points.

Points are no longer available after August 13th, 2025. At this time the top 10 points leaders in both the 9 & 18 hole races will be invited to participate in the **Ladies Competitive Net Championship** that will take place on **Friday August 22, 2025**.

Tips for Ready Golf

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. Bad thoughts lead to bad shots.*

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 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. Forget about the honor system, in most cases the best player in the group is usually the slowest so let them take their time while you hit.

Pace of Play: Keep pace with the group ahead of you. It is not the marshals job to tell you that you have fallen behind. It is your responsibility as a golfer to be aware of your surroundings and keep pace.