

# ·SPIRIT· HOLLOW

## **2023 Golf League Rules:**

### **Scoring:**

- 1 point per hole for player 1 vs. player 1 match (9 total).
  - 1 point per hole for player 2 vs. player 2 match (9 total).
  - 2 points for player 1 vs. player 1 low net match (2 total).
  - 2 points for player 2 vs. player 2 low net match (2 total).
  - 2 points for team vs. team low net match (2 total).
- 24 points total possible for each match that all players are present.

### **No Shows:**

If your opponent does not show, you will receive 9 points for completing your round. Plus 2 match points, if you shoot your handicap or better. If your opponent arrives late, they will forfeit points for all holes missed and the match points.

### **Handicap:**

All handicaps will be established after first completed round. This includes league players and substitutes. Players will play at 90% of their handicap each week and the most your handicap can increase is one stroke per week.

### **Pace of Play:**

Pace of play should not exceed 2 hours and 15 minutes.  
Please limit looking for lost balls to a maximum of 3 minutes

### **Max Score:**

Max score on any hole is net double bogey. If a player putts out for net double bogey and his opponent picks up before holing out the points are awarded to the player who holed out. Mark hole on scorecard with an "X" in the corner any time a player picks up his ball or concedes the hole.

### **Lost Ball:**

All lost balls will be played as a penalty area. Determine the point of entry of the lost ball, drop within 2 club lengths no closer to the hole, incur a 1 stroke penalty, and proceed with play.

### **Gimmies:**

Gimmies are allowed (encouraged) and can be given by the opposing player.

### **Winter Rules:**

Winter rules are in effect through the green. You may roll the ball within 1 club length no closer to the hole. The ball must remain in the same condition, fairway or rough. Play the ball as is in the bunkers and penalty areas.