

# ·SPIRIT· HOLLOW

## **2026 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 6 points for completing your round, and the 2 match points if you shoot your handicap or better. If your opponent arrives late they will forfeit points for all holes missed as well as match points.

### **Handicap:**

All handicaps will be established after the first completed round. This includes regular players and substitutes.

### **Pace of Play:**

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

### **Max Score:**

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

### **Lost Ball:**

All lost balls will be played as a lateral hazard. 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 (and encouraged for pace of play purposes) 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 bunkers and hazards.