

Lady Twilighters Golf League

2024 Season

Rules of Play

Participants in the Lady Twilighters Golf League will adhere to the following guidelines and rules:

1. **Established Handicaps** – Must have or establish an AGA handicap to participate, as well as know the basic rules, fundamentals and etiquette of golf.
2. **USGA 2023 Rules** shall govern all play except as modified by local course or league rules. Lady Twilighters is a recognized AGA league and must adhere to the Rules of Golf.
3. **Play “Ready Golf”** - Simply stated, each golfer within the group hits when ready.
 - a. Be ON TIME and ready to go at your selected TEE TIME.
 - b. Be in position to hit your ball before it is your turn.
 - c. Think about your next club selection as you move towards your ball and be ready to hit.
 - d. Always carry an extra ball and a ball marker in your pocket.
 - e. Limit your pre-shot routine to only 1 practice swing and never take a divot on your practice swing. Stroke should be completed within 40 seconds.
 - f. Do not record your score until you get to the next tee.
 - g. Move your cart away from the green as quickly as possible.
 - h. Try to KEEP UP WITH THE GROUP IN FRONT OF YOU AT ALL TIMES.
 - i. Pace of Play should be **within 2 – 2 ½ hours** (unless playing in adverse conditions such as wind and rain).
4. **Scoring And Score Card Guidelines:**
 - a. During league play, there are no “gimmee” putts or “mulligans” for mis-hit strokes. All whiffs count as strokes. Play the ball down (no rolling it over or moving it to improve lie). *See Section 5e for local Lady Twilighters exceptions.
 - b. **Count and record every stroke during league play.** Two players in each group must keep score. Record the total **GROSS** score (the total of the actual number of strokes taken on each hole) for each player. Scorers for the group must verify scores and two players must date and sign the bottom of the card that will be **submitted to the Handicap Chairperson**. Make sure that player names (first and last) and all score entries are **LEGIBLE**.
 - c. **GHIN System Requirement:** Each player’s weekly score will be entered into the GHIN system by the handicap chairperson using the **HOLE by HOLE** option. The GHIN system will make any necessary adjustments based on your current handicap. Do not make any adjustment to scores recorded on the official card turned into Lady Twilighters.
 - d. **SPECIAL LEAGUE RULE - HOLE NOT COMPLETED:** If you are having a BAD hole and do not want to finish, you may pick up your ball and record your score as “your most likely score” as outlined in the AGA guidelines. Please circle this number on your score card to indicate that the hole was not completed. To calculate your most likely score, use the following guidelines.
 - Your most likely score is equal to:
 - the number of strokes already taken on the hole, plus
 - any penalty strokes incurred during the hole, plus
 - the number of strokes you would most likely require to complete the hole.

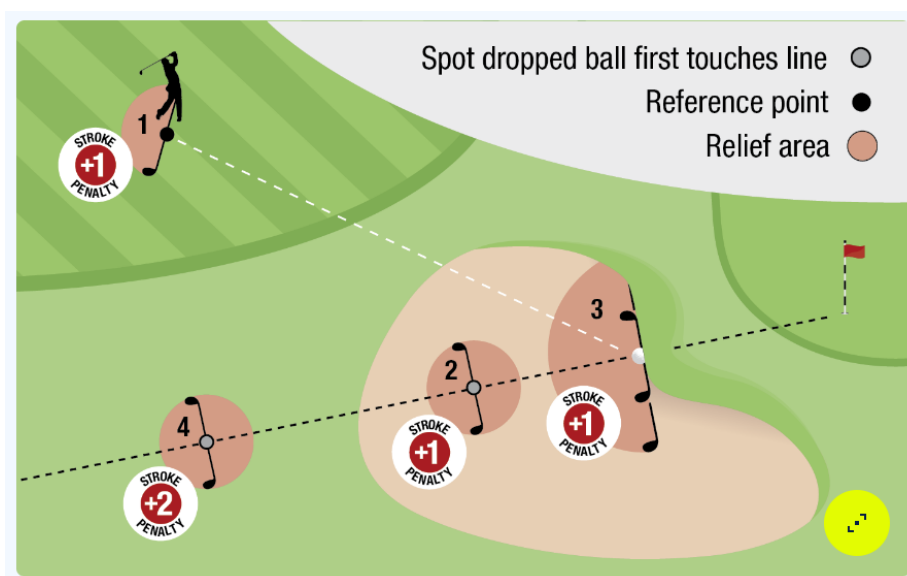
- The number of strokes you would most likely require to complete a hole is determined as follows:
 - If the ball lies on the putting green no more than 5 feet from the hole, add one stroke.
 - If the ball lies between 5 feet and 20 yards from the hole, add 2 or 3 additional strokes depending on the position of the ball, difficulty of the green and your ability.
 - If the ball lies more than 20 yards from the hole, add 3 or 4 additional strokes depending on the position of the ball, difficulty of the green and your ability

5. COURSE MANAGEMENT/LOCAL AND LEAGUE RULES:

- a. **Lost Ball/Out of Bounds** – Defined by the inside edge of **WHITE** stakes, villa walls, and wooden fences. In the absence of stakes, the inside of street curbs, paved public roads or transportation trails. A ball which crosses a public road is out of bounds.
 - **OPTION 1:**
 - **Add 1 Stroke Penalty** and play a ball as nearly as possible at the spot from which the original ball was last played (referred to as a **Stroke + Distance Penalty**)
 - **Provisional Ball:** If you think you may be out of bounds or potentially lost, declare and hit a provisional ball. If the original ball is found to be NOT out of bounds or lost, then play that ball with no penalty. If the originally hit ball is out of bounds or lost, take the one stroke penalty and play the provisional ball.
 - **OPTION 2 (Lady Twilighters League Rule):**
 - **Drop a ball back on the course in the fairway** as near as possible to where the ball was determined to have gone out of bounds or lost.
 - Drop area is 2 club lengths into the fairway no closer to the pin.
 - Take a **2 stroke penalty**
- b. **Penalty Areas** - Water or hazards (ditches) - Defined by **RED** stakes
 - **Add 1 Stroke Penalty** and do the following:
 - Place the ball 2 club lengths from where the ball lies or the point of entry, no closer to the hole.
 - Keep the point of entry between yourself and the Flag and place the ball on this line, no closer to the hole, back as far as you want.
 - Keep yourself between the point of entry and your Last Shot and place the ball on this line, no closer to the hole, back as far as you want.
 - a. **Point of Entry:** The last point where the ball crossed playable golf course before becoming unplayable, whether going out of bounds, lost or in a hazard.
 - b. **Drop:** In all “drop situations”: where a penalty stroke is being added, you may drop the ball no closer to the hole.
 - **Play the ball where it lies in the penalty area – NO PENALTY**
 - You can now ground your club in Penalty Areas and remove loose impediments with **NO PENALTY**
 - You may take a practice swing in a penalty area (including water) – **NO PENALTY**
 - **Go to the designated drop zone.** Play ball from drop zone – Add 1 stroke penalty.
 - If the golf course or league does not have a designated drop area, you must go with Option 1 or Option 2.
- c. **Unplayable Lie** - A player at any time can declare her ball unplayable and take a 1 stroke penalty and use one of the defined options under penalty areas for placement of the ball.

- d. **Back-of-the-line Relief Procedure** – The back-of-the-line relief procedure, often used for penalty area and unplayable ball relief, has been simplified so that the player now drops their ball on the line, and the ball must come to rest within one club-length of where it is dropped, no closer to the hole.
- e. **Ball Moved by Natural Forces** – A new exception provides that a ball at rest must be replaced if it moves to another area of the course or comes to rest out of bounds after being dropped, placed or replaced.
- f. **Bunkers** – When a player decides a ball in the bunker is unplayable, there are 4 options for relief:
 1. For one penalty stroke, the player may take stroke-and-distance relief.
 2. For one penalty stroke, the player may take back-on-the-line relief in the bunker.
 3. For one penalty stroke, the player may take lateral relief in the bunker.
 4. For a total of two penalty strokes, the player may take back-on-the-line relief outside the bunker.

The diagram below shows how each of these options would be taken.



g. Special Lady Twilighters Course Rules

- **North Course: Par 3 Hole 8 (Water)**– Ball into the Water
 - Add 1 Stroke Penalty - Player has the option of hitting another ball from the tee box or dropping a ball within two club lengths of defined drop area (SIGN WILL BE POSTED) no closer to the hole.
- **South Course: Par 3 Hole 5 (Ditch)** – Ball into Ditch
 - Add 1 Stroke Penalty - Player has the option of hitting another ball from the tee box or dropping a ball in defined drop area on the other side of the ditch. Dropped ball must be within 2 club lengths of the sign and not closer to the hole.
- **Ground Under Repair or Unfair Lie due to abnormal conditions:** Course conditions either marked by lines or obviously presenting unfair lies (e.g., bees in the sand trap, water in the sand trap, tire treads or sprinkler repair dirt mounds, casual water in fairways).
 - Player may relocate ball ***without penalty*** provided playing partners agree. The nearest point of complete relief must be identified and the ball can be dropped within one club length of this reference point, no closer to the hole.

- If the condition exists within a hazard (i.e. sand trap) the ball must be dropped within the hazard at nearest point of relief.
- **Exposed Tree Roots** – If a player’s ball is at rest in a portion of the general fairway area, including fairway rough, and there is interference from exposed tree roots, the tree roots are treated as Ground Under Repair.
 - The player may take free relief from the tree root.
 - Interference does not exist if the tree roots interfere with a player’s stance.
- **SPECIAL NO PENALTY RULE: Abnormal conditions in the fairway** – The Lady Twilighters League may declare a temporary rule to expand the definition of abnormal course conditions to include obvious areas of bare or bald spots in some of the fairways. If implemented, these areas will be considered ground under repair.
 - If a ball is resting on bare ground in one of these areas, player can move the ball by finding the nearest point of complete relief and dropping a ball within one club length of this reference point. The ball should not be moved closer to the pin and should be within the one club length drop area.
 - This rule applies ONLY to areas located in the fairways and does not include divot holes.
 - This rule will remain in effect until such time as course conditions improve and the rule is deemed no longer necessary.

6. PRIZES AND SPECIAL EVENTS:

- a. Note: 2024 Board Members will determine how prize money and special games will be handled for the 2024 season. Special game dates will be posted on the schedule and rules will be provided at the time of sign-in for that week.
- b. All cash prizes will be in the form of Antelope Hills Gift Cards, redeemable in the Pro Shop or Restaurant/Bar. After six weeks of play, prize money will be tallied and the list of winners and amounts will be presented to the Course Pro Shop. Gift cards will be prepared by the Pro Shop and as soon as available, the Treasurer will distribute to the winners. Distribution of the cards will be dependent upon when the Pro Shop has them ready, but the list will be submitted after every six weeks of play.
 - **Weekly Cash Prizes** awarded for **Low Gross** (total number of actual strokes per hole) and **Low Net** (adjusted according to players AGA current handicap) for each Flight. –
 - Required Weekly Entry Fee of \$3.00 per player. (\$2.00 will go to prize money and \$1.00 to treasury to support year end event and other league activities)
 - **Monthly Special Game** Events – Optional additional \$1.00 entry fee to participate in special play game listed on League Schedule.
 - One prize awarded to a winner regardless of Flight.
 - In the event of tie scores, the money will be divided evenly among the winners.
- c. **Arizona Medallion Tournament Qualifier Rounds (See Schedule)**
 - Opportunity to compete for selection as representative to play in the Arizona Women’s Golf Association Medallion Tournament.
 - Medallion rounds will be scheduled on the South course. Four rounds will be designated on the schedule as Medallion Qualifiers. To be eligible for selection, the player must play a minimum of 2 of the scheduled rounds.
 - The 2 Lowest Net and Lowest Gross scores from each player will be added to determine a Low Net and Low Gross winner. Winners will be announced at the end of season event.
 - Every player who plays on at least 2 of the posted “Medallion” days is eligible.

- The Low Net and Low Gross winners will be invited to represent the Lady Twilighters at the State Medallion 9-Hole Tournament which is held in January of the following year. The league will pay for ½ of the entry fee for each player. Players are responsible to register for the tournament and make their own arrangements for travel.
- If winners are not able to participate the next qualified individuals will be asked to serve as the Lady Twilighters representatives.

7. GUEST POLICY FOR LEAGUE PLAY

- a. The purpose of the guest policy is to give women golfers in our community the opportunity to get to know us and join our league. The policy also allows our members who have visiting family or friends the opportunity to invite them to play on league days.
- b. Guests will be limited to one per member. The member must sign-up her guest and play the round with her guest.
- c. Members may invite a maximum of 3 guests per league season.
- d. A guest may play a maximum of 2 times before joining the league.
- e. Guests are not eligible for weekly prize money or special events.
- f. Special circumstances surrounding guests will be considered and must be approved by the Board prior to the date of play.