NORTHWEST SENIOR GOLF LEAGUE-2025 RULES

ELIGIBILITY: Members must be at least **60** years old by April 23, 2025, have a 2025 GHIN handicap, be available to play on Wednesday mornings' and want to have fun, meet people and play golf.

HANDICAPS: Members **must** have a 2025 GHIN handicap to be eligible for play. The Maryland golf season runs from March 15 through November 30. Each player is responsible for ***recording/posting all*** golf scores played during the season on the **DAY OF PLAY** in the **GHIN handicap system.** All your golf scores must be posted **every time you play, not just when you play in the Senior League**. One cannot be selective on which golf scores to post.

This can be done either at Northwest on the computer used for Handicaps or **on-line** using the **USGA GHIN App** or on your home computer**.** When posting scores remember GHIN sets the maximum number of strokes that a player can post on any hole at **NET double bogey.** For example: If you get one stroke on a par 4, net double bogey is a 7; if you get 2 strokes on a par 4, net double bogey is an 8. If you get 2 strokes on a par 5, net double bogey would be 9, and if you get 1 stroke on the par 5, net double bogey would be an 8.

John Heyob has a committee that reviews posting of golf scores every 2 weeks. Failure to post a score will result in the loss of .5 from one's handicap Index for every round not posted.

NO SANDBAGGERS!

If you need help entering your scores ask either: Dwight French, Mike Ferris, John Heyob, Al Dadourian, Richard Dali or anyone in the pro shop**.**

SIGN UP: Everyone who joins the Senior League is **automatically entered to play** in every Wednesday's Senior League Event **except for 3 Events**. You must sign up in order to play in the **2-man Championship**, the **Day of Community Support** scramble and **The Halloween Challenge (BANQUET).**

For all other events, if you cannot play in 1, 2 or any number of weeks it is **your responsibility** to opt out. To do this, go to the Northwest Senior League Website and indicate that you are not playing and Opt Out by **12:00 PM SUNDAY** of the week you are not able to play; or to let the event Chairman know, via email or phone.

Failure to Opt Out or to inform the Event Chairman that you are not playing and don't show up, will result in you **being charged a green fee and eliminated from play** the following week.

SHOTGUN START: We need to be at our assigned starting hole ***by 8:30AM***, unless notified of a different starting time and 9:00AM in October. Please check-in by 8:00 AM and be in your golf carts by **8:20AM**. Range balls will be available for $3.00 prior to each event until 8:00AM.

PLAYING CONDITIONS: Our weather standards for playing are: a forecasted high of at least 50 degrees, winds less than 20 mph and it is not raining/snowing. If these conditions are not met the Event will be canceled. Cancellations will be posted on the League Website by 7:00 AM or before on the day of play and an email will be sent to all members **by 7:00AM the day of play.**

FORMAT: Each week different playing partners, teams, games and competitions will be featured. Some competitions will have at least 3 flights, others will have just one flight. See Event Schedule, page 6 for a list of probable Events.

WEEKLY RULES OF PLAY:

GREEN TEES: Senior League members with a handicap **index of 24.9 or less** will play where the Green Tee markers are placed on all holes and it will measure approximately 5,900 yards. This group will be divided into **2 or 3 flights** with an equal number of players in each flight.

BLENDED TEES: Gold tees on all par 4s, Green tees for all par 5s and 3s. These tees will be used by all players whose handicap index is **25.0 or higher.** These tees measure approximately 5,410 yards. These tees may also be used by players whose **age plus their handicap equals 100 or more..**

GOLD TEES: Members who are **80 years of age or older are eligible to use these tees or can they can choose to play from the Green or Blended Tees.**

NO MULLIGANS, BREAKFAST BALLS or hitting a second tee shot on the first or any hole.

LOST BALLS: All balls hit into a **Penalty Area**, which is **ALL TALL GRASSES LINING THE FAIRWAYS**, will be declared a lost ball and played as a lateral. However, if you can see your ball without entering the tall grasses you can play it as it lies. Played as a **lateral**, means you drop your ball in the rough where **you believe it entered** the deep grass or woods, not where it may have ended up and take **1 penalty stroke. From there you are entitled to take 2 club-lengths from this reference point (were it entered) and take a drop within the 2-club area and hit your ball.** All golf balls are dropped from knee-high.

New rules limit searching for lost balls to **3:00 Minutes.** After you have hit your ball you can look for your “lost” ball.

PREFERRED LIES IN FAIRWAYS ONLY: This means one can lift, clean and place one's ball within one club length, no closer to the hole, when your ball is in ***your own fairway*** and **6 inches when your ball is** on the **fringe of the green**.

FREE DROP: if your ball rests **on mulch** next to a tree or **on** a tree root players are entitled to a free drop, no closer to the hole. A ball resting in a footprint, water, rocks, etc. **in sand traps** can be lifted and **dropped in the sand** near the footprint, etc. The new rules allow you to remove loose impediments (stones, leaves etc.) from a sand trap, but do not allow you to ground your club in a bunker. Balls are **dropped from knee high, even in the sand.**.

PLAYERS MAY NOT move a ball in the rough; the penalty for doing so is a 1-stroke.

1-Stroke penalty for hitting the wrong ball.

BALL IN PLAY: You may change golf balls at anytime without penalty.

READY GOLF: You are allowed and encouraged to hit when ready at any time without penalty.

RED STAKED AREAS: New rules allow a player to **ground his club in hazards** (Red Staked Areas) **but not in sand traps.**

PUTTS: The **flag pole can be left in the hole** for all putts. **No putts are to be conceded by other players.** However, if a player's ball is within 18 inches of the cup, **as measured by the player**, the next putt is considered good; all others must be putted.

SLOW PLAY: *All players in the first group that that finishes beyond 4 ½ hours from their start will suffer a 1-stroke penalty.* The first group **over 4:45**, each player in that group will be penalized an additional 2 strokes.

Failure to record Starting and Ending times will result in a one-stroke penalty for each player in the group. *The scorekeeper needs to write* the time the first person in the group teed off at bottom of the scorecard ***and the time the group completed the last hole*** *of the Event.*

MAXIMUM STROKES PER HOLE: Maximum scores for holes will be as follows: **6 for par 3; 8 for par 4**; **9 for par 5.** All strokes are to be counted, including penalties. However, when posting your scores for handicap purposes you **must use the Net Double Bogey as the maximum score.** This means that if you get 1 stroke on a par 4, because of your handicap, the maximum score you can post is a 7, a double bogey 6 plus the 1 net stroke from your handicap.

SCORECARDS:

1. **For most of the events we will have pre-printed scorecards with the names of players, handicaps and strokes allocated for each hole. (If not, please print the first name initial and last name** of each person for whom you are keeping score. Also print their handicap and a **B** if Blended tees are being played.) A scorekeeper may keep score for two (2) or all four (4) players.

2. Write the **time** the first person in your group tees off and the time you completed your last hole for the Event at bottom left of scorecard. ***Failure to record times will result in a one-stroke penalty for each player in the group.***

3. Keep gross and net scores for each player if applicable, and a Net Team Score for each hole if applicable. **Each player is responsible** for ensuring that his score is recorded correctly by the scorekeeper. **After the round, and before unloading your cart, check with the scorekeeper to ensure you and the team score is correct and the starting and ending times are noted**.

4. **Please keep the scorecard neat and legible.** Each player/team is responsible for turning in a scorecard, in a timely manner to, the scoring table or Al Dadourian following the round. Once a scorecard has been turned in, no changes can be made to the scorecard.

5. **DISPUTES:**

Disputes and rules questions will be addressed individually as they arise. If a rules question arises during a round, **play a provisional ball (a second ball**), for that hole, and after the round, check with the Event Chairman before turning in your scorecard. The Event Chairman will render an official decision with the assistance of the Northwest Golf Professional Staff. If you think there has been an error in reporting your score please notify the Event Chairman.

PRIZES:

Prizes will be awarded to at least 1/3 of players with a minimum prize pool of at least $375.00. In the event of ties, prizes will be split equally. For example if 3 players tie for first place, the winnings from 1st, 2nd and 3rd place will be added and divided by 3 and each player receives 1/3 of the winnings. The same will be true for all ties the winnings will be shared equally by all players tied.

All prize money will be posted on **MCG Digital Gift Cards and** will be emailed to players at the end of the season by November 7, 2025.

These Gift cards can be used at all MCG courses for merchandise, green/cart fees, beverages or food and even next years Senior League registration fee.

LET'S ELIMINATE SLOW PLAY

4 players Wasting 2 minutes on each hole extends the round by 36 minutes.

- The first foursome must set the pace for a 4 hour round.
- **Keep up with the group in front** of you, regardless of where the group behind you is. **You need to be able to see the group in front of you, or you are "out of position."**
- ***Do not put clubs back in your bag, unless you take out the club you will be using for your next shot. When leaving the green after putting, take your clubs to the cart and put them in your bag on the next tee box.***
- **No Honors:** Don't wait for the low scorer from the previous hole to hit first, whoever is ready can hit.
- **Tee-off as quickly as possible** all **4 players need to tee-off in 3 minutes or less.**
- Try to **follow the flight**/direction of your ball and your playing partners' ball and line it up with prominent landmarks. Go directly to your ball, drop a hat or club cover and then help others who may have lost their ball.
- Plan your shot and general club selection as you approach your ball.
- Play **"ready golf".** If you're ready and the person away isn't – hit your ball. Be ready to play when it is your turn. Aim to play your shot in 20 seconds from club selection, to pre-routine to execution. Limit practice swings and don't take divots on practice swings,
- Drop your cart partner off at his ball and go directly to your ball. He'll catch up or you can go back and pick him up.
- Remember you **only have three (3) minutes** to search for a lost ball. Most of the time, finding a lost ball in the deep grass will result in more strokes, if you try to hit it. Drop **where it entered** the deep grass, hit your shot and take a 1-stroke penalty.
- **Keep the flag pole in the hole** for all putts.
- As soon as you get on the green, **start lining up your putt** but don't interfere with the person putting. **Try to have all 4 players finish putting in 4 Minutes.**
- **Use continuous putting** whenever possible. If you miss your first putt and have a short putt left, take your time and putt out. It is recommended that you leave the Flag Pole in for all putts.
- Enter the scores on the scorecard at **the next tee box** so the players behind you can hit up. Others can tee-off while you are entering the scores.
- If it is **cart path only**, take three clubs with you to your ball. **Please** don't walk to your ball, look at the lie, measure the yardage distance and then walk back to your cart to select you club.
- Assist and encourage slower players, but insist they keep up with the group.
- **Remember the 3 R's: Replace** divots with sand,
  Rake bunkers and
  Repair ball marks on greens.

Following the above will eliminate being out of position and the need to rush.

2025 Men's Senior League Schedule (Subject to change)

A more detailed description of each event can be found at the golfleaguesite.com."

1	4/23/25	8:30	**OPENING DAY: Individual Low Net Event in Flights (Callaway Scoring for those without a handicap.)**
2	4/30/25	8:30	**Individual Low Net- and Low Gross in Flights (Callaway Scoring for those without a handicap.)**
3.	5/7/25	8:30	**1-2-3 Best Ball Event, in 4-Man teams,** 1 Best Ball on par 5s, 2 Best Balls on par 4s, 3 Best Balls on par 3s.
4.	5/14/25	8:30	**Individual Stableford Event in Flights.**
5.	5/21/25	8:30	**2-Man Team Best Net Score in Flights.**
6	5/28/25	8:30	**Memorial Day: 4-Man** Red, White & Blue Event
7.	6/4/25	8:30	**Individual Stableford in Flights**
8.	6/11/25	8:30	**2-Man Texas Scramble in Flights.**
9.	6/19/25	8:30	**4-man Teams Best Net 3 Balls Event With BLING BALL**
10.	6/24/25	8:30	**2-Man Scotch Event** in Flights
11.	**7/2/25**	8:30	**4th of July Flag Event in Flights**
12.	**7/9/25**	8:30	**Round 1: Match Play Championship** in Flights.
13.	**7/16/25**	8:30	**Round 2: Match Play Senior Championship in** Flights.
14.	**7/23/25**	8:30	**Round 3: Match Play Senior Championship** in Flights.
15.	7/30/25	8:30	**4-Man teams, 1-2-3 Best Net Score:** 1 Best Score on par 5s 2 Best Net Scores on par 4, 3 Best Net Scores on par 3s
16.	8/06/25	8:30	**2-Man Stableford in** Flights
17.	8/13/25	8:30	**Individual Stableford in Flights**
18.	8/22/25	8:30	**2-Man Team Best Net Score** in Flights
19.	8/27/25	8:30	**4-Man teams, 3 Best on Odd Holes 2 Best on Even Holes**
20.	**9/03/25**	8:30	**MUST SIGN UP: Two-man Team Championship:** (Pick Your Own Partner) Round 1 Ryder Cup format ; 9 Scotch and 9 Scramble.
21.	9/10/25	8:30	Two-man Team Championship -: Round 2 Best Ball.
22.	**9/17/25**	9:15	**MUST SIGN UP! Joint outing for A Day of Community Support, 4-man Scramble..**
23.	9/24/25	8:30	**Individual Stableford in Flights**
24.	10/1/25	9:00	**4-Man teams, 1-2-3 Best Score Event:**
25.	10/08/25	9:00	**Individual Stableford in Flights**
26.	10/15/25	9:00	**4-Man Step-Aside Scramble:**
27.	10/22/25	9:00	**2-man Texas Scramble** in Flights
28.	10/29/25	9:00	MUST SIGN UP: **Halloween Event: Individual 4-Club Event League Banquet.**.