

# HAHA Golf League

## 2026 Season Rules & Information

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### Dues & Fees

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Item	Amount
Annual Dues	\$100.00
Hole-in-One Fund <sup>1</sup>	\$25.00
Weekly Entry Fee <sup>2</sup>	\$10.00

<sup>1</sup>Only new members are required to pay the Hole-in-One fee.

<sup>2</sup>Optional - If you don't contribute, you are excluded from the weekly prizes.

### General Rules

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#### Governing Rules

USGA rules govern all play unless local rules override them. If you are unsure of a rule, check with playing partners. If pace of play is a concern, play a provisional ball and determine the rule after the round. Otherwise, use the free USGA Rules app.

#### Out of Bounds / Lost Balls

Played as a lateral hazard with a 1-stroke penalty.

#### Putts

There are NO gimmies — you must putt out every hole.

#### Mulligans

There are no mulligans.

#### Hole-in-One Payouts

Only paid during “official rounds” with at least 8 active members .

#### Preferred Lies

##### Fairways

Lift, clean, and place within **one clubhead** length.

##### Everywhere Else (except hazards)

You may “fluff” the ball within **one clubhead** length, but you cannot change the condition of the lie or clean the ball.

## Scoring & Handicaps

### Handicap System

The league uses the Golf League Site (GLS) handicap.

### Live Scoring

All players must download the GLS App.

### Scoring During Play

At least one player per group must keep score using the app. More than 1 person is encouraged. By having more than one scorer, the app can catch mistakes.

### Leaderboard & Pick-Ups

#### Leaderboard

Scoring should start after the first hole.

#### Pick-Ups

If you pick up on a hole, the score is recorded as **Double Par** with no handicap assistance.

## Weekly Play & Payouts

### Sign-Ups

You will receive an email letting you know that sign up is available. Players must sign up via the GLS App or the web site by Tuesday at 12:00 PM the week of play.

### Weekly Payouts

The weekly pot is split in the following manner:

Place	Share of Weekly Pot
1st Low Net	40% <sup>1</sup>
2nd Low Net	30% <sup>1</sup>
3rd Low Net	20% <sup>1</sup>
4th Low Net	10% <sup>1</sup>
Closest to the Pin (Both Par 3s) <sup>2</sup>	\$10
Low Gross	\$10
High Net	\$10

**NOTE:** There may be additional payouts depending on the size of the group that plays.

<sup>1</sup>Paid out after CTP, low gross and high net.

<sup>2</sup>The ball must be on the putting surface to win.

### Points

Points accumulate weekly. The last Thursday of the month is “Double Points Night.” Seasonal prizes are awarded at the end of the season.

## Tee Assignments

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Tee assignments are determined by birth year. However, players have the option to play from a **more challenging (longer)** tee if they prefer (e.g., moving from Member tees to White tees). Please note that if you choose this option, you are only allowed one mid-season switch back to your original age-assigned tee.

Age Group	Tee Assignment
Age 70+	Gold
Age 65–69	Member Blend
Age 64 and under	White

## Special Games

For the 4th of July and Memorial Day, players must use Red, White, and Blue markers. Opting out results in zero points for the week.

## Inclement Weather

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### Inclement Weather

#### Qualifying Rounds

- A minimum of 8 players.
- Only holes completed by every player count.
- A minimum of 5 holes need to be completed.
- If the last group finishes 6 holes, everyone's score is based on those first 6.
- Points are awarded based on the totals from these holes.
- This method ensures all players are judged under identical conditions.

#### Payouts

Payouts will be based on the abbreviated round scores

## End of Season

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### Match Play Tournament

#### Start Date

Begins the first week of September; seeding is determined by season-long points.

#### Absences

Players are responsible for rescheduling missed matches before the next week of play begins. If the parties cannot agree on a time, the player who is unavailable for the makeup match will receive a forfeit.

#### Match Rules

Only your opponent can give a putt or agree to a drop location.

#### Ties

If the score is tied at the end of 9 holes, we go back to the hardest hole until there is a winner. This is done for all matches except the finals where we restart from the first hole played (#1 or #10) and play until there is a winner (sudden death).