



## 2026 Wednesday Night League

**Format:** Individual Stroke play

**Handicap:** 80% of average differential of your best 4 of last 8 league rounds. Handicaps from 2025 will carry over. Those without a league handicap must play 4 league rounds to establish handicap or provide a USGA certified handicap with at least 4 rounds posted. The maximum league handicap is 18. 80% of the handicap will be used for playoffs as well.

**Tees:** White tees ONLY

**Prizes:** Weekly prizes and points will be awarded for the **Top 3 Gross** and Top 4 Net scores and 2 Closest to Pins per course.

**NOTE: GIFT CARDS MAY ONLY BE USED FOR MERCHANDISE, FOOD, LESSONS AND/OR RANGE BALLS.**

**Results:** Weekly results will be posted and e-mailed by Thursday.

### Rules

- Double Par Max Score in Regular Season
- Pace of Play: 2 hours 15 minutes
- All Penalty Areas & Out of Bounds Should Be Treated as Red (Lateral Hazard) Penalty Areas
  - Ball is to be dropped where it entered the penalty area.
  - Drop Areas can be utilized (8NE [TEE SHOT ONLY], 13NE, 12SW, 14SW, 16SW)
- You may “roll the ball” (**Lift, Clean and Place**) in the *General Area* **NO CLOSER TO THE HOLE**.
  - You may NOT change conditions i.e. move ball from rough to fairway.
- Lift, rake, and place is permitted in **ALL BUNKERS**.
- **Weather Policy:** Once play starts all rounds must be completed to be counted as an official league round unless the course closes for the day.

**League Administrator – Daniel Jaskulsky**

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## **Point System and Playoff Information**

### **Points are Per Course**

Playing a League round		2 Points			
Closest to the Pin		3 Points			
Place – Gross	Points Earned	Prize Money	Place – Net	Points Earned	Prize Money
1	9	\$45	1	16	\$40
2	8	\$35	2	15	\$30
3	7	\$25	3	14	\$20
			4	13	\$15

#### Point System Notes

- If there is a tie for gross or net, the players will receive the same number of points.
- A player can only win for either gross or net. The scoring will be conducted by calculating the Gross scores first, then once that is complete the Net scores will be calculated. **IF YOU WIN A GROSS PRIZE, YOU WILL BE INELIGIBLE FROM WINNING NET PRIZES**

#### Playoff Notes

- Playoffs will start on September 10<sup>th</sup> and start at 4:30pm throughout its entirety.
- The Championship Bracket will consist of the top 32-point earners. There will be a secondary bracket for 33<sup>rd</sup>-64<sup>th</sup> in points.
- If you cannot make the playoffs or do not want to participate, please let us know and your spot will go to the next qualified point earner.
- If there is a tie for points at the start of the playoffs, the tie will be broken by the player's last league round **(NET SCORE)**.
- **NOTE:** If a playoff round is going to be missed the player that is not present will be required to notify the opponent 24 hours prior to the match. The match will have to be made up by Tuesday of the following week. The golfer who is not postponing the match has no obligation to make the match up, thus resulting in a forfeit for the golfer requesting the postponement.



- Handicaps as of September 10<sup>th</sup> (start of the playoffs) will remain the same throughout the playoffs.
- Final Week of Play: October 8<sup>th</sup>, 2026.

## **2026 Wednesday Night Men's League Playoff Rules**

### **2026 Format:** Match Play

- Seeding will be determined by the final point standing.
- Tiebreaks will be determined by matching net scores on the hardest handicap hole. If both players have the same net score on the hardest hole the second hardest hole will be used. This will continue until a player has a better net score on the hardest handicap hole.
- Listed on the bracket is your official handicap. Your match is against the player listed.
- Strokes will be allotted as follows:
  - Player A is a 3 HCP, Player B is a 6 HCP. Player B must defeat Player A will get a shot on the 3 lowest handicap holes.
- **YOU MUST PUTT OUT ON EVERY HOLE. Failure to do so will result in disqualification unless conceded by the opponent.**
- All Penalty Areas & Out of Bounds Should Be Treated as Red Penalty Areas
  - Drop Areas can be utilized (8NE [TEE SHOT ONLY], 13NE, 12SW, 14SW, 16SW)
- You may "roll the ball" in the *General Area* **NO CLOSER TO THE HOLE.**
  - You may NOT change conditions i.e. move ball from rough to fairway.
- Lift, rake, and place is permitted **IN ALL BUNKERS.**
- If a participant decides to postpone the match due to darkness it must be done between holes and confirmed by a golf course official.





**IF YOU HAVE ANY RULES QUESTIONS OR CONCERNS, THERE IS A PROCEDURE YOU MUST FOLLOW; FAILURE TO FOLLOW INVALIDATES ANY CONCERN.**

1. BEFORE your group tees off on the next hole, you must state your intention to file a protest for whatever rules concern you have. Failure to do so invalidates your protest.
2. Continue your round as normal.
3. At scorecard submission, you must mention the protest. If you fail to do so, your protest becomes invalid, and the match will proceed as scored.

**FOR DISPUTED INFRACTIONS ONLY, DO NOT ASSESS ANY PENALTY STROKES. THESE WILL BE ASSESSED AFTER THE ROUND.**

