



WOMEN'S FOX HOLLOW 2023 TUESDAY 9-HOLE GOLF LEAGUE

Welcome to the 2023 Fox Hollow 9-Hole Tuesday Ladies League! We appreciate the support of returning league members and we are excited to get to know our new members! Our goal is to provide a competitive but fun, social setting to meet new ladies who enjoy golf and provide an opportunity to learn the game of golf and improve upon our skills.

Banquet Agenda

Our opening night banquet is a gathering of our league members to:

1. Distribute league information
2. Review league rules and policies
3. Go over Events Calendar
4. Sign up for the first two weeks of league play (timeslots for the first few weeks fill up fast!)
5. Pay for handicap card in the Pro shop
6. Questions

League Logistics

How Much Does it Cost to Play in the League?

- **League dues** = \$85 and cover prizes for events and food and drinks specials.
- **Handicap card** = \$36+tax. League members must have an official USGA handicap. If you have your handicap at another club, please either work with Eric to get it transferred to Fox Hollow as your home course or let one of the board members know which course is your home course so we can look up your handicap.
- **Greens fees** = \$24 + tax per round. This does not include the cart fee, which is \$9.50 per person.

Tee Times

- Tee times are scheduled Tuesday nights between 3:45pm and 6:30pm.
- Sign up sheets will be available for signing up over the phone at least two (2) weeks in advance of the scheduled playing date.
- Contact the pro shop to sign up for your tee times (763-428-4468).
- You can also sign up online leveraging the document sent regarding instructions on how to register online.

Cancellations

- Please notify the Pro Shop (763-428-4468) as soon as possible if you need to cancel your tee time for the week. This provides others with the opportunity to

take this time slot if it works better for their schedule.

- You are not required to find a sub if you need to miss a week.
- We will play in light to moderate rain. Course wash-outs and lightening will cancel play.
- Call the Pro Shop when play may be questionable - it may be terrible in your neighborhood, yet still nice enough to play at Fox Hollow.
- Do NOT cancel using the online tee time functionality! Call the clubhouse for any cancellations. If you use the online tee time functionality, it could potentially open up our time slots for the general public.

League Games

Weekly Events

- As part of your registration fee, you are automatically enrolled in our league's weekly events.
- Our league offers members the opportunity to participate in weekly events and compete for Pro Shop "chits."
- Most events are flighted so league members are grouped with other league members in their own handicap range (usually within 3 divisions). This allows every league member the opportunity to win.
- Winnings (chits) are maintained on the computer in the Pro Shop and can be used to purchase Pro Shop merchandise.

Weekly \$2 Games

There will be an optional weekly contest of either Closest to the Pin, Longest Putt, or Longest Drive with the total payout going to the winner.

- The contest will cost \$2 to enter each week and needs to be paid prior to teeing off.
- For the Longest Putt contest, it must be your first putt on the green to qualify for winning the contest.
- For the Longest Drive contest, it needs to be your first drive off the tee and your ball needs to be in the fairway to qualify for winning the contest.

Chippies and Birdies

- There will be an ongoing competition for chippies and birdies throughout the year.
 - Chippie: when a player chips-in or holes out from off the green
 - Birdie: if you make a birdie or better – basically if you score under par on any hole
- If you get a chippy or a birdie during your round, please write your chippies and birdies on the bulletin board next to tee time sign-ups.
- We will give prizes out at the end of the year for these awards!

League Scoring/Rules

Scoring Weekly Events

- When filling out your scorecard, make it easy on the board members who score

the event by entering all information needed as legibly as possible.

- Ensure you are writing out the **first and last name** of all players on the scorecard.
- Please try to use one scorecard per two players in your foursome (2 cards total per foursome). Each card should have one player (first and last name) in the top section and one in the bottom section to leave room for the committee to make any marks necessary for scoring.
- Putt out every hole (no gimmies). If the cup is raised, then you need to put and touch the cup for it to count as going in.
- In order to speed up pace of play, our league has a Maximum Score of 10 on each hole. This means a player who does not complete the hole is not disqualified, but simply gets the maximum score of 10 for the hole.
- Enter the actual score for each hole (not the net score).
- The board members will be responsible for adjusting scores for event purposes.
- Each card must be given to the clubhouse each week at the end of your round.
- In order to qualify for End of the Year Flight Awards, the league member must participate in a minimum of 75% of the weekly events.

Posting Scores

- To provide a fair playing experience for all members of our league, it is important that all players post every golf score during the season not just the scores for league
- Scores from Fox Hollow play must be posted to GHIN throughout the season in order to qualify for flight winning
- You can find the mobile app under USGA GHIN
- It is the responsibility of each player to post her own scores in the GHIN handicap system. Please be sure to enter your scores from other courses too.
- Check with the Pro Shop or use the handicap guide online. You may enter your scores online at the GHIN.com or through the USA GHIN Mobile app that is available for iPhone and Android on app stores.

Tees

- All league events will be played from the Red Tees.
- You can choose to play the entire round from the Yellow Tees, but you will not receive any additional handicap strokes for the league event.

Rules

- All league events are played in accordance with the USGA Rules of golf as well as any local rules that are published by the course professional.
- The rules that most affected us went into effect January 1, 2019. Please check www.usga.org/content/usga/home-page/rules-hub/rules-modernization/major-changes/major-changes.html to learn more about the rule changes.

Throughout the course

- If you are in doubt about the correct procedure you may, without penalty, play a second ball. When you do this, you must announce your intention to your playing companions and indicate which ball you intend to score with.

- Note the scores for both balls on your card (even if they are the same score) and report the situation to the clubhouse after the round for a decision.

Red, Yellow, & White Stakes

- **Red** and **Yellow** Stakes:
 - These stakes indicate a penalty area, which is a natural or man-made obstacles on the course, such as a river, lake, or forest area.
 - If you hit your ball in a penalty area marked with yellow or red stakes, you have the following options:
 1. Play the ball out of the penalty area
 2. Take a penalty stroke and then drop a ball where your original shot **crossed** into the penalty area.
 3. Take a penalty stroke and replay your shot from its original location
 4. **RED STAKE ONLY:** You can choose to take a penalty stroke and drop a new ball two club lengths from where the ball entered the penalty area (cannot be closer to the hole)
 5. **RED STAKE ONLY:** You can choose to take a penalty stroke and move to the other side of the penalty area to drop a new ball two club lengths from where the ball entered the penalty area (cannot be closer to the hole)
- White Stakes:
 - These stakes communicate what areas are “out of bounds” for the course
 - If your ball is resting in out-of-bounds territory, you **must** take a penalty stroke and then re-hit from the spot of your last shot.

Local Rules

- Any local rules for "Course Under Repair" or other conditions will be posted on the information board and at the Pro Shop.
- #3 & #7 - If you hit your ball in the river on #3 or in the marsh on #7, drop your ball in the “drop area” on the other side of the penalty area, taking a one stroke penalty.
- If it isn't possible to determine whether a ball is lost in a penalty area without walking to the other side of the penalty area and delaying play, you may play a provisional ball (#12 for example).
- #18 - If your ball strikes the power line, you must play another ball without penalty (see Rule 33-8 Local Rules).
- If your ball lies in an aeration hole, you may take free relief. Place or drop the ball as near as possible to the spot where your ball lies (place it on the putting green, drop it elsewhere on the course).
- #16 – If you hit your ball in the river twice on #16, drop your ball on the side closest to the hole, taking a one stroke penalty.

Play “Ready Golf”

- Our league has agreed to play “ready golf,” which refers to a method for golfers to speed up play. Simply put, "ready golf" means that each golfer within a group hits when ready.
- If you reach your ball and are ready to hit, while other members of your group are not yet prepared, then go ahead and hit - even if you are not the furthest away

from the hole. This includes putting on the green.

- Please arrive at the course in time to check in for your round at least 10 minutes prior to your tee time.
- Unless a par 3 hole, it is not necessary to wait for the group in front of you to leave the hole before teeing off.

Rules Questions

Check with Thad, our club Pro, or ask a board member.