

2024 Georgetown Ladies Golf League

What You Need to Know

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Overview

The purpose of this document is to explain how our league, The GTCC Ladies Golf League (“The League”) works. It describes league basics, rules for scorekeeping, and guidelines for playing on the course.

League Basics

League basics describe how The League will operate.

Schedule

The League season is scheduled for every Thursday for 18 weeks between May and August. There are 16 weeks of regular play, an end-of-season tournament on week 17, and an end-of-season party on week 18.

There are 6 social events, the Sign-Up Social, 4 monthly socials, and the end-of-season party.

There is a Vacay week that falls on the 4th of July holiday that allows you two options:

- Miss the play date without penalty, no DNP (did not play) and no Banked Score required.
- Play to have fun and/or bank a score to be used later in the season.

If there are any rain/cancellation days, the game planned for that week will be moved to one of the weeks later in the season.

The planned schedule for this year is:

Week #	Date	Event	2024 Games	Other
0	04/25/24	League Sign-Up		Social
1	05/02/24	Regular play		
2	05/09/24	Regular play		
3	05/16/24	Regular play		
4	05/23/24	Regular play	High Gross	Social
5	05/30/24	Regular play	High Putts	
6	06/06/24	Regular play		
7	06/13/24	Regular play	High Net	
8	06/20/24	Regular play	Low Gross	Social
9	06/27/24	Regular play		
10	07/04/24	Vacay		
11	07/11/24	Regular play		
12	07/18/24	Regular play	Low Putts	Social
13	07/25/24	Regular play	Low Net	
14	08/01/24	Regular play		
15	08/08/24	Regular play	Guess Your Score	
16	08/15/24	Regular play		Social
17	08/22/24	Tournament play		
18	08/29/24	End-of-season party		Social

Tee times

Members may choose to play with the AM group or the PM group each play date. The tee times for this year are:

AM 8:30 to 9:30

PM 4:45 to 6:00

Players must tee off during the designated tee times for their score to be included as a league score. You may arrive at the course during the tee time you choose, for that day, and play with any other league golfers available; we don't preassign teams. Only league members can play during The League tee times.

Registration and Fees

There are new online registration and fee payment methods through GTCC. GTCC will be collecting both league fees and greens fees for golfers who are not members of GTCC. The fees for this year are:

League Fee \$35.00

Greens Fee \$176 regular/\$160 seniors (non-GTCC members only)

Although you can register and pay GTCC in person at the Sign-up Social, we encourage you to go online to the GTCC website in advance to register and pay the fees. GTCC has set up the Sign-up Social as an event in their system to let you pay online.

- Go to: [Golf & FootGolf Overview – Georgetown Country Club \(georgetowncc.com\)](http://georgetowncc.com)
- Click on Ladies Golf League
- Click on Payment and Registration: You can pay greens fees and dues [here](#).
- Under “Sign up below!”, fill out the Booking form, select the payment amount that applies to you, and click the Book button.
- At the next screen, you have 2 options:
 - Click Offline Payment and plan to write a check at the Pro Shop, or
 - Click Credit Card, fill in your details, and click the Pay button at the bottom.

If you pay online, you will receive a “Booking confirmed” message and an email confirmation. Note, the confirmation email may end up in your Junk folder.

All golfers must pay the fees before playing their first round of golf with The League. If you have questions, please contact Patty Donahue, The League treasurer, at pattyldonahue@gmail.com to make payment arrangements.

League Fees are used to pay prizes, buy food for Social Events, fund the End-of-Season Party, and buy operational supplies, like paper, envelopes, and stamps. Greens fees are paid to GTCC for the use of the course.

Sign-In Sheet

There is a sign-in sheet on the counter in the Pro Shop. Please indicate that you are there to play golf by putting a checkmark into the row with your name and the AM or PM column for that play date.

The Sign-In Sheet maintains a history of when you played a regular play date (REG), used a banked score (BANK), did not play (DNP), or if a particular week was cancelled (CAN) or if it was the Vacay week (VACAY).

Handicaps

Handicaps are established based on the prior year handicap for returning players or the first 3 rounds of golf for players new to The League.

Players new to The League are designated as NHC (No Handicap) until their handicap is established after playing 3 rounds of golf.

Handicaps are used for our league only and are not USGA approved.

Flights

Players are grouped into flights based on similar handicaps to ensure an even distribution of golfers to compete fairly for prizes.

Flights are established at the beginning of the season and will be adjusted after week 9.

Players new to The League are assigned to the appropriate flight when their handicap is established.

Prizes

The League is a fun league that awards cash prizes for weekly games, tournament games, end-of-season league ("League") statistics, and for special scores.

Eligibility

For weekly and League prizes, you may miss 3 regular play dates (DNP) and use 3 banked scores and still be eligible to win; note that you will not be eligible to win any putt-related prizes if you max out a hole with 10 strokes without sinking your putt. Please see the [Rules for Scorekeeping](#) section for more detailed information.

All players are eligible to win Tournament prizes.

Games and Accomplishments

The following chart describes the contests for which prizes are awarded.

Prize for...	Description	Type	Award
Games	High Gross, High Putts, High Net, Low Gross, Low Putts, Low Net, & Guess Your Score	Weekly Games	1 st , 2 nd , & 3 rd by flight
Games	Low Gross, Low Putts, Low Net	Tournament	1 st , 2 nd , & 3 rd by flight
Games	Closest to the Pin #2, Closest to the Line #5, Longest Drive #6, & Closest to the Pin #8.	Tournament	AM & PM
Birdie	1 stroke under par for the hole	Special Score	Just for you
Eagle	2 strokes under par for the hole	Special Score	Just for you
Ace	Hole-in-one	Special Score	Just for you
YTD Points	Points are accumulated throughout the season, based on net scores for each regular play date.	League	1 st , 2 nd , & 3 rd by flight
AVG Points	The highest average points win a prize.	League	1 st , 2 nd , & 3 rd by flight

AVG Gross	The lowest average gross score wins a prize.	League	1 st , 2 nd , & 3 rd by flight
AVG Net	The lowest average net score wins a prize.	League	1 st , 2 nd , & 3 rd by flight
AVG Putts	The lowest average putts win a prize.	League	1 st , 2 nd , & 3 rd by flight
Handicap+	Most improved handicap wins a prize.	League	1 st , 2 nd , & 3 rd by flight
Ringer	Lowest Ringer score wins a prize. Ringer scores are the lowest number of strokes for each hole for the entire season.	League	1 st , 2 nd , & 3 rd by flight

Payout

The payout for prizes will be tracked weekly and awarded at the end-of-season party. If you can't make the end-of-season party and you provide a mailing address, your cash prizes will be mailed to you.

The minimum payout for prizes is the following:

Type of Prize	1 st place	2 nd place	3 rd place	AM	PM
Weekly Game	\$5.00	\$3.00	\$1.00		
Aces	\$10.00				
Eagles	\$5.00				
Birdies	\$1.00				
Tournament games, each	\$5.00	\$3.00	\$1.00	\$5.00	\$5.00
League	\$5.00	\$3.00	\$1.00		

Weather/Course Closure

Play continues in the rain. It will not continue if there is lightning, thunder, or the course is closed by a pro shop employee due to weather. If you are on the course and the pro shop staff sounds the air horn, pick up your ball and come off the course.

The League president or another designated league officer may also determine that play should not continue.

If either the AM or PM group is unable to finish the round due to weather or course closure, no scores will be counted for handicap, weekly prizes, and league statistics. For those who were able to finish their round, the score will be recorded as a banked score and the scorekeeper will follow up with individual players.

The League does not extend the season schedule to play a make-up date to replace a missed date due to rain/cancellation. However, you may play a round of golf at GTCC to replace the missed date; just let the person in the Pro Shop know that you are a member of The League playing a "rain date."

What's on our Web Site

We post a lot on our website:

[GEORGETOWN LADIES GOLF LEAGUE - Georgetown Ladies Golf League \(weebly.com\)](http://www.georgetownladiesgolfleague.com)

Please go to the site and add it to your browser's Favorites bar for easy access to the site.

Our website is the hub for ongoing information and the source for how-to documents, communications, and reports. Here's what you can find:

- About Us
 - Where we play
 - Our leadership
 - Our history
- Member Info
 - Announcements
 - New in 2024
 - What you Need to Know (this document)
 - How to use Fringe Golfers
 - By-Laws
- League Stats
 - Weekly Stats
 - YTD Statistics
 - YTD \$Prizes
 - Banked Scores
 - Tournament
 - Year-End Statistics
- Calendar
 - Details for each week of play
- Gallery
 - Lots of great pictures of our league members
- Contact Us
- About GTCC
 - Follow a link to the GTCC website
- Archive 2023
 - Find all the documents saved from 2023.

Rules for Scorekeeping

Recording Scores

We will be collecting scores using 2 methods this year; both ways are required.

1. Use “Fringe Golfers”, an online scoring app.
2. Record scores and putts on a Pro Shop scorecard.

The maximum number of strokes per hole is 10. If you do not sink your putt into the hole by the 10th stroke, pick up your ball and record a 10 for strokes and 0 (zero) for total putts. The scorekeeper will recognize that you didn’t sink your putt and mark you as ineligible for prizes related to putts. This method for showing a maxed-out hole is the same for both Fringe Golfers and the Pro Shop scorecard.

Fringe Golfers

Fringe Golfers is a free golf league management app that we will use for entering scores; it replaces the Score Entry sheet.

There are 2 “seasons” setup for our league:

1. 2024 Scores
This season will be used to input your scores for each regular play week.
2. 2024 Banked Scores
This season will be used to input your banked scores on the day when you play your banked score round of golf.

There are several advantages to using Fringe Golfers:

1. The scorekeeper can download the scores into the Scorekeeper Program, which saves time and reduces scorekeeper errors.
2. The scorekeeper can still do her job without having to be physically present at the course, waiting until everyone comes in to collect score cards.
3. You can enter your scores into the app on your phone as you play or at the end of the round or you can enter your scores on a computer at home if that is more convenient for you.
4. The app provides lots of nerdy metrics and reports; however, it doesn’t replace the Scorekeeper Program reports.
5. Provides better communication.
6. Modernizes The League.
7. Facilitates succession planning, to make it easier for future scorekeepers.

For information on how to use Fringe Golfers, please see the document “2024 GTCC Ladies Golf League Fringe Golfers” available on our website ([GEORGETOWN LADIES GOLF LEAGUE - Georgetown Ladies Golf League \(weebly.com\)](#)) under Member Info/Using Fringe Golfers. If you need help with using Fringe Golfers, please contact Sheila Conant, The League Scorekeeper, at sheila.conant@live.com and she will be happy to help!

Pro Shop Scorecard

For the scorecard, list the first and last names of each team member on the scorecard; scorecards are available in the Pro Shop. For each hole, record the number of strokes and the number of putts, using a format like S-P or S^P, where the S is the number of total strokes and the P is the number of putts, for example, 4-1 or 4¹. At the end of the round, sum the number of strokes and sum the number of putts to get the total score.

One golfer must sign the scorecard as the team scorekeeper and another golfer must sign to attest the scores after comparing scores with Fringe Golfers. Put the signed scorecard in the Scorecards folder in our box in the Pro Shop.

Banked Scores

If you know that you will be missing a future play date, you can team up with one or more Georgetown Ladies Golf League golfers, play a round of golf during non-league play time, and “bank” the score to be used in the future. A banked score is a valid replacement for a regular play date score and when used, allows you to win points and prizes if you meet the eligibility criteria.

If you plan to play during both league tee times in one day, you may use one of your scores as a banked score. This is the only exception to the rule of playing during non-league play time to bank a score.

Banked scores will be entered into Fringe Golfers in the 2024 Banked Scores season. Enter the scores for the day when you play the banked score round. If you play with other league members who are not banking scores, only enter the scores for the golfers who are banking scores. You will also enter your scores on a Pro Shop scorecard.

If all golfers are banking their scores, write “BANK” across the top of the scorecard; if not, write “BANK” next to the golfer’s name(s), and circle those golfers who are playing for future dates. When you have finished playing your banked score round, put your scorecard into the Banked Score folder in the Georgetown Ladies Golf League box in the Pro Shop.

If you miss a regular play date and have a banked score, the scorekeeper will use your banked score for the missed date. If you have more than one banked score when you miss a regular play date, the scorekeeper will use the best score available; if there is no best score, the scorekeeper will use the earliest played banked score for that week. Banked scores cannot be used for missed play dates in the past; they are only good for future play dates.

The scorekeeper will use only 3 banked scores. When the scorekeeper uses one of your banked scores, she will indicate “bank” for that week on the Weekly Sign-In Sheet.

Some golfers may take advantage of nice weather and play up to 3 rounds of golf at GTCC before the first play date of the season. Those scores may be used as banked scores for any play date within the first 3 weeks of play, before the games start on the 4th week, if the round is played with at least 2 league members and the rules for banking and recording scores on a Pro Shop scorecard are followed.

DNP – Did Not Play

If you miss a regular play date and do not have a banked score to use, the scorekeeper will record a DNP for the missed date. You may have 3 DNP's to still be eligible for weekly and league prizes; a golfer with 4+ DNP's will not be eligible.

Note that you will still be eligible for tournament prizes.

How Handicaps are Calculated

Handicaps are established by taking the previous 10 scores, dropping the highest and the lowest score, averaging the remaining 8 scores, subtracting the GTCC course par of 30, to yield a golfer's handicap. For example,

$$\begin{aligned}(45 + 50 + 57 + 51 + 51 + 54 + 47 + 53 + 43 + 45) &= 496 \\(496 - 57 - 43) &= 396 \\(396 / 8) &= 49.5 \\(49.5 - 30) &= 19.5 \\&= 20 \text{ is the final handicap, rounded to a whole number}\end{aligned}$$

For returning golfers, the 10 scores from the previous season are used for handicap calculations. New members to the league must have 3 verified scores before a handicap will be calculated. The 3 scores may be verified by playing on a different league at GTCC or by completing 3 rounds of play in the 2023 season.

A golfer is not eligible to win weekly prizes and accumulate league prize statistics until her handicap has been established.

Note that handicaps for our league are not USGA approved.

How Points are Assigned

Each regular week the scorekeeper assigns points, using a 10-point scale, to eligible golfers, based on net scores (gross – handicap), otherwise known as Low Net. Within flights, the golfer with the lowest net score receives 10 points, the second lowest receives 9 points, and so on until all points on the scale are used.

If there is a tie for Low Net, the number of golfers that tie use the same number of points on the scale; the points are added together and divided by the number of tied golfers. For example, if 3 golfers tie for Low Net, the top 3 numbers are added together (10 + 9 + 8) and divided by 3 (27 / 3) and each tied golfer is awarded the result, or in this example 9 points. The next lowest net score then starts at 7 points on the scale. All tied scores are handled in the same manner until all points have been awarded.

There are two League prizes based on points, one for Total Points and one for Average Points.

How Prizes are Calculated

Special Scores

The Scorekeeper Program will automatically detect Special Scores and track them for prizes.

- An Ace is a hole-in-one, first stroke, in the hole.
- An Eagle is 2 strokes under par.
- A Birdie is 1 stroke under par.

Note that on par 3 holes, a first stroke in the hole is both an Ace and an Eagle; you will get the prize for the Ace.

You may circle your special score on your scorecard, if you like, but it's not necessary; the scorekeeper will automatically detect your accomplishment.

All golfers are eligible for these awards; there are no restrictions.

Weekly Games

First, second, and third place prizes are awarded per flight for each game.

When there is a tie for first place, the first-place prize will go to the golfer with the lowest net score and the second-place prize will go to the golfer with the next lowest net score, and so on. If the low net score is also a tie, the doubly tied golfers each get a first-place prize and the second-place prize goes to the next lowest net.

The second-place prize is awarded using the same rules as the first-place prize. Likewise, the third-place prize follows the same rules.

A golfer may win only 2 prizes for Weekly games per calendar month.

Tournament

All golfers are eligible to win tournament prizes; there are no restrictions.

Note that tournament scores are not included in League statistics.

The tournament prizes will be awarded based on the following:

Applies to...	Award	Description
Low Gross	1 st , 2 nd , 3 rd by flight	Same rules as Weekly Prizes
Low Putts	1 st , 2 nd , 3 rd by flight	Same rules as Weekly Prizes
Low Net	1 st , 2 nd , 3 rd by flight	Same rules as Weekly Prizes
AM & PM Golfers	Closest to Pin #2	Drive from tee-box, must be on the green
AM & PM Golfers	Closest to line #5	Drive from tee-box, must be in the fairway to count
AM & PM Golfers	Longest drive #6	Drive from tee-box, must be in the fairway to count
AM & PM Golfers	Closest to Pin #8	Drive from tee-box, must be on the green

League Prizes

Each golfer is eligible to win only one League prize. The prizes are awarded by flight and in this order:

Award	Description
Total Points	Highest total points
Average Points	Highest point average
Low Gross Average	Lowest average of gross scores
Low Net Average	Lowest average of net scores
Low Putt Average	Lowest average of putts
Most improved handicap	Most improved from beginning to end of season
Low Ringer	Lowest total score from the best per hole scores for the season

A golfer may get the highest total points and have the most improved handicap, but she will only earn one prize for the season.

Guidelines on the Course

These guidelines ensure equitable play. Everyone is encouraged to know and follow them.

Rules of Golf

The League shall be governed by the Rules of Golf as approved by the U.S. Golf Association and Local GTCC Club Rules as determined.

Ready Golf

The entire group is encouraged to play “Ready Golf” and help keep track of each other’s strokes.

'Ready golf' is a term used in stroke play golf only, which encourages golfers to play when they are ready to go if they can do so safely and it might assist with pace of play, rather than strictly following the procedure of “farthest from the hole should play first” under Rule 6.4b in the Rules of Golf.

Here are some examples for when to use Ready Golf:

- You may hit a shot when safe to do so if a player farther away faces a challenging shot and is taking time to assess their options.
- Shorter hitters playing first from the tee or fairway if longer hitters must wait. In ready golf, shorter hitters can tee-off first even if it's not their honor.
- You may hit a tee shot if the person with the honor is delayed in being ready to play.
- You may hit a shot if a person who has just played from a bunker is still farthest from the hole but is delayed due to raking the bunker.

Walking ahead of the line of play is never recommended due to safety concerns.

General

Any movable obstruction (anything artificial) may be moved. If the ball is moved in doing so, it must be placed on the exact spot from which it was moved with no penalty. Loose impediments (natural objects) may be removed on the green only.

If the ball is in or off the fairway, a player shall not improve, or allow to be improved, the line of play or the position of the ball by moving, bending, or breaking anything fixed or growing, or by removing or pressing down same, loose soil, cut turf placed in position or other irregularities of surface that could/would in any way affect your lie under penalty of two strokes.

A player may lift her ball for the purpose of identification and replace it in the spot from which it was lifted with no penalty.

In all cases where a ball may be moved, it cannot be moved closer to the hole.

Off the Tee

If a ball falls off the tee before taking a swing, it may be replaced without penalty.

If the ball is knocked off the tee on a downswing, a stroke is counted, and the ball must be played from where it lies.

If the ball is missed during a swing, that is a “whiff” and is counted as one stroke.

If the first ball hit from the tee goes out of bounds, a second ball may be hit from the tee and played. The ball hit out of bounds counts as one stroke; the second ball counts as one stroke; and there is a one stroke penalty for hitting the ball out of bounds, for a total of three strokes. Alternatively, a ball may be placed near the out of bounds ball, with a two-stroke penalty, for a total of three strokes.

In the Fairway

If the ball is missed during a swing, that is a “whiff”, and is counted as one stroke.

If a competitor plays a stroke or strokes a ball other than her own (except in a hazard) she shall add two penalty strokes to her score for the hole, and then shall play her own ball. The misplayed ball shall be replaced in the original spot.

Out of Bounds

A ball cannot be played from an out of bounds position. If a fairway shot goes out of bounds (outside the white markers) a provisional ball must be played; place the provisional ball inbounds by the out of bounds marker where the original ball went out of bounds. For example, a tee shot in bounds (one stroke); second shot out of bounds (one stroke and one penalty stroke); next shot is the fourth shot.

Telephone posts along holes #4, #6, #7 are not out of bounds markers. If your ball is still on the grass (not street or sidewalk) then it is playable. If the ball is unplayable (next to the post) you may drop the ball two club lengths from where the ball lies but no closer to the hole, without a penalty stroke.

Unplayable Lie

If the ball lies up against a tree or some other equally bad spot (large stone, log, anything not man made, etc.) the player must decide if the ball is playable where it lies. If it is decided that the ball is not playable, the ball may be moved two club lengths from the point where the ball lies, but not closer to the hole, with one penalty stroke.

If the ball lies on or touches some unmovable, artificial obstruction, for example, a bench, ball washer, hose, fence, etc., the ball may be dropped within two club lengths of the nearest point of obstruction, but not closer to the hole, with no penalty.

If the ball lies in or touches casual water, ground under repair, a hole made by a burrowing animal, or wood chips that are around the flowers and borders, the ball may be picked up and dropped not closer to the hole, with no penalty.

Sand Play

If the club touches the sand before the downstroke, called “grounding the club”, there is a one stroke penalty. If the ball in the trap lies in casual water, ground under repair, or in a hole made by a burrowing animal (not a footprint), the ball may be lifted and dropped as follows:

- Without penalty in the trap as near as possible to the spot where the ball lay, but not closer to the hole.
- With one stroke penalty, the player may drop outside the sand trap but no closer to the hole.

Please rake after you hit your ball from the sand trap and place the rake by the trap lying perpendicular to the green (head of rake toward the green).

On the Green

Flagsticks may remain in the hole or can be removed, group decision, per round or per hole.

If a ball strikes another ball, there is a two-stroke penalty. The struck ball must be returned to its original spot.

A ball lying on the green may be lifted for the purpose of cleaning without penalty. The player must mark the spot with a ball marker and the ball must be replaced on the spot from which it was lifted. Player may not change her ball for putting.

The line of the putt must not be touched except to move loose impediments or repair ball marks without pressing anything down.

If a ball lands on the wrong green, it should be picked up and dropped off the green but not nearer to the hole, without penalty.

There is a two-stroke penalty for hitting someone else's ball. The incorrectly struck ball must be returned to the original spot.

Leave the putting green immediately after all the players in your group have finished playing. Do not record your score on the green; do it at the tee on the next hole.

Stroke & Penalty Chart

Section	Situation	Action	Actual Strokes	Penalty Strokes
General	Move ball for any situation	Move not closer to the hole	0	0
General	Improve your lie		0	2
General	Artificial, movable obstruction	Move it	0	0
General	Identify ball	Lift & replace	0	0
General	Whiff, ball missed during swing		1	0
Tee	Ball falls off tee, no swing	Replace	0	0
Tee	Ball knocked off tee during swing	Play where it lies	1	0
Tee	Ball goes out of bounds	Hit a 2nd ball from tee	2	1
Tee	Ball goes out of bounds	Place a ball inbounds by out of bounds spot	1	2
Fairway	Play someone else's ball	Play own ball, replace other ball	1	2
Out of Bounds	Ball lands outside white markers	Place ball in bounds, by out of bounds spot	1	1
Out of Bounds	Near telephone posts #4, #6, #7, on grass	Playable	1	0
Out of Bounds	Telephone posts #4, #6, #7, next to post	Unplayable, drop ball 2 club lengths	1	0
Unplayable Lie	Next to tree, large stone, log, anything not artificial, etc.	If unplayable, drop ball 2 club lengths	1	1
Unplayable Lie	Unmovable, artificial obstruction (bench, ball washer, hose, fence, etc.	Unplayable, drop ball 2 club lengths	1	0
Unplayable Lie	Ball in water, ground under repair, hole by animal, wood chip mulch	Place ball near spot	1	0
Sand Play	Club touches sand before downstroke, grounding the club		0	1
Sand Play	Ball in water, ground under repair, hole by animal, wood chip mulch	Place in trap near spot	0	0

Sand Play	Ball in water, ground under repair, hole by animal, wood chip mulch	Place outside trap near spot	0	1
Green	Balls strikes another player's ball		1	2
Green	Clean ball	Lift & replace	0	0
Green	Loose impediments, ball marks		0	0
Green	Balls lands on wrong green	Drop off correct green	0	0
Green	Play someone else's ball	Play own ball & replace other person's ball	1	2

Revision History

These rules shall be reviewed and updated annually.

A history of revisions shall be recorded in this document.

Date	Revision #
4/1/2024	1
5/10/2024	1.1