Revised: 3/14/24

**SHADOW VALLEY LADIES GOLF ASSOCIATION RULES**

**Twilight League Rules**

1. Eligibility. All participants in the Ladies Twilight League (“*League”*) must be members in good standing (“*Members*”) of the Shadow Valley Ladies Golf Association (“*Association*”) and have a current IGA GHIN handicap. All League participants must pay such required League dues, green fees, and prize fund fees as the Association’s Board of Directors (the “*Board*”) shall determine.
2. League Rules and Posting of Scores. USGA Rules of Golf and USGA Rules of Handicapping shall govern all League play. All League participants (including subs whose score is to be counted for the team) shall have a current IGA/GHIN handicap. While players with a handicap higher than 36 may play in League, they will receive no more than 18 strokes/pops for 9 hole play. The handicap differential between League partners shall be no more than 10 strokes (per 18 holes).

*Scores shall be posted by one League Member in each foursome during play using the Golf Genius app.* The other players must not post their own scores for League play. Each team should keep a backup paper scorecard and at the end of the round reconcile that scorecard with what was entered in Golf Genius. A backup scorecard can also be used to submit for the “play of the day” – least putts, most fairways hit, etc.

USGA Rules require that *all* scores accumulated outside of Twilight League during the posting season (March 1- November 15), with the exception of scores that cannot be verified by another player, must be promptly posted by the individual Member in order to maintain an accurate handicap. Note: the GHIN handicap system allows the posting of partial rounds of at least 7 holes for a 9-hole round or 14 holes for an 18-hole round. To post your scores (except League scores), go to <http://www.ghin.com> or contact IGA or the Shadow Valley Golf Club pro shop.

1. Maximum Hole Score: Net Double Bogey or Most Likely Score. Net Double Bogey replaces Equitable Stroke Control (effective 2020). All League *scores will be automatically adjusted by the GHIN system* upon posting to no more than Net Double Bogey for each hole according to World Handicap System rules.
	* “*Net Double Bogey*” means: Par + 2 + the person’s handicap strokes (pops) for each hole. (Rules of Handicapping Rule 3.1)
	* EXCEPTION: When establishing a GHIN handicap, for the first 3 rounds posted, the maximum score on any hole will be par + 5.
	* “*Most Likely Score*”is used to record a player’s *probable score* on a hole, when the hole has been started but the player did not hole out their ball. It should be a reasonable assessment of the number of strokes needed to complete the hole (how many strokes so far--with penalty strokes--plus number of strokes likely to complete the hole).
	* As between “most likely score” and “net double bogey,” record whichever is the lowest of the two scores.
	* You can also record your ACTUAL score and GHIN will adjust it accordingly.

1. League Play Format. League play format shall be a “2-Lady Team Best Ball” for 9 holes, unless otherwise announced by the League Board. GHIN handicaps are required. Partners whose handicaps are more than ten (10) strokes apart will be limited to five (5) strokes/pops for 9-hole play for the higher handicap partner. Strokes, or “pops,” for each player (representing your handicap strokes) will show up as dots on your Golf Genius scorecard.
* *At least one player per team must play their ball all the way into the hole and record all strokes taken on that hole*. If the other player fails to complete a hole and picks up their ball, that player must record their Net Double Bogey or Most Likely Score (defined above), whichever is lowest for that hole, but that score cannot be counted as the team’s score for that hole.

League payouts will be made flight by flight based on net and gross points. The Board shall determine whether playoffs will be required for a League season. Any playoff seeding shall be based on each team’s combined net and gross points on the playoff date.

1. League Play Scoring. “*Gross Score*” is the lowest actual score per hole for a team. “*Net Score*” is the team’s lowest gross score per hole minus their strokes/pops for the hole. USGA Rules will govern all play and all players are expected to follow the honor system. Teams shall have the discretion to give another team any putt which is within 12 inches from the hole (e.g., stroke is counted without having to hit the ball).

A total of *18 points* will be awarded for each weekly League match up, consisting of *1 point* per hole for the team with the lowest net score and 1 point for the team with the lowest gross score. If the two teams tie on either gross or net on a hole then each team receives ½ point on the affected holes.

If a team cannot play and is unable to obtain substitutes (as reported to the Board at least 24 hours before League play), or otherwise does not show up for League play, they will forfeit that night’s play and the opposing team *must play the course for points*. The match cannot be made up on another day.

If both players on a team are late to their starting hole and their opponents have already proceeded down the fairway, then the late team shall be deemed to have lost that hole and will begin play on the following hole’s tee. See USGA Rule 5-3. *The missed hole cannot be played later.*

Speed of Play. The League is committed to avoiding slow play. It is the responsibility of all players to ensure that play proceeds as fast as possible since everyone suffers when play is slow. *Keeping up with the group ahead is essential*--particularly to ensure that everyone finishes before dark. Nine holes should be played in no more than two hours and 10 minutes. There should never be an entire 4-par or 5-par hole empty in front of your group! To achieve this goal, the Association’s Board will solicit the input of the marshals and may, when deemed necessary by the Board, discuss any slow play concerns with individual Members. All Members must observe the following rules to avoid slow play:

* Play ready golf! It’s always acceptable to hit out of order if your group is lagging behind the group in front.
* Be ready to hit when it’s your turn--have your distance and putting line already read!
* Limit practice swings to no more than two--preferably one.
* Proceed to the next tee box immediately upon your group’s finishing a hole. Record scores when you reach the next tee box.
* Only one player from each team needs to be on the green at any time. So if necessary to speed up play, one team member should proceed to the next tee box immediately upon putting out and hit their next tee shot. It is never necessary for all four players to be on the green or at the tee box at the same time.
* If both players are riding in a cart and their shots are across the fairway from each other, drop one player at her ball and immediately proceed to the other ball and be ready to hit.
* If one team is riding a cart and the other is walking, the players riding should go ahead and hit while the other team walks up even if their balls are ahead of the walking team’s balls.
* Players may, at their choice, use the following SVGC Local Rule to improve pace of play:

On holes with WHITE Out of Bounds stakes (holes 7, 8, 9, 13, 17, 18), if your ball goes out of bounds, rather than re-hitting your ball from the original location (tee or fairway), you can choose to take relief by: (1) bringing your ball laterally from where it went out of bounds (or the spot where it is determined to be lost) to the fairway edge but no closer to the hole; (2) dropping the ball (from your knee height); and (3) playing it from there with a 2-stroke penalty added to your final score for that hole. You still have the option to go back and re-hit from your original spot (tee or fairway) and take a one-stroke penalty. THIS LOCAL RULE CANNOT BE USED FOR AN UNPLAYABLE BALL OR FOR A BALL THAT IS KNOWN OR VIRTUALLY CERTAIN TO BE IN A RED STAKED PENALTY AREA.

1. League Play Score Cards. Scores must be entered in the Golf Genius app by one of the foursome during play. At the end of the round, back up paper scorecards should be used to verify both teams’ agreement on the scores entered into Golf Genius. Occasionally you will need to turn in a paper scorecard for the play of the day competition (least putts, most fairways hit). All scorecards should be turned into a member of the Board, not the Pro Shop. Any scoring issues should be directed to the Board (not the Pro Shop). Names and pictures of Board members are posted in the SV Ladies Room.

League Play Substitutes. Team players shall be responsible for obtaining their own substitutes and reporting those subs’ name and GHIN number to the Board before League play. A sub list will be made available, but teams may also obtain subs other than those on the sub list as long as the sub has a current GHIN handicap. If a sub doesn’t have a current GHIN handicap they can play, but their score cannot be counted toward the team’s score/points. If a team is unable to find a sub, then the remaining player may play alone against the opponents. *The team using a sub must notify the designated League Director of the sub’s name and GHIN handicap number AS SOON AS POSSIBLE after lining up a sub, but no later than the morning of League play*. This will allow the team’s handicap to be calculated properly and their scorecard prepared before the day of play.

* *Subs for Regular League Play*: The handicap of a sub may not be any lower than the lowest handicap of any player in that team’s flight.
* *If a team’s flight has one or more nights of playoffs,* then a sub can only be used on the last night of the playoffs if the sub’s handicap is within 2 strokes (above or below) of the person they are replacing. No more than one sub can be used by a team on the last night. (That is, a second sub can play, but their score will not be counted toward the team’s score.)
1. League Green Fees. Green fees for League play must be paid for the entire League (Spring, Summer or Fall season) before that season’s play begins. Any other arrangement must be approved by the SVGC pro shop.
2. League Play of the Day. The Board will announce a “play of the day” (e.g., closest to the pin, longest drive, fewest putts, poker hand, lowest net score, etc.) for each week of League play. The winner of the play of the day will receive the prize money designated by the Board which will go into their account at the SV Clubhouse and can be redeemed for merchandise. Subs cannot participate in the Play of the Day contests.
3. Golf Carts. Please keep golf carts on the designated paths whenever possible. When no path is available, keep carts along the sides of the fairways (out of the rough) and use the “90 degree” rule to reach the ball. Always stay at least 100 feet from the greens and park on the paths.
4. Weather Cancellations. If play is suspended by the Pro Shop for more than thirty (30) minutes due to weather conditions, the evening’s matches shall be replayed in their entirety on the playoff night designated by the Board.

**Association Matters Generally**

1. Association Board. The Association shall have a Board consisting of at least five (5) Members who will be selected by majority vote of the Association Members present at a meeting of the Members. The Board shall manage the Association’s activities, including all League play and Tournaments, in accordance with these Rules.
2. Association Officers. The Association’s officers shall be appointed by vote of its Members or by the Board and shall consist, at minimum, of a President and a Treasurer, each of whom must be members of the Board. The Members or the Board may also appoint any other officers deemed necessary, including a Tournament Chairman and a Secretary. Such officers shall have the following duties:
	1. President. The President shall preside over all Board and Member meetings and assist other officers and the Board as needed. The President shall have overall responsibility for Association events, including tournaments and League play. The President shall coordinate League play with the pro shop, assisting the pro shop in score card preparation, score postings, and menu selection.
	2. Vice President. The Vice President shall be responsible for managing League play evenings, including collecting scorecards after play ends, reviewing scores and determining winners.
	3. Tournament Chair. The Tournament Chair shall be responsible for coordinating any tournaments which the Association shall decide to conduct during the Association season.
	4. Treasurer. The Treasurer shall be responsible for managing the financial requirements of the Association, reviewing and approving all Association expenditures, and maintaining the Association’s bank account. Such duties shall include receiving and approving all applications for Association and League membership, depositing Association and League dues, coordinating GHIN handicaps with the IGA, and disbursing all monies to the IGA, SVGA pro shop, or other providers as may be necessary to conduct League play and tournaments.
	5. Secretary. The Secretary shall be responsible for maintaining the non-financial records of the Association, including taking minutes of meetings of the Board. The Secretary shall also be responsible for maintaining a current roster of Association and League members and subs and conducting such email correspondence with the Members as the Board and officers shall request. The Secretary shall also assist the Board and officers with soliciting any Member volunteers as may be needed for League functions.
3. Tournament of Champions Representative. The winner of the Shadow Valley Ladies Club Championship will represent SVLGA in the annual IGA Tournament of Champions, *provided that,* during the season she (i) has been a member of the Association since at least the beginning of Summer League play, *and* (b) has either played in a SVLGA-sponsored tournament or played on a Spring or Summer League Team (not just as a sub).

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HAVE FUN AND ENJOY SHADOW VALLEY GOLF WITH THE SVLGA LADIES!!