

2026 Monday 18-hole MEN'S LEAGUE RULES

FORMAT:

We will be playing 18 holes of golf every Monday using the format on the attached league schedule. Each foursome must turn in their scorecard after each round. Please be sure to sign, date and attest your scorecard and place it in the designated box in the Pro Shop. Any illegible scorecard will not be counted. All ties are decided by comparing the back 9 holes. If the score remains tied, we will use the last 6 holes, then the last 3 holes and finally the individual holes starting on 18 and going backwards.

FLIGHTS:

In a continuing effort to keep our league competitive and enjoyable for all, we will have separate Red & White "A" Flight tee's and separate Red & White "B" Flight tee's. While we expect to have approx. 22 - 24 golfers in each flight, the actual number of golfers/flights will not be known until registration is complete and each new golfer has completed 3 rounds of league play. The creation of 4 separate flights will allow for 4 weekly low net and playoff winners. New members will be added to their respective Flight following their third round. The range of handicaps and rosters of each "A" and "B" Flight may be adjusted to maintain a balanced number of golfers in each Flight.

HANDICAPS:

For returning members, we will use your final 2025 handicap. For new members, we will create a Fairways Men's League Handicap using your scores from your first 3 rounds. Starting with round 4, we will use your total gross score of the first 3 rounds, divided by 3, less the course par of 65. In week 5 we will use the total gross of the first 4 rounds, divided by 4, less the course par of 65. This methodology will continue for all low net tournaments throughout the season.

PLAYOFFS:

Low net scoring will be used for all qualifying rounds. All players are eligible to qualify for playoffs if they have played in at least 9 tournaments prior to the start of the qualifying rounds. The number may be adjusted lower for any canceled tournaments. At the end of the third week of qualifying rounds, the 8 golfers in each Flight with the lowest net scores will be eligible to participate in the playoffs. You do not have to play in all 3 qualifying rounds. In the event of a tie, the lowest net scores from 2 of the qualifying rounds will be used.

Match play format will be used in all playoff rounds. During match play, each golfer must play out the hole or pick up once the hole is conceded/won by his opponent. If there is a last-minute cancellation due to illness or emergency in the Quarterfinals, that person will be replaced by an alternate. The 8 qualifying players will compete in the Quarter-Final match. The winning 4 players will compete in the Semi-final match. Should someone not be able to make the Semi-Finals or Finals they can ask their opponent to reschedule before the following

Monday. If it is not possible for both golfers to reschedule, the golfer that had to cancel loses by forfeit. Finally, the two remaining golfers in each Flight will compete in the Championship match for 1ST & 2nd place. The other two will play for 3rd & 4th place. A tie in match play will continue until there is a winner (Handicaps will be used). If Qualifying Rounds are rained out all 3 days, your last Tournament net score will be used.

TOURNAMENTS:

We will be playing tournaments throughout the season. (See Schedule & Results on website). Scores will be calculated each week, and tournament winners will receive prizes at the end of season luncheon. We will continue to use the double par rule during all non-playoff tournaments.

WEATHER:

If the weather is questionable and the course is open, league play is on. If there are 12 or more golfers there will be one Low Net winner. Otherwise, you can play but there will be no winners. Please check the course website the morning of your scheduled round for updates on the course condition (i.e., cart path only restriction)

RED TEES:

If you turn 75 yrs. old before 12/31/26 you are eligible to hit from the red tees. You must decide before you start the season and play the red tees the entire season. (You cannot hit from red tees during team tournaments unless you have been doing so from the start of the season)

CLOSEST TO PIN:

Each week players have the option to put \$1.00 in the Closest to the Pin (CTP) envelopes. Only players who sign the envelope and put in \$1.00 are eligible to win CTP on Holes #3, #9 & #12. **There are separate CTP competitions for golfers using either the red tees or the white tees. Please be sure to place your money in the weekly envelope marked red or white. In addition, Fairways Management will donate a free round of golf including cart, each week for the CTP on Hole #15 limited to one free round per golfer per season unless you get a Hole-in-One. Your ball must be on the green to qualify for any CTP holes. We will use a combined red/white tee box for the CTP competition for Hole #15 to ensure only one weekly winner.**

CHIP-IN'S:

Each week players have the option to put \$1.00 in the marked envelope and print your name on the outside. Anyone who chips their ball into a hole from off the green win's money. It is the players' responsibility to circle their name on the envelope located in the Pro Shop after their round if they get a chip in. If you chip in more than once during a round, please indicate the number of chip-ins made.

GENERAL RULES:

- Please count all strokes. Whiffs count as strokes. All putts must be completed. No Gimmies.
- If your ball ends up in a bunker with water, you have the option of moving your ball to a water free area within the bunker. As an alternative, you may place your ball outside the bunker in the area where your ball first entered the bunker. Both options are without penalty.
- If you hit the ball out of bounds. You may drop the ball within two club lengths from where the ball went out of bounds and no closer to the hole. (1 stroke penalty)
- If you hit your ball into the 18th fairway while playing the 11th hole, please bring your ball into the area where it crossed the 18th fairway without penalty. You must drop the ball in the rough of the 11th hole.
- Unplayable lies. Drop your ball no closer to the hole. (1 stroke penalty)
- If you hit the ball in a water hazard. Drop your ball behind the hazard along a line formed by the hole & the point where the ball last entered the hazard. (1 stroke penalty). Please note that there is a drop area on the 1st hole.
- A lost ball should be played near where you think the ball was lost with 1 stroke penalty.
- Pick up your ball after double par. (Except during Match Play)
- If a pole or tower obstructs your flight line or you hit a pole, tower, or electrical wire, you may take relief no closer to the hole (no penalty) or you may play it as it lies.
- The roped off area behind the 16th green is out of bounds. Please place your ball to the side of the roped off area no closer to the green. (1 stroke penalty)

SLOW PLAY:

Lastly, slow play is of great concern for the league. Please be courteous of both your playing partners and the players behind you. There is no need to take half a dozen practice swings and make use of both a yardage device and a range finder prior to every shot. Slower players will not be afforded early tee times.

Let's all have a great season, play well and most of all have fun.

If you have any questions concerning the above, please feel free to contact Tom Maher at 1863mensleague@gmail.com

Regards,

The Men's League Committee

John, Tom, Hal, and Ed