

# Tamarack Tuesday Night Golf League

## Rules 2026

### Section A

1. USGA rules will apply with the exceptions stated in Section B below.
2. The following USGA rules were created or modified for the 2019 season and reflect changes to previous year's rules and are stated below for awareness and clarification.
  - a. Double hits count as one stroke (Ex. Playing from sand trap your club makes contact with the ball twice – counts as one stroke.)
  - b. No penalty if the ball strikes you or your equipment accidentally after hit.
  - c. MAXIMUM time looking for a ball is **3 minutes**.
  - d. You may replace the ball to its original location if it is accidentally moved while searching for it without penalty
  - e. No penalty for leaving the pin in the hole while putting on the green
  - f. If your ball accidently moves without you hitting it – you can replace the ball back to its original location without penalty.
  - g. You may ground your club in the hazard – not in a trap/bunker.
  - h. You may remove loose impediments from a bunker without penalty.

### Section B

3. The following league exceptions are made to expedite play and compensate for local conditions.
  - a. A player may improve his lie, but not his position. Players should use the length of a scorecard as a standard to improve his lie. If more distance is needed he should consult with a competitor. Players should not move the ball from one cut of grass to another which would be considered improving his position. When trees, bushes or other natural obstacles are involved in a player's play he should consult with a competitor before improving his lie.
  - b. It is up to each player's discretion as to whether giving his opponent a putt (gimmies).
  - c. There is a MAX Score of double par + 1 allowed for any hole.
  - d. If you are in a **penalty area or out of bounds** you can take relief within 2 club lengths of where the ball entered that area with **one** stroke penalty – gain approval from your opponent when determining area of relief.
  - e. There is no free drop if a ball ends up in a bush unless the bush or bushes are staked.
  - f. Sand traps will be played as follows:
    - i. Play ball as it lies, or
      1. Pick up ball, rake the trap and place the ball to its landed position
      2. If conditions are wet, Tamarack will post a sign about trap conditions and determine whether traps will be played. If bunkers are determined by course not playable, you can place the ball outside the bunker within 2 club lengths of the closest edge-no closer to the pin.
      3. If ball is plugged – you may take a free drop using rake and drop method.
  - g. There is no relief for a ball that lands in the ditch running across the fairway on hole 12. Improving ones lie based on rule a.) above applies.
  - h. If your shot into the green on hole 18 makes it across the water onto the bank but then rolls back into the water you may drop near the bank on the greenside of the lake.
  - d. Relief is permitted from roads and paths.

- e. Permission is given to members playing together as teammates to give each other advice.
  - f. Similar to a leaf rule during the fall season – if the player and opponent agree that a ball should be findable in the area being searched – the player may drop ball without penalty – but only if agreed upon by opponent.
4. Any protest or dispute of league rules will be presented to the Rules Committee prior to the next week's match. If no decision by the Rules Committee is made, points will stand as turned in.
  5. **Rules Committee: Dave Esker, John Schwable, Gary Habich and Blaine Baker. For any dispute on the course, play two balls two ways and a ruling will be made after the round.**
  6. **Play will commence using a shotgun start at 5:15pm. During the first couple weeks of the league the start will be moved to 5:30pm. Players not in attendance at the start time will have an additional 15 minutes to start play. A player being absent past the 15 minute grace period will take double PAR + 1 for each hole missed or can elect not to play which constitutes a blind for that twosome or a forfeit if two players are missing.**
  7. Team fees of \$120 must be paid by **August 4th, 2026**. All money to be made payable to Dave Esker. Check, Cash or Venmo (@Dave-Esker are acceptable. Green fees for 2026 league play will be \$20 walking and \$25 using cart. Range balls are available at a charge.
  8. Team rosters must be turned into the League Statistician (Dave Esker) before the first Tuesday of league play. Each roster must list a minimum of 4 players with a maximum of 12 players. Any subsequent roster changes must be filed with the Statistician. No roster changes will be allowed after the 12th week, unless voted on by a majority of team captains. Roster adjustments may be made for medical reasons.
  9. Any blind (missing 1 team member) will score a net 9 over par. Teams with two missing players will forfeit the match. Teams winning the forfeit can play but not required to get your 6 points.
  10. Individual handicaps are based on 94% of the difference between Adjusted Gross Score (AGS) and par of 36 on front nine and 35 on back nine. New players will receive a handicap based on 80% for the first three weeks they play. As mentioned above your Handicap is based on stroke control using USGA equitable stroke control for nine holes. In addition, last year's scores will be used to establish the handicap at start of new season. As each player's 9 hole rounds played exceeds 10, only the 10 lowest scores will count towards your handicap. **Maximum handicap is 16.**
  11. **What Tee to Play:** Players 64 years of age or younger will use the **white** tees. Players 65 up through 69 will use the **yellow** tees and players 70 and up will use the **red** tees. If your birthday occurs during the course of the season and the age at that birthday allows you to play an up tee you may do so but you must play that tee for the entire season. Consider **August 22nd, 2026** as the last day of the season.
- 1) Points earned during match – 2 players from each team play in foursome
    - a) Individual matches between the foursome
      - i) Example: In a foursome
        - (1) Team A has 2 players and Team B has 2 players.
        - (2) Have lowest handicap player from Team A match up with the Team B lowest handicap player then the other 2 players matchup
          - (a) You can put any 2 players together – I will handle the actual pairings when I enter scores

- (b) Winners of each individual net match get one point
- (c) An additional one point is won by lowest team net
- (d) Resulting in 3 points available per foursome played
- (e) 6 points available per team

12. A rainout is defined as when the course is closed for play. If play is suspended during the course of play, then all players must wait 30 minutes before exiting the premises. If after 30 minutes the course remains closed, then all points for the night will be split 3 and 3. If a team chooses not to play after the course re-opens within the 30 a minute window the match is forfeited. If it is raining and the course management has not called play by 5pm representatives from each team can, by majority vote, choose to call play for that night. Rain Checks will only be awarded to a player if the 5<sup>th</sup> hole has not been completed.
13. New players joining the league must have played 3 rounds to be eligible for the post-season tournament. Players who played the previous year and have an established handicap need to play only 3 rounds.
14. Dave Esker is League Statistician.
  - a. The Statistician will be elected each year and be paid a fee of \$500.
15. The last night of league play is position round. The team in 1<sup>st</sup> place will play the 2<sup>nd</sup> and 3<sup>rd</sup> will play 4<sup>th</sup>, etc.
16. Payout of the Top 5 teams - 1<sup>st</sup> – 5<sup>th</sup> - \$120, \$100, \$75, \$50, and \$25 for 5<sup>th</sup>