

Tanglewood Golf Association Summer League Rules

General Rules

- **Play the Ball Down:** Unless otherwise noted, play the ball as it lies. If conditions warrant, "lift, clean, and place" will be allowed within a club length, no closer to the hole, and in the same condition. **** Reynolds course will be one club length between the tree lines****
- **Bunkers:** If your ball is on a disturbed surface, you may place it in an undisturbed location in the bunker, as close as possible to the original position.
- **Roots:** If a root interferes with your swing (not stance), you may move the ball away from the root without improving your position.

Scoring and Handicaps

- **Validation:** You must play with another TGA member to validate your scores.
- **Posting Scores:** Post your 9-hole score using the USGA GHIN mobile app or website. Scores may be audited.
- **Text a picture of your 9-** hole card and text or email to Earl Blink – 336-918-5279 or 1burghman@gmail.com. We will NOT be collecting cards
- **Handicaps:** Check your Course Handicap on the USGA GHIN App before playing. Use a dot to indicate holes where you get a stroke. For Higher Handicap golfers , you may receive 2 strokes per hole ; please mark accordingly

Stableford Scoring System

- **Points:**
 - Double Eagle: 5 points
 - Eagle: 4 points
 - Birdie: 3 points
 - Par: 2 points
 - Bogey: 1 point
 - Double Bogey or higher: -1 point

Scorecard Instructions

- Indicate the tees you are playing.
- Print your name and 9-hole handicap **legibly**.
- Record both Gross and Net scores (e.g., 5/4).
- Add up points for each hole and total them.
- Sign the card and have a playing partner sign it.
- **Text a picture of your 9-** hole card and text or email to Earl Blink – 336-918-5279 or 1burghman@gmail.com. We will NOT be collecting cards

Tanglewood Golf Association Summer League Rules

Playoffs and Standings

First Half: The 4 golfers with the highest point totals from their 5 best rounds will be included in the 1st Half Playoff. The matches to be played will be #1 against #4; and #2 against #3. The winners of these two matches will advance to the Summer League Finals in August.

Second Half: The 4 golfers with the highest point totals from their 5 best rounds will be included in the 2nd Half Playoff. The matches to be played will be #1 against #4; and #2 against #3. The winners of these two matches will advance for the Summer League Finals in August to face the two 1st Half winners. In the event a player qualifies for both the first and second half, the third-place finisher from the 2nd Half Playoff (determined by total points from the playoff and if there is still a tie, points will be compared hole by hole in reverse order) will be included in the league finals.

Semi-finals: The two 1st Half winners will face the two 2nd Half Winners in the Semi-Finals.

Match A- Highest point total competitor from the 1st Half plays the 2nd highest point total competitor from the 2nd Half.

Match B- Highest point total competitor from the 2nd Half plays the 2nd highest point total competitor from the 1st Half.

Champion: Summer League Finals will be the winner of the Match A winner and the Match B winner.

Ties:

-Playoff eligibility Ties TBD...putt off, chip off, combination....example

Highest Point Player – 101 points

2nd Highest Player – 98

3rd Highest Player – 97

4th Highest Player – 96

4th Highest Player – 96

A tie breaker is needed to determine which 4th place player will advance to the Play-off.

-Semi-final and Final Round ties will be decided by Sudden Victory. Competitors will play as many extra holes as necessary to decide the match.