

Tanglewood Golf Association Summer League Rules 2026

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 playing condition.
Reynolds course will be one club length between the tree lines no closer to the hole
- **Bunkers:** If your ball is in a footprint, you may place it as close as possible outside the footprint but no closer to the hole. ***Reynolds course bunkers will be “lift, clean and place no closer to the hole ***
- **Roots:** If a root interferes with your swing (not stance), you may move the ball away from the root without improving your position. (meaning if a branch is in your way, the branch still needs to be in your way with “root relief”)
- **Reynolds Course Tree Lines:** All tree lines on the Reynolds Course will be played as hazards to help speed up play.

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.
- **Turn in Scorecards:** Now that clubhouse is complete, turn in score cards in the cart storage area (location to come).
- **Handicaps:** Check your course HDCP on the GHIN app before playing. Use a dot on scorecard to indicate where you might be getting strokes. Higher hdcp golfers may receive more than one stroke 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

Score Card Instructions

- Indicate the tees you are playing.
- Print your name and 9-hole handicap legibly.
- Record both Gross and Net score (e.g. 5/4)
- Add points for each hole and total them.
- Sign the card and have a playing partner sign.
- Post score then turn card into cart storage area.

Playoffs and Standings

First Half: The 4 golfers with the highest point totals from their best 5 rounds will be included in the 1st Half Playoff. The matches will consist of #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 best 5 rounds will be included in the 2nd Half Playoff. The matches will consist of #1 against #4; and #2 against #3. The winners of these two matches will advance to 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 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 Match A against the winner of Match B.

Ties:

-Playoff eligibility ties TBD... putt off, chip off, etc. Example below:

Highest point player- 101 points

2nd highest player- 98

3rd highest player- 97

4th highest player 96

4th highest player 96

A tiebreaker is needed to determine which 4th place player will advance to the playoff.

Semi-finals and final rounds will be determined will be decided by Sudden Death.

Competitors will play as many extra holes as needed to determine the winner of the match.

