



MONDAY NIGHT MENS GOLF LEAGUE  
2025 BY-LAWS

1. The league shall consist of 28 teams – consisting of two (2) players each.
2. Each team has one franchise in the league. Previous season teams will maintain that franchise for the next season, providing they declare their intent to play prior to or during the preseason organizational meeting. Any team that holds a franchise and wishes to split up must determine, between themselves, who is to maintain the franchise and both players must notify the league secretaries of the decision.
3. An open franchise will first be offered to the previous year's substitutes – they will be asked based on the substitute with the highest number of rounds during the prior season. This will be done at the spring meeting.
4. The golf course management at the pre-season organizational meeting shall determine league-starting night.
5. The league is a handicap league. Handicaps will be 100% of each team's average. League teams with an established average from last year will use that average for their first match this year. Any new team to the league will play scratch their first night.
6. Handicaps will be established by straight averaging. After the third (3<sup>rd</sup>) round of play, the highest score will be dropped, and the three remaining scores will be averaged to determine their score. After the fourth (4<sup>th</sup>) round of play and the remainder of the season, the highest and lowest of the last five (5) rounds will be dropped. Team average will be based on the three (3) remaining rounds. Fractional averages .5 and above will be rounded up to the next whole number. Fractional averages .4 and below will be rounded down to the next whole number.
7. League scoring shall be done on a match-play format. Each team may get two points per hole, which means 18 possible points for nine (9) holes. For example, if the teams tie on a hole, each team will get one (1) point. Each team getting their average or better will be awarded six (6) points for the nine (9) holes. A total of 30 points is possible for one match (18+6+6 = 30). The maximum amount of points any team can win per match is 24 (18+6).

8. If a team does not show up to play, a blind draw is to be made by the team without an opponent to determine the team that team is to play against. The blind draw is to be made after playing by drawing a numbered card representing the number of the team they are to play against that night.
9. The Rain Out Committee shall consist of the course management. Rainouts will be determined by safety, course conditions, darkness, etc. The course management will make all decisions.
10. Substitutes may be used if they are regularly listed. Please try and find a sub as close as possible to your team's missing player. The pro shop will adjust your team's average based on the sub's ability.
11. At least one (1) player from each team must be present to constitute a match. Substitutes must be from the regular list of subs and can be used by any team. If a substitute is to be used during the last four (4) nights of league play, he must have played at least four (4) times prior to the last five (5) nights of regular league play. All efforts must be made to acquire a sub. Only when one may not be obtained, a decision will be made by the opponent & course management to allow a player two shots. Two substitutes may be allowed to play for a given team, except for when it is double points.
12. Matches will be played on league nights only with tee times from 4:00-6:00 PM. Forfeit time is 6:00 PM. If you are not present by that time or have not contacted the pro shop, you are considered as not going to play.
13. The team responsible for next year's books will be established by a drawing on party night. Secretaries' names for the last (10) years will be removed from the drawing.
14. The party holes are #1 & #6 on the front nine and #10 & #16 on the back nine. Any team not making birdie or better must pay \$1.00 per hole per person to the league secretary. Anyone who is absent on league night also owes \$1.00 per hole unless the absent player has a substitute. The absent players partner is responsible for paying the absent players party holes. It is the responsibility of the players to deposit the money in the envelope for each team. This money will be used for the year-end party. All prizes for the year-end party must be purchased from the Garrett Country Club pro shop.

15. League dues will be established each year. This year's dues will be \$20.00 for league members and \$15.00 for substitutes. Each team player shall also pay skins at \$5.00 per man – \$100 total – to cover the season. If there are no rainouts or other cancellations throughout the season, and additional \$5 per man will be owed on the 21<sup>st</sup> week of play (2<sup>nd</sup> half position night) for skins. ALL dues and skins money – \$120 total per man – shall be paid in full on or before the first night of league play or no points will be awarded.
16. Due to the early start of league, there are times when ground conditions are soft enough to allow the ball to bury or become lost in the fairway. Should this happen, it is recommended the player be provided a free drop no closer to the hole without penalty. The player must agree with his opponent as to where to drop the ball before dropping.
17. USGA Rules shall govern play except where by-laws take precedence. Course boundaries and local rules are as defined by course management. The course management and league secretaries will make any interpretation. (EX – Drive on #4 goes OB: Two club lengths from point where ball crossed margin of OB, add one penalty stroke, continue from there hitting 3 from that location)
18. Regular league players who are non-members of Garrett Country Club will owe green fees if they are absent and do not get a substitute.
19. Substitutes who are non-members of Garrett County Club must pay green fees when they sub. All substitutes must notify the pro-shop of whom they are subbing for before teeing off.
20. In order to allow for adequate time for bookkeeping, the league secretaries and their opponents will be allowed to tee off immediately when both teams are present.
21. In case of darkness or rain, course management will determine that play cannot be finished, and the following shall apply:
  - a. Points will be halved for the holes not completed.
  - b. No skins money will be paid out for the week. Skin money will go to year the end party fund.
22. Play will be from the black tees. All players in league will play from this set of

tees, no exceptions.

23. If no skins are out on either gross or net, the money will go toward the year-end fund. Therefore, we will not have carryovers on skins.
24. The last night of each half of the league shall be a position night & double points. The point value on all points will be double, giving teams behind a chance to gain positions.
25. Regular scramble rules shall apply for league play:
  - a. Ball may not change lie of cut. (EX – Ball in rough must stay in rough, fairway must stay in fairway, hazard must stay in hazard, etc...)
  - b. One club length from original position.
  - c. One putter head length when on greens.
  - d. First ball in counts, be careful not to tap in ball!
  - e. Must mark golf ball when on putting green, partners or opponents.
26. Team skins winnings shall be split up among the team at their discretion. This will also apply when a sub is used for a given team. It will be the responsibility of the team to determine how the skin money is to be divided (Recommendation is to split 3 ways when you have one sub).
27. Team numbers for the current year will be determined by the finishing order of 2<sup>nd</sup> half of season last year. First place will be Team #1, second place will be Team #2, third place will be Team 3#, etc.