



AMERICAN LEGION GOLF LEAGUE SCRAMBLE

2026 RULES

Garrett Country Club
401 North Walsh
357-5165

1. The league shall consist of up to 30 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. 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.
3. Course management at the spring meeting will determine the league's starting night, the possibility of making up rainout(s), and the date for party night.
4. The league is a handicap league. League teams with an established average from the end of the season last year (2024 SCRAMBLE FORMAT) will use that average for their first match this year. New teams to the league may either be given a HDCP by course management and the secretaries, or 75% HDCP of first night score will be used to calculate match play points. To find this, the following formula will be used: $SCORE - 36 = HDCP \times 75\% - ADJ. HDCP + 36 = STARTING AVERAGE$. The score posted on the first night of play will become their average for the next week. Any new team shooting par or better on their first night will receive 6 points for their "average." From there on, rule #5 will apply.
5. Handicaps will be 100% of each team's average. Averages for the second and third matches this year will be established by using last year's average, if available, and league scores shot so far this season. After the team's third night the highest score will be dropped and the remaining three scores will be used to determine your average. After the fourth night, and for the remainder of the season, the highest and lowest scores of your last five rounds will be dropped and your average will be based on the remaining three rounds. A score of sixty (60) is the maximum allowed average. DOUBLE PAR is the most anyone can take per hole. Par 3 = 6, Par 4 = 8, Par 5 = 10.
6. Application of Handicaps - the handicap is the difference between your opponent's average and your average and is applied to the player's score with the higher average, starting with

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the toughest holes first. If the difference between you and your opponent's average is 10 strokes or more, then the player with the higher average will receive additional strokes handicap on some or possibly all of the holes, starting with the toughest holes first.

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. 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.
9. If a team does not show up to play, a 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. The pro shop has a tin with all team numbers & must be used for the draw. If one member does not show up to play, and there is no sub available, the attending player may take two shots and two putts.
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 three (3) nights of league play, he must have played at least three (3) times prior. 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. Reserved tee off times for the league are 4:00-5:30pm – forfeit time is 5:30pm. Your team must be ready to play by the designated time or you forfeit the match.
13. The league secretaries for the next year will be determined by a blind draw on the banquet night. Previous secretaries will be ineligible for the next fifteen (15) years. **SECRETARIES DO NOT OWE LEAGUE DUES.**

14. There will be no party holes this year.
15. League dues are \$60.00 per man (current league secretaries are exempt). All dues must be paid by the third night of league play or no points will be allowed. Dues for subs are \$25.00 and must be paid prior to their first round as a substitute.
16. During the spring wet season, there are times when ground conditions are soft enough to allow the ball to plug or even become lost in the fairway. If this happens, it is recommended that the player be allowed a free drop, without penalty at the spot where you think the ball landed. You must have the approval of your opponent prior to executing the free drop.
17. U.S.G.A. rules shall govern play except where the by-laws take precedent or local rules apply. They are posted on the bulletin board. Course management 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) Course boundaries are defined by course management.
18. Regular league players who are not members of Garrett Country Club will owe green fees if they are absent and do not get a sub.
19. Substitutes who are non-members of Garrett Country Club must pay green fees when they sub. All substitutes must notify the pro shop who they are subbing for prior to teeing off.
20. American Legion or Sons of the American Legion membership dues must be paid prior to the first night of league play.
21. Any person missing seven or more nights without a substitute will be ineligible for the league the following year.
22. 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.
23. Secretaries will be exempt from keeping the scorecard in their match on league night.
24. All players must declare their intent on their first night of league play the set of tees they will be playing from for the entire season. All tees (gold, red, white, blue or black) are available no matter what your age or physical ability. If moving to a new set of tees, you must begin with a new average.

25. All players and subs must be 18 years of age or older.
26. Course management will determine rainouts. Rainouts will be determined by safety, course conditions, darkness, etc. Course management will determine if play can or cannot be finished. If a team or player does not complete play, points will only be awarded for holes completed and points are not awarded for that team(s) average. **RULE #9** will be used to complete scoring for any team(s) not having opponents. Darkness/Rainout - if over half the teams are in before rain or darkness, the following rule shall apply:
- If the team average is _____ or lower, you are considered to have played the remaining holes in bogey.
 - If the team average is _____ or higher, you are considered to have played the remaining holes in double bogey.
27. There will be an optional skins game each week (\$2 PER TEAM) – paying out both gross and net skins. 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). If there are no skins out on either gross or net, there will be carryovers into the following week. To be eligible for carry-over skins, teams must have been entered into skin game for prior weeks or catch-up payment. For example, Team A does not play in Week #1 skins, and there is a carryover. They must pay \$4 (Week #1 catch-up and Week #2 entry) to be considered eligible for skins for Week #2. In the event of darkness or rain as referenced in **RULE #26**, no skins money will be paid out – it will be carried over into the following week's pot.
28. The last night of the league shall be a position night with double points, meaning ALL earned points (match and average) will be doubled. NEW FROM 2025 CROSSOVER – a mid-season position night will also take place with all earned points doubled.
29. Regular scramble rules shall apply for league play:
- 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...)
 - One club length from original position.
 - One putter head length when on greens.
 - First ball in counts, be careful not to tap in ball!
 - Must mark golf ball when on putting green, partners or opponents.
30. Team numbers for the current year will be determined by the finishing order of last year. First place will be Team #1, second place will be Team #2, third place will be Team #3, etc.