

## Men's Summer Golf League Rules - 2026

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| 1  | Team consists of 3 players. Substitute players are allowed if one of your 3 main players will be absent. The 3 original players cannot be picked up as a substitute for another team. A substitute player must pay the sub fee (\$5 member / \$10 non-member) before they play. They can pay at the DPR office or the HRGC Pro Shop. A player may sub on more than one team, but must pay the SUB Player Fee for each different team he plays on. |
| 2  | There are nine (9) total nights of play. The 1st two nights are qualifying score rounds (not match play) to determine league placement, thus you MUST play all nine holes (all teams use GOLD tees) and record your team total score. League nights 3 - 7 are head-to-head match play against your paired opponent in your league. League nights 8 & 9 are tournament play (4 team tournament brackets -- match play).                            |
| 3  | All teams SHOTGUN start at 5:30 p.m. If you start on a hole with 2 groups scheduled (Ex: 3A & 3B -- If both teams in group 3B are ready and group 3A is still waiting for a player, 3B goes 1st. If 3B players are all carts and 3A has walking players, 3B goes 1st.   |
| 4  | Record each player's name on the score card. Also record your opponent's names. Each team will keep both team scores. If a player is a sub -- record (sub) behind the player's name.  |
| 5  | Top League (Classic) will use BLACK tees. 2nd League (Olympic) has choice - BLACK or GOLD tees. If the 2 teams can't agree - Gold is used. All other Leagues use GOLD Tees. Play Ready Golf. Keep things moving!  |
| 6  | All 3 players hit their drive. The 2 worst drives pick their ball up & place at the team's best drive. All 3 players may clean and place their ball. Your placement of ball cannot improve your lie (ex: moving you from the rough to the fairway / out of a sandtrap, etc).  |
| 7  | Each player plays his own ball in from there. No further picking up and cleaning of the ball until on the green -- play it as it lies.  |
| 8  | You must putt out unless opponent concedes the putt. No Automatic Gimmies! Don't assume it's a gimmie! The 1st two nights (qualifying score nights) you MUST putt out -- NO gimmies!  |
| 9  | Record each player's score for the hole. (Max. score per hole for a player is par + 4) (Ex: par 4 / player is at 8 strokes / pick up ball & record an 8)  |
| 10 | Add your low 2 scores together & record the total for your team on that hole. Record running record of holes up or down.  |
| 11 | If team is playing with only 1 player -- on each hole use the single player's score against the single best score of the opponent's players.  |
| 12 | At completion of Match: 1) Record your score on the win or lose line, 2) Take cards to Pro Shop immediately!  |
| 13 | Match tiebreaker will be the last hole played, then 2nd to last hole played, etc.   |
| 14 | Check the website for League Schedules & Standings: <a href="http://heartrivergolfcourse.com">heartrivergolfcourse.com</a>  |

## Women's Summer Golf League Rules - 2026

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| 1  | Team consists of 3 players. Substitute players are allowed if one of your 3 main players will be absent. The 3 original players cannot be picked up as a substitute for another team. A substitute player must pay the sub fee (\$5 member / \$10 non-member) before they play. They can pay at the DPR office or the HRGC Pro Shop. A player may sub on more than one team, but must pay the SUB Player Fee for each different team she plays on. |
| 2  | There are nine (9) total nights of play. The 1st two nights are qualifying score rounds (not match play) to determine league placement, thus you MUST play all nine holes (all teams use WHITE tees) and record your team total score. League nights 3 - 7 are head-to-head match play against your paired opponent in your league. League nights 8 & 9 are tournament play (4 team tournament brackets -- match play).                            |
| 3  | All teams SHOTGUN start at 5:30 p.m. If you start on a hole with 2 groups scheduled (Ex: 3A & 3B -- If both teams in group 3B are ready and group 3A is still waiting for a player, 3B goes 1st. If 3B players are all carts and 3A has walking players, 3B goes 1st.  |
| 4  | Record each player's name on the score card. Also record your opponent's names. Each team will keep both team scores. If a player is a sub -- record (sub) behind the player's name.   |
| 5  | Top League (Classic) will use BLUE tees. 2nd League (Olympic) has choice - BLUE or WHITE tees. If the 2 teams can't agree - WHITE is used. All other Leagues use WHITE Tees. Play Ready Golf. Keep things moving!  |
| 6  | All play is SCRAMBLE format. All 3 players hit their drive. The 2 worst drives pick their ball up & place at the team's best drive. Continue this format through completion of the hole. Your placement of ball cannot improve your lie (ex: moving you from the rough to the fairway / out of a sandtrap, etc).   |
| 8  | You must putt out unless opponent concedes the putt. No Automatic Gimmies! Don't assume it's a gimmie! The 1st two nights (qualifying score nights) you MUST putt out -- NO gimmies!   |
| 9  | Record your team score for the hole. (Max. score per hole for a team is par + 4) (Ex: par 4 / team is at 8 strokes / pick up ball & record an 8)   |
| 10 | Record running record of holes up or down.   |
| 12 | At completion of Match: 1) Record your score on the win or lose line, 2) Take cards to Pro Shop immediately!   |
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