

Pineview Ms. Fits League

League Rules for 2026

<https://msfits.ssebastian.com>

LEAGUE ORGANIZATION

President: Lynette Stieber

Treasurer: Stephanie Sampson

FEES

- League entry fee is \$40.00 per person.
- Mulligan's \$1.00 weekly.
- Weekly Event \$1.00 weekly.
- All fees must be paid for by the first night of golf.

LEAGUE DATES AND TEE-OFF TIMES

- League play will begin May 6th and end August 26th (15 weeks, week 16 is the Banquet). No play July 1st (4th of July Holiday).
- Tee-offs will start at 5:30 as a shotgun start.
- All golfers must check-in with the starter before golfing.

ABSENTEEISM, FORFEITURES, SUBSTITUTES

- Please contact Lynette or Stephanie if you will arrive late, or your team will be a no show.
- If a player is unable to attend league night, a substitute may be used, or you may arrange to play your round at another time.
- New substitutes can be used anytime.
- A team cannot have two subs in one night.
- To arrange to play your round at another time, you must notify your scheduled opponents and or a league officer prior to the scheduled match. The round must be played after the previous week's match and by the following Wednesday with the score turned in by Wednesday night, on the originally scheduled course.
- If one member of a team is absent (no sub is used, or player did not arrange to play her round at another time) both players will play against the one present. Only the players present may earn points. The single player will play against the opposing team's "A" player.

- If both players of a team are absent and did not arrange to play their round at another time, their opponents will play against their own handicap and the absent team will score ZERO points.

HANDICAP SYSTEM

- The 2019 USGA Handicap system will be used. See USGA Handicap on the website for details (<https://msfits.ssebastian.com/?nav=usgaHdcp#home>).
- Handicaps will be computed weekly.
- Members will be playing with an adjusted handicap each week based on the USGA score retention system. Players/subs with no handicaps will establish their handicap the first night. For the 2026 season, all players will establish handicaps on their first night and league rounds before the 2026 season won't be used in the handicap calculation.
- The lowest 3 of your most recent 5 rounds played are used for the handicap calculation.
- The maximum player handicap is limited to 30.

SCORING

- For Head-To-Head scoring a 42-point scoring system will be used.
- Player "A" is the player with the lower handicap.
- In case both players have equal handicaps, or one player has not yet established a handicap, you must decide who will be the "A" player on the 1st tee.
- Player "A" plays against Player "A" for 20 points.
- Player "B" plays against Player "B" for 20 points.
- Two points are awarded to each player that wins a hole, one point each for a tie.
- Two points are awarded to the team with the lowest net score, one point each for a tie. The course par in use for each absent player's score. Both team players must complete their rounds to be awarded points.
- The difference between each player's handicap, by subtraction, will be the strokes assigned the most difficult holes according to the scorecard.

SCORE CARDS

- Score cards will have a label containing each player's name, team number, and handicap.
- The full name of any substitute must be written on the score card.
- Score cards must be turned in to a league officer, or in the "Drop Folder" on the bulletin board next to the restrooms.
- Both teams are responsible for the accuracy and submission of the score card.

MULLIGANS

- Mulligans can only be used when teeing off. Once you decide to use a Mulligan, you must use that Mulligan even if it's worse than your first drive.

WEATHER

- The league president makes the decision whether to play or not by 4:15.
- Cancelled games will not be made up.

WATER HAZARD

- After hitting the ball in the water, you may then place the ball on the other side of the water, two clubs' length from where the ball goes in, no closer to the hole and count a penalty stroke.

ROOT & GROUND HAZARD

- Move your ball two clubs' length away from the hazard or root no closer to the hole.

MAXIMUM STROKES

- When a player hits 10 strokes, they may pick up the ball. If you hole out at 10, please put a circle around the number.