

# 2025 Drumm Farm's Sam Snead League Golf Rules

First Week Starts Tuesdays, May 6th

Shotgun Start 5:30 PM

\*Time changes TBA

**16 Weeks Regular Season Play**

**End of Season Single Elimination playoffs**

Riding carts are MANDATORY!

GHIN HANDICAP REQUIRED. Can be purchased at Drumm Farm Golf Club or any operating golf course.

All new players to GHIN must have (3-5) verified Rounds to establish a USGA handicap!

Must be 18+ to participate.

1. Season Scoring will be the **WIN/LOSS** system via **stroke play** unless otherwise noted in meeting before 5:30 tee off. **Playoffs will be single elimination match play**
2. **2-MAN team**, Best Ball Format with a mixture of various other formats for competition. There will be an email sent out each week with weekly information.
3. Team captains are responsible for identifying substitutes when needed. **SUBSTITUTES MUST HAVE ESTABLISHED USGA HANDICAP. If no handicap, they will play scratch golf.**
4. Matches are to be played on the Tuesday that is scheduled, unless arranged in advance with both teams and Drumm Farms Management staff. **Notification must be made by Tuesday morning before 1:00PM.**
5. All USGA rules will apply along with any local course rules. All matches will be played from the **WHITE TEES**. We will play the ball down. **Don't make up your own rules!** Any required rule changes as a result of course conditions will be directed by the Drumm Farm Staff. Any breach of the rules of golf will result in the appropriate penalties or disqualification.
6. **TEE BOXES:** 55 and under = Whites, 55-69 = Greys, 70+ Reds.
7. Rainouts will be rescheduled by Drumm Farm Staff for an alternate date.
8. **\*NO OUTSIDE ALCOHOL\***. Bringing in your own alcohol will result in automatic loss for that round and further consequences decided by **Drumm Farm Golf Club Management**. Alcohol can be purchased at our bar in the clubhouse where there will be various drink specials throughout the season.

**\*\*Note:** In the rare case that **75%** of the matches are completed before the rain out, the Drumm Farm Management staff will determine if only those matches are not completed will be finished from the spot of the discontinuance and the remainder of the matches will stand as played.

9. When one team has a complete forfeit to another team, the team that is present will receive a WIN and forfeiting team will receive a LOSS. All players must be present at the league start time. Should a player be late, his group will be asked to tee off. That late player can join his match at any place on the course.

10. **Prize money will be awarded to your account in the Drumm Farm Credit Book. Credit does not carry over to the next year. It must be used by the end of the 2025 Season. Season, Pin Prizes, Tournament Payout will be awarded to your Credit Book.**

### **End of Season Tournament**

1. Tournament format will be a single elimination bracket tournament
2. During the league tournament, a team must play with at least 1 official member of the team from the permanent team roster. You may have 1 substitute with those members, but no more than that.
3. Substitutes are required to have established GHIN HANDICAP, be on Substitute list that is established at beginning of season and have played 1 regular season round.
4. All ties in the regular season will be broken by scorecard playoff, Most Difficult to Least Difficult hole. Playoffs will be broken by one hole playoff. If no winner is selected, then playoff scorecard will be used.

**\*NOTE:** There will be **NO** playoffs to break ties unless the tie can NOT be broken by the above mentioned method in regular season.

**All USGA rules apply unless a local rule is noted.**

### **Additional Information / Course Rules**

1. On Holes with native or no-mow areas to carry on tee shots, to maintain pace of play, when the tees are behind the hazard, if you hit your tee shot directly in front of you into the hazard, you may move up in front of the hazard under the penalty of one stroke and drop on that tee box. You will be hitting your 3<sup>rd</sup> shot (not teed up).
2. In order to help speed up play, all no-mow or long grass areas will be played as a red penalty area.
3. Anything else?