

Weekly Game Rules

Get Back in the String of Things!: Each team will receive 6 feet of string and a pair of scissors. During play you get to use string to move your ball, without adding a stroke. For example, if everyone misses a putt, but the closest is only a few inches away, pull out the string and measure from the edge of the ball to the edge of the cup. Cut the string and keep the unused portion. This effectively puts the ball in the hole without adding a stroke! Use the string to get out from behind a tree, out of a bunker, or even a hazard!

Hate 'em: Before starting play, pick your favorite seven holes. Announce to the other team which holes you will not be counting, circle those holes and write down par on the score card. You may not change after you have teed off.

Mystery Golf: After play is finished, the hosting team will open a sealed envelope that holds the game for the night. The games may include high putts, low putts, most pars, most bogeys, etc.)

Pink Ball: Each team receives one pink ball to be played on holes 7, 8, and 9. On these holes one person is responsible for playing the pink ball as an individual. The other two teammates will continue to scramble. At the end of the hole, the pink ball score and the scramble score will be added together for your total score for that hole. If you lose the pink ball, the remaining pink ball holes will receive a 10 for the pink ball score. Each teammate must play the pink ball once.

Match Play: The final week of league we will match teams based on their season totals. First place will play second place, third will play fourth, and so on. During match play, whoever scores the lowest on the hole wins that hole. The team who wins the most holes in the round wins match play. If at the end of nine holes the teams are tied, play one more hole. If the teams are still tied, a scorecard playoff will determine the winner. If both teams are tied on every hole, the prize money will be split.

- *All ties will be resolved by a scorecard playoff starting will hole #1.*