



DORCHESTER RANCH GOLF COURSE

Ladies League Rules Sheet - 2026

Two-lady scramble | Tuesday afternoon and evening shotguns | Fun, fair, and friendly competition

QUICK CHECK-IN

Drop-ins: tell clubhouse by 11 AM when possible

Questions: Kyle

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League spirit: competitive enough to matter, relaxed enough to laugh after a three-putt. Keep pace, help new players, and enjoy the night.

1. LEAGUE BASICS

- **Format:** Two-lady scramble. Bring a partner or come as a single and we will pair you up.
- **Shotguns:** Tuesday early afternoon and Tuesday evening. Both shotguns are part of the same league.
- **Registered teams:** Pay the one-time team registration fee to compete in the 16-week handicapped points race, monthly prizes, and year-end prizes.
- **Drop-ins:** Welcome anytime. Drop-ins can play, enjoy weekly games, and join the league later if they want.
- **Cancellations:** Please call or email the clubhouse as soon as possible so groups can be balanced.
- **Team names:** Registered teams should choose a unique team name for standings and prize tracking.

2. SCORECARDS & SCORING

- **Record one final team score** per hole. Maximum score is triple bogey. Pick up once you reach the maximum.
- **Swap cards** with another team before tee-off when possible. Verify scores at the end and initial/sign the card.
- **Handicaps and points** are calculated by the league sheet. Please make sure cards are readable before handing them in.

3. SCRAMBLE PLAY

- **Both players** tee off. Choose the best shot. Both players then hit from that chosen spot. Continue until the ball is holed.
- **Ball placement:** Place within one club length of the chosen spot, no closer to the hole.
- **Same lie rule:** Stay in the same type of lie. No moving from rough to fairway, fringe to green, bunker to grass, or hazard to safety.
- **Lost ball / water / long grass:** Use the lateral rule. Drop near where the ball was lost or entered the hazard and add one penalty stroke.
- **Tees:** Play Pink tees where available. Use Red tees where Pink tees are not available. Pink tees are on holes 1, 5, 8, 17, and 18.
- **Gimme putts:** A gimme is within the grip of a standard-length putter. Agree on the measuring putter. Count one stroke and pick up.

4. MULLIGANS

- **Optional purchase** at registration: one mulligan per player, per night.
- **A mulligan** allows that player to re-hit one shot of her choice. Unused mulligans do not carry forward.
- **Mulligan money** helps fund weekly special prizes and the Ladies League wind-up.

5. WEEKLY PRIZES & MEASUREMENTS

- **Long Drive:** Ball must finish on the fairway. Regular holes: 1 and 16.
- **KP / Closest to the Pin:** Ball must be on the green. Regular KP holes: 3, 7, 10, and 15.
- **Closest in Two:** Ball must be on the green. Regular holes: 5 and 14.
- **Long Putt:** Putt must be holed from on the green. Regular holes: 9 and 18.
- **Use the tape measure** provided. Write distance in feet and inches, plus hole number, on the scorecard.
- **Do not move** proximity markers unless instructed. For "on the green," if any part of the ball hangs over the putting surface, it counts.
- **Hidden Hole prize:** You must have bought a mulligan that day to be eligible.

6. SPECIAL HOLE CHALLENGE

- **A rotating** progressive-pot challenge may include hula-hoop drive, marked long putt, chip shot, or sand shot.
- **If nobody wins**, the pot rolls forward. Follow the marker/sign instructions on that hole.

7. PACE & ETIQUETTE

- **Be ready** to hit when safe. Keep up with the group ahead.
- **Repair** ball marks, rake bunkers, replace divots, and look after carts.
- **Rain or shine** unless the course delays, closes, or conditions are unsafe.