



DORCHESTER RANCH GOLF COURSE

MEN'S LEAGUE RULES SHEET

2026 NEW FORMAT | TUESDAYS | 6:00 PM SHOTGUN | 9 HOLES

Simple goal: show up, get placed fairly, play quick, write down the team score, and let the league system handle the points.

1. WEEKLY FORMAT

- Men's League is a drop-in friendly Tuesday night league with a 6:00 PM shotgun start.
- New format: 4-player team scramble unless a different format is announced that night.
- Everyone tees off, the team chooses the best shot, then everyone plays from that spot.
- Place the ball within one club length, no closer to the hole. Stay in the same cut or condition.
- No minimum tee shot requirement unless announced before the round.

2. DROP-IN / BRING YOUR OWN PLAYER

- Come solo, bring one buddy, or bring a small group when space allows.
- Singles and pairs will be placed onto teams as fairly as possible.
- You do not need the same teammate every week and you do not need a full-season commitment.
- Please check in early so the draw is not a last-minute scramble.
- Players need 4 Men's League nights to be eligible for the Men's Night Wind-Up.

3. TEE BOXES

- Men 15-69: White tees.
- Men 70+: Red tees.
- Juniors 14 and under: Gold tees.
- Players with mobility or health concerns may ask the organizer before teeing off.
- Use the tee assigned before the round. No switching mid-round.

4. SCORING AND MAX SCORE

- Write the team's actual gross score on each hole. Do not worry about points math on the card.
- Maximum score is double bogey. Once your team reaches double bogey, pick up and mark double bogey.
- Handicap strokes, match results, weekly points, proximities, and standings are handled by the league system.
- Turn in one clear scorecard per team and confirm the score before leaving.

5. LOST BALL / OUT OF BOUNDS / PENALTY AREAS

- League local rule for pace: lost balls and out of bounds are played like lateral hazards.
- Drop near where the ball was lost or crossed out of bounds, no closer to the hole, and add 1 penalty stroke.
- Do not go back to re-tee unless your group is still on the tee and pace allows.
- Water or marked penalty areas: use the point of entry, drop with 1 penalty stroke, and keep moving.
- In scramble, use the best playable ball. If all balls are lost or out, take the penalty and drop as above.

6. PACE, ETIQUETTE, AND QUESTIONS

- Play ready golf. Be ready when it is your turn and keep up with the group ahead.
- Repair ball marks, rake bunkers, replace divots, and keep carts where they belong.
- Keep it friendly. Good chirps are welcome, bad energy belongs in the penalty area.
- Any rules question or dispute goes to the league organizer before scorecards are finalized.

Questions? Check in with league staff before the round. Have fun and keep the pace moving.