



# 2026 Quail Run Tuesday Men's Golf League

## Application Instructions

- Submit a completed league application. It must include a phone number and/or email/text address so that you can be contacted for weather related messages and changes to the schedule.
- A minimum of **\$60** for league dues must be included with application to hold a roster position unless you apply as a 'sub only'.

## League Membership Fees

- Includes 20 rounds of golf with weekly hole prizes and drawings.  
If you have a course membership at Quail Run,
  - that includes a cart pass, the league fee is **\$60**.
  - that is walking only, the league fee is **\$220**. (\$60 for league plus \$160 for cart)
 For non-members, the league fee is **\$400**. (\$60 for league plus \$340 for 20 weeks at \$17 per week)
- Subs will be charged a fee when they play and are eligible for all hole flag prizes.
  - **\$5** - If playing for a missing league member to cover the prize fund.
  - **\$22** - If playing for a vacant position to cover golf and the prize fund.

## 2026 Schedule

Apr 2026							May 2026							Jun 2026							Jul 2026							Aug 2026							Sept 2026							
Su	Mo	Tu	We	Th	Fr	Sa	Su	Mo	Tu	We	Th	Fr	Sa	Su	Mo	Tu	We	Th	Fr	Sa	Su	Mo	Tu	We	Th	Fr	Sa	Su	Mo	Tu	We	Th	Fr	Sa	Su	Mo	Tu	We	Th	Fr	Sa	
			1	2	3	4						1	2		1	2	3	4	5	6				1	2	3	4							1				1	2	3	4	5
5	6	7	8	9	10	11	3	4	5	6	7	8	9	7	8	9	10	11	12	13	5	6	7	8	9	10	11	2	3	4	5	6	7	8	6	7	8	9	10	11	12	
12	13	14	15	16	17	18	10	11	12	13	14	15	16	14	15	16	17	18	19	20	12	13	14	15	16	17	18	9	10	11	12	13	14	15	13	14	15	16	17	18	19	
19	20	21	22	23	24	25	17	18	19	20	21	22	23	21	22	23	24	25	26	27	19	20	21	22	23	24	25	16	17	18	19	20	21	22	20	21	22	23	24	25	26	
26	27	28	29	30			24	25	26	27	28	29	30	28	29	30					26	27	28	29	30	31		23	24	25	26	27	28	29	27	28	29	30				
							31																					30	31													

2026 Men's League will use the following schedule for 12 teams:

#	Sunset Date-Time	Description	#	Sunset Date-Time	Description
*	4/7/2026 7:36 PM	Pre-season meeting			
1	4/21/2026 7:52 PM	1st Half - wk 1	12	7/7/2026 8:45 PM	2nd Half - wk 1
2	4/28/2026 8:01 PM	1st Half - wk 2	13	7/14/2026 8:42 PM	2nd Half - wk 2
3	5/5/2026 8:09 PM	1st Half - wk 3	14	7/21/2026 8:36 PM	2nd Half - wk 3
4	5/12/2026 8:17 PM	1st Half - wk 4	15	7/28/2026 8:29 PM	2nd Half - wk 4
5	5/19/2026 8:24 PM	1st Half - wk 5	16	8/4/2026 8:21 PM	2nd Half - wk 5
6	5/26/2026 8:31 PM	1st Half - wk 6	17	8/11/2026 8:12 PM	2nd Half - wk 6
7	6/2/2026 8:37 PM	1st Half - wk 7	18	8/18/2026 8:01 PM	2nd Half - wk 7 - Winner
8	6/9/2026 8:42 PM	1st Half - wk 8	19	8/25/2026 7:50 PM	League Play-Off
9	6/16/2026 8:45 PM	1st Half - wk 9	20	9/1/2026 7:38 PM	Low-Net Shoot-Out
10	6/23/2026 8:47 PM	1st Half - wk 10	*	9/8/2026 7:26 PM	Putt-Off
11	6/30/2026 8:47 PM	1st Half - wk 11 - Winner	*	9/22/2026 7:00 PM	League Banquet

- There are no rain-out days in the schedule. If the weather interrupts or does not permit play, players will have to make the match up before the next week.



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## Playing Rules

1. Tuesday Men's Golf League starts at 5:15 pm with a shotgun start. Check-in with the starter to get your scorecard. Inform the starter if you do not have an opponent in the cart with you.
2. **If you cannot play in a scheduled league night, inform the starter by email or text. Include your choice of the following:**
  - a) Reschedule the match with your opponent. The requirements are that you play within a 2-week period that runs from one week before to one week after the scheduled night, and that you play with a league member. A schedule of all pairings for the season is posted in the clubhouse.
  - b) Contact a sub to replace you. A list of subs is available in the clubhouse and on-line. If no subs are available, ask a friend to play for you (\$5). If no one plays, you forfeit the match.
3. Winter rules through the green will be used for this league.
  - a) If not in a hazard or on the green, you may roll your ball a few inches; but no nearer the hole and without going from rough to fairway, fairway to green, etc.
  - b) Check with your opponent before taking any relief from unmarked ground-under-repair.
4. Out-of-bounds are marked by white stakes. Out-of-bounds are not treated as a lateral hazard – you must either re-hit from the original lie or use the out-of-bounds local rule described below.
  - a) Note: Hole 9 – from the tee, a ball that ends up on the clubhouse side of the creek past the bridge (closest to the cart corral) is considered out-of-bounds. If it did not go past that bridge, it must be played back over the creek toward the fairway.
  - b) **(Out-of-bounds Local Rule) For two penalty strokes, the player may take relief by dropping a ball in the rough within 4 club lengths of the point the original ball went out-of-bounds but no closer to the hole. (Hitting 4 after drop.) Your opponent must agree with the location.**
5. If your ball is not out-of-bounds, not in a hazard, but cannot be found after 2 minutes, it is deemed lost. Your opponent must then determine a spot for a free drop.
6. When your ball lies in a hazard and you choose to play it:
  - a) You may not move your ball or improve the lie.
  - b) You may move material such as leaves, sticks, grass, etc.  
Note: Rocks in a sand bunker should be moved out of the way.
7. When your ball lies in a hazard and is unplayable, with a 1 stroke penalty, do one of the following:
  - a) For holes 1, 2 and 3, use the drop zone.
  - b) Drop within 2 club lengths of the spot your ball crossed into the hazard, no nearer the hole.
  - c) Drop on a line running from the hole through the spot your ball crossed into the hazard as far back as you want to go along that line.
8. Bridges, cart paths, tee box markers, and ground-under-repair are obstructions.
  - a) Free drop at nearest point of relief, no closer to the hole.
  - b) After dropping, the ball may be rolled a few inches – Winter rules apply.
  - c) Note: If a planted yardage tree or bush impedes your swing, take a free drop at the nearest point of relief, no closer to the hole. No relief if the tree or bush only obstructs ball flight.
9. If you are 75 or older, you can use the gold tees. If you are 65 to 74, you can use white tees. If you qualify for the white or gold tees, inform the starter of your choice. You must use your choice for the entire season.
10. USGA rules govern all other situations that are not covered in the rules above.
  - Please keep up with the pace of play. Be ready when it is your turn. Do not practice during your match.
  - Leave sleeping balls lie – it may belong to a player on another hole.
  - The final group on the hole brings in the hole flag prize marker.
  - You are responsible for any damage caused by your ball or misuse of course equipment.



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## Handicap

- "Equitable Stroke Control" (ESC) is used in the calculation of a golfer's handicap. ESC sets a maximum number that a player can post on any hole depending on the player's current handicap.
- A golfer's handicap is based on the last 4 rounds played during league and is adjusted each week.
- A golfer's handicap will be capped at 18 during the first 3 weeks of the season.

## Matches

- Each week, golfers are paired with an opponent with the same ranking in the opposing team. Players on a team will be re-ranked after the first 3 weeks and again at the start of the second half.
- All strokes are recorded for each hole. Total putts are also recorded.  
3 putt strokes will be assigned to any hole that is missing a putt count on the scorecard.
- The difference between the two golfers' handicaps is used to determine which holes are handicapped for the higher handicapped golfer. Golfers receive points for each hole (match play) and for the total strokes in the round (stroke play).
  - The winner of a hole receives 2 points. Each golfer gets 1 point for a tie.
  - The winner of the round receives 6 points. Each golfer gets 3 points for a tie.
  - A sample scorecard is posted on-line on the Men's League page.
- If a golfer is playing without an opponent (against a forfeit), he receives 6 points for the match and his hole scores will be matched against par to determine his hole points.
- Teams accumulate points and are ranked in the weekly standings report.  
Golfers also accumulate points and are ranked in the weekly standings report.
- The league schedule will consist of 2 halves. Depending on the number of teams, the halves may not contain an equal number of weeks. The team with the most points after the last week of the half is the winner of that half.
- The team points are reset after the 1<sup>st</sup> half, starting fresh for the 2<sup>nd</sup> half.
- The two teams that won each half will play for the league championship on week 19. The winning team members will receive an embroidered golf shirt commemorating the current season.

## Low-Net

- Low-net is the golfer's score for a round minus the golfer's handicap for that round.
- A golfer's low-net ranking is based on his best 5 rounds played during league and is posted on the weekly standings report.

## Low-Putt

- A golfer's low-putt score is the average putt count of all rounds played during league and the low-putt ranking is posted on the weekly standings report.

## Putt-Off, Low-Net Shoot-Out and Fun Night

- The 5 best putters (and ties) will compete in a putt-off for cash prizes.
- The 10 best low-net golfers (and ties) will compete in the Low-Net Shoot-Out for cash prizes.
- All other league golfers pair up and play a 'fun' round – scorecards are optional.