

Ladies Golf League

November 17, 2026-

April 13, 2027

Welcome to the Ladies Golf League!

This booklet will help you understand handicaps, pairings, scoring, definitions, USGA rules, Jupiter Dunes local rules and golf etiquette. It also explains formats for the different types of play.

We Play Every Tuesday… 11/17/26- 4/13/2027

7:45 Announcements

8:00 Shotgun Start – Please be ready to go to your hole.

Ladies League Membership Fees:

Members of Jupiter Dunes Golf Club	$75*
Non-Members	$110*
Weekly Prize Money Contribution	$5

*Fees now include a GHIN handicap, and we will be utilizing Golf Genius, an online platform for scoring and tournaments. You must maintain a GHIN handicap at Jupiter Dunes Golf Club and pay $5 to play in the weekly games for prize money.

Golf Cancellation Policy: If the weather is inclement, and we need to cancel the day's tournament, we will send an email at 7:00 AM, day of play.

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HANDICAPS

This year we will be using a golf course management system called Golf Genius. When you join the league, you will have a USGA GHIN number assigned to you (unless you already have one from another course). You will be able to enter your scores on the GHIN application on your phone, and it will automatically calculate your handicap.

Participation in the weekly games for prize money requires an active Jupiter Dunes GHIN handicap.

We encourage you to play often and post your scores in GHIN. We will also have a score card basket in the pro shop for those members who do not wish to use the phone app. We will enter your additional non-league scores into GHIN during the week.

SIGN UPS/PAIRINGS

Each Tuesday evening, you will receive an email invitation from either Joanne Gordon-Engels or Rebecca Brown, naming the upcoming weekly tournament. Click on the button at the bottom of the email, either PLAYING or NOT PLAYING. On the next screen, you must check the acknowledgment box and agree to Golf Genius Terms of Service and then click SIGN UP. You will receive a confirmation email

with your response. Keep the original email or your confirmation email so you can click the button again if you need to change your RSVP during the week.

During the week, please check the weather and confirm that you are also comfortable playing on Tuesday. You may change your response until Monday at NOON (the day before), when round signup closes. By canceling at this point, it allows us time to notify any waitlisted players that they may play on Tuesday morning. After NOON, the pairings and hole assignments will be finalized and the scorecards printed. If something happens or you become ill after NOON on Monday, please call or text Gary at (917) 623-0791. If you do not call and do not attend, you will be recorded as a "NO SHOW" and will receive a written reminder. A second occurrence will result in suspension from play the following week. These measures reflect the time and effort required to organize Tuesday morning play and help ensure consideration for your fellow golfers. An unreported absence may prevent someone on a possible waitlist from playing. If you arrive on Tuesday without having signed up, we will do our best to include you, although we cannot guarantee a spot.

Golf Genius will set up our pairings using a random algorithm and it will also print our score cards. Having Golf Genius do this ensures that we will play with different people every week. We will, however, have opportunities to 'pick your partner' or 'pick your foursome' throughout the season. Please refer to the weekly schedule.

SCORING

For accurate scoring, members must exchange cards with another member of their foursome when playing individual games. For team play, cards will be printed with all four names. Teams should keep two separate cards for comparing scores at the end of each round.

If you have not 'holed out' after 6 strokes, you must pick up your ball and write down a 7 for a score. This will help maintain the speed of play for the league. When you enter your scores for your handicap, GHIN may or may not cap your scores, based on your handicap and the hole that you played.

To participate in the weekly games for prize money, you must turn in your score cards after each round, and we will enter your scores. Golf Genius will calculate the winners.

We will announce the weekly game results via email after each round, and we will also post the results in the Pro Shop. Prize money will be available in an envelope at the counter during the week. It is a player's responsibility to collect their winnings. This will allow adequate time on Tuesday mornings to make all announcements and answer questions pertinent to that day's game.

DEFINITIONS

Individual Stroke Play - A golfer plays her own ball the entire round.

Team Play - The game involves an entire team comprised of either two person or four person teams.

Same Conditions - This means that if the ball is in play and the golfer has the right to improve their lie, the ball must be placed in like conditions: rough to rough, fairway to fairway, bunker to bunker. A ball cannot be placed in better conditions.

Penalty Areas - These areas are identified by a red line painted in the grass or by a red stake on holes that do not have a drop zone.

Bunker – An enclosed, maintained area of sand.

Grounding your club – Prior to the actual stroke, you may NOT let your club touch the sand if you are hitting out of a bunker.

Provisional Ball - If you think your tee shot may be out of bounds (OOB) or lost, you may hit a provisional ball. If the 1st ball is then found, or the shot is not OOB, the player must play the original ball.

Waste Area - Sandy areas anywhere on the golf course not enclosed like bunkers. A player must hit the ball from these areas (holes 7, 10, 12 and 18) but may ground the club.

Lost Ball - If you cannot locate your ball within 3 minutes, you must declare a lost ball. Play from the original spot, under penalty of one stroke. If played from the teeing area, you may re-tee the ball, under penalty of one stroke.

USGA RULES OF PLAY

All USGA rules will govern play unless a local rule modifies a USGA rule. (See www.usga.com) Here are some common USGA rules that apply to Jupiter Dunes:

Teeing Area - A player must tee the ball between the markers – not in front of them – and no more than two (2) club lengths behind them.

Out of Bounds - Defined by white lines, white stakes, property lines, boundary wall and public roadways. When a ball is out of bounds, a player has two options:

You may hit another ball from the tee or your original lie - 1 **stroke penalty OR** move the ball to the nearest edge of the fairway equidistant from where the ball lies out of bounds, with a 2-stroke penalty.

If you hit from the tee and go out of bounds (OOB), you return to the tee and you are now hitting 3. OR, if you drop at the closest point of relief on a line where the ball last crossed a boundary, you are now hitting 4.

Penalty Areas (water hazards) - All penalty areas are marked in red on holes 2, 5, 7*, 10, 13, 14, 15, 17 and 18. If your ball is in the penalty area, you may:

1. Drop a ball within two club lengths of where the ball crossed the line into the penalty area, and no closer to the hole, for a 1-stroke penalty.

2. Keep the point where the ball last crossed the line into the penalty area between yourself and the hole with no limit to how far back you can go, for a 1-stroke penalty.

3. Drop a ball at the original spot, whether on the tee or in the general area (keeping like conditions

fairway/rough) for a 1-stroke penalty. If from teeing area, you may re-tee and you are hitting 3.

Jupiter Dunes uses a local rule with a drop zone (will be a circle marked in white) on holes where you are required to hit over a penalty area (water hazard). There are drop zones on holes 3, 4, 7* and 16.

*On hole 7, if your shot clears the penalty area (water hazard) in front of the tee and hits land and then goes into the penalty area by the green, you may take one of the 3 options above.

Unplayable Ball - (bushes, trees, flower beds, etc.) - You may play your ball as it lies from these areas. If you decide it is unplayable, you may:

1. Drop a ball within two club lengths of the point where the ball lies, no closer to the hole, for a 1-stroke penalty.
2. Keep the point where the ball lies between yourself and the hole and go back as far as you want on that line, for a 1-stroke penalty.
3. Play from the original spot (tee, fairway, etc.) with a 1-stroke penalty. If you play from the teeing area, you may re-tee the ball.

Obstructions - These are man-made objects, NOT including boundary stakes or walls. If they are easily

movable (such as a rake), you may move them and replace your ball if it moves.

NOTE: There is no free relief from the stucco walls defining Out Of Bounds on holes 1, 2, 10 and 18. See Local Rules for stucco walls on holes 6,7,8, and 9.

Lift, Clean and Place - If there are adverse conditions, you may mark your ball, lift and clean it, and place it back by hand. This can only be done in a fairway and when designated at the beginning of play.

Temporary Water (standing water) - If your ball lies in temporary water (overflow of a penalty area) or water comes to the surface when you take your stance (after excessive rainfall), you may move your ball to the nearest point of relief and drop your ball within one club length of that point, without penalty.

LOCAL RULES – JUPITER DUNES ONLY

Drop Zones - These are located on holes 3, 4, 7*, and 16. If a player's ball lands in the water on any of these holes, the player must drop a ball (from the knee) in the drop zone, regardless of where the ball enters the hazard. This avoids confusion and encourages speed of play. **1 stroke penalty**.

*On hole 7, if your shot clears the penalty area (water hazard) in front of the tee and hits land and then goes

into the penalty area by the green you may take one of the 3 options under USGA rules for penalty areas listed on page 10).

An additional drop zone is located on hole 5, adjacent to the fence/net on the left side of the green. If a player's swing is infringed upon by the screen (manmade hazard) and cannot take a full backswing due to the net, the player is required to place the ball in the drop zone without penalty.

Asphalt cart path/stucco wall - Relief is given on the course when a ball is on an asphalt cart path or along the stucco wall on holes 6, 7, 8 and 9. Relief must be at the nearest point and be within one (1) club length and be NO CLOSER TO THE HOLE. **No penalty**.

Shrubbery - There is no free relief from the shrubbery anywhere on the course.

Sand/Gravel Cart Path Play – A player must either play their ball from any gravel/sandy cart path or take an unplayable lie. **1 stroke penalty**.

GOLF ETIQUETTE

Tee Box and Fairway Etiquette

- Play "Ready Golf": If you are ready and the person furthest away is not, go ahead and hit (if safe).

- Safety First: Never hit when players ahead are in range. If a shot is heading toward others, yell "FORE!"
- Be Still and Silent: Do not move or talk while others are swinging or putting.
- Watch Your Shadow: Ensure your shadow does not fall across another player's ball or line of play.
- Positioning: Stand to the side of the player hitting, never directly behind them or directly in front.
- Rake: Take time to rake your footprints in the bunkers.

Putting Green Etiquette (Most Critical)

- Do Not Walk in Lines: Avoid walking over another player's putting line, which is the imaginary line between their ball and the hole.
- Mark Your Ball: If your ball is in someone's way, use a coin or marker to mark it behind the ball, then lift it.
- Repair Damage: Repair your ball mark (pitch mark) and one other if you have time.
- Tending the Flag: Usually, the player closest to the hole removes the flagstick.
- Score Later: Do not write down scores on the green. Move to the next tee box to fill out the scorecard.

Pace of Play and Cart Management

- Keep Up: Keep pace with the group ahead.
- Practice swings: Limit to 2!

- Limit Search Time: Only look for lost balls for a short time (maximum 3 minutes).
- Ready on the Green: Approach the green with multiple clubs (e.g., wedge and putter) to avoid walking back to your cart.

General League Etiquette

- Dress Code: Wear appropriate golf attire, such as a collared shirt and non-denim shorts or skorts.
- Cell Phones: Silence your phone and do not answer calls during the round.
- Be a Good Sport: Keep emotions in check, regardless of how you are playing.

Be Kind to One Another…

We are all here to have fun!

SOCIAL ACTIVITIES

On the first Thursday and second Friday of each month we will have social golf. Join us if you want to for "Birdies & Bubbles" or "Pars & Pours". Come to play at 2 pm with your friends or make new friends and join a new group! BYO Beverage and Snack to meet after under the awning.

Friday 11/20	Pars & Pours
Thursday 12/3	Birdies & Bubbles
Friday 12/18	Pars & Pours
Thursday 1/7*	No golf — Welcome Party at 5 p.m.
Friday 1/22	Pars & Pours
Thursday 2/4	Birdies & Bubbles
Friday 2/19	Pars & Pours
Thursday 3/4	Birdies & Bubbles
Friday 3/19	Pars & Pours
Thursday 4/1	Birdies & Bubbles

*Join us under the awning for our WELCOME PARTY! We'll provide the drinks, please bring an appetizer. Come mingle, meet new golfing friends, and catch up with friends from last year.

WEEKLY SCHEDULE (subject to change):

11/17	Rules Clinic, Welcome Back Best Ball and Lunch
11/ 24	S's & T's & BIRTHDAY PARTY
12/1	1,2,3,4
12/8	Low Gross, Low Net
12/15	Pick your partner "Shamble"
12/22	Red, White & Green Theme - Strike 3
12/29	2 Best Balls of 4 & BIRTHDAY PARTY
1/5	The Ribbon Cup
1/12	Pick your Partner – Even Holes
1/19	Low Gross/Low Net & FREE GOLF SWAP
1/26	Queen Bee Round 1 & BIRTHDAY PARTY
2/2	Queen Bee Round 2 & LUNCH
2/9	Pretty in Pink for Breast Cancer (Pink Ball)
2/16	Pick your Foursome – 1,2,3,4
2/23	High Ball/Low Ball & BIRTHDAY PARTY
3/2	Modified Solheim
3/9	Member Guest
3/16	Money Ball (St. Patrick's Green Theme)
3/23	Pick your Partner – Odd Holes
3/30	Club Championship # 1 & BIRTHDAY PARTY
4/6	Club Championship #2
4/13	Patriotic Theme Scramble & END OF SEASON LUNCHEON

TOURNAMENT FORMAT DESCRIPTIONS*

* Indicates team formats where individual scores can still be recorded.

RULES FOR EVERY FORMAT:

1) Always record your gross scores.

2) If you have not holed out after 6 shots, you need to pick up and record a 7.

3) Golf Genius will make all adjustments for each tournament format.

4) Every player must turn in their score card to be included in the tournament.

Individual - A golfer plays her own ball for the entire round.

Scramble - Each member of the foursome hits a tee shot. The team decides which ball of the four they choose to play. Once selected, the 3 remaining players pick up their balls and move to the chosen ball. You must play your ball within (1) one club length, remaining in the same conditions (fairway, rough, bunker, etc.). Repeat this until you hole out. Once on

the green, you may place your ball within a putter head length of the ball chosen.

Best Ball (BB) - Each player plays their own ball and keeps their gross score for posting. Golf Genius will select the best "net' ball of the twosome or 2 best "net" balls of the foursome depending on if we are playing the game with 2-person teams or 4-person teams.

Match Play - This is a match that is played hole by hole. The player with the lesser handicap must give strokes to their opponent. For example, if one player's handicap is 13 and the other player's handicap is 18, 5 strokes must be given to the person with the higher handicap. Strokes are given on the 5 hardest holes of the course as noted on the scorecard.

At the end of each hole, a player subtracts her handicap from the total number of strokes, and the two players record a score based on that number. **For example**: Player A gets a 4 on a hole and gets 2 strokes based on her handicap. Player B gets a 3 on the hole but has no handicap strokes. Player A wins the hole with a net score of 2 and records a "+" on the score card. Player B records a "- ". Each hole begins a new match. Think of it as 18 one-hole matches!

S's and T's – Golf Genius will count each player's' net score on all holes that begin with S or T. i.e. Second, Sixth, etc... Tenth, Thirteenth, etc...

*** 1, 2, 3, 4** –

- hole #1, 1 score counts
- hole #2, 2 scores count
- hole #3, 3 scores count
- hole #4, all 4 scores count

Enter your gross scores and Golf Genius will select the best score(s) on each hole.

*** Low gross / Low net -** Low gross - Lowest score without handicaps. Low net - Lowest score after Golf Genius deducts handicap from each hole's score.

Shamble - Each player tees off and selects the single best tee shot. All other players pick up their other balls and play their own individual balls from that chosen spot all the way into the hole.

*** Strike 3** - Each player keeps their individual gross score and after play, Golf Genius will erase or "strike" the 3 worst holes. The lowest net score from the remaining 15 holes wins.

*** The Ribbon Cup** - All players have a "color" ribbon. Each player plays out the hole keeping their own gross score. When the flag is pulled, there will be a color ribbon wrapped at the bottom of the pin. That color

player's score counts for that hole plus the best score of the remaining 3 players as determined by Golf Genius.

***Odd / Even** – Golf Genius will count your net score on odd or even holes only.

Queen Bee - The final leaderboard is calculated using the lowest net score achieved on each individual hole across two consecutive weeks of play.

*** Pink Ball / Money Ball / Lone Ranger**- Foursome rotates a colored ball. Score of the player using the colored ball counts on every hole plus the BB of the other 3 players as determined by Golf Genius.

*** High ball/Low ball** - The highest and lowest score on each hole of the foursome counts toward total score. Golf Genius will calculate net scores.

Modified Solheim – Twosome Teams of A and B players and played as follows:

1) Holes 1-6 play Alternate Shots
2) Holes 7-12 play as a Scramble
3) Holes 13-18 play Best Ball

*** Blind draw partners** - Everyone keeps their own gross score. If necessary after play, blind partners are drawn to contribute to the team score.