



Portland Women's Nine-Holers Handbook 2025

Table of Contents

League Officials	3
League Mission Statement	3
Tournament Descriptions	4
League Rules	9
Portland Golf Course Local Rules	11
Course Courtesy	13

League Officials

President	Patty Carlson
Vice President	Diane Federico
Secretary	Angela Milardo
Treasurer	Melinda Castanza

Committees

Tournament Chairs	Debbie Sanzari, Bette Jenak
Event Coordinator	Mary Victorick

League Mission Statement

Our Mission is to provide an excellent experience for all women who enjoy the sport of golf. We strive to promote integrity, to respect the rules and etiquette of the game, and to encourage good-fellowship while participating in fun and friendly competition.

Tournament Descriptions

BEST BALL SCRAMBLE

This scramble is played with four players. Each player will tee off and the best stroked ball will be chosen. Every player will hit from the BEST BALL position. Play will continue this way until hole is finished. If three players, rotate the extra shot. If two players, play two balls. Two tee shots must be used from each player. The remaining tee shot may be used from any player. This is a Team Gross Scramble Tournament.

ELIMINATE PAR 5'S LOW NET SCORE

Each player's score is based on net score of par 3's and par 4's. Scores on par 5's are not used. Record gross score, net score can be determined in clubhouse.

FIVE BLIND HOLES/ LN

Club pro will pick 5 holes. We will not know which holes they are until we return to the clubhouse. Blind holes will be listed on the tournament sheet in the clubhouse. Total net score wins.

FIVE CLUBS ONLY/LN

Bring your best 5 clubs! Players are limited to 5 clubs in their bag at the first tee and throughout the round.

FOUR-MAN Cha Cha Cha (Team Low Gross Score/Low Net Score)

Definition: In the 4-Man Cha Cha Cha tournament format, each member of the team plays his or her ball throughout. But a three hole rotation exists for determining how many scores are used to create the team gross score.

On the first hole (cha), the one low ball counts as the team score. On the second hole (cha cha), the two low balls count as the team score. On the third hole (cha, cha, cha), the three low balls count as the team score. The rotation starts over on the fourth hole. Low Gross and Low Net Team awards.

FOUR PLAYER BEST BALL

Four Player Best Ball is a tournament golf format in which teammates all play their own ball, choosing the best gross score on each hole for the team's score. If the team consists of three players, the team chooses a blind player from another group to complete the foursome.

LAST WOMAN STANDING

All golfers begin the round with a set number of strokes (related to their handicaps) and they play until their strokes run out. The number of strokes is determined by adding par and your course handicap. The player who makes it farthest on his or her allotment of strokes is the winner.

LEAGUE CHAMPIONSHIP

The League Champion is determined based on the best XX gross scores throughout the season (XX - number to be determined by the League tournament chairs but not less than 10). There is no flight separation for the top 3 low gross awards.

LONE RANGER

The Lone Ranger tournament format is played with foursomes. Every hole, one player in that foursome is assigned to be the Lone Ranger. On the 1st hole, player in position 1 in the pairings will act as the Lone Ranger. On the 2nd hole, player in position 2 in the pairings will act as the Lone Ranger. On the 3rd, player in position 3. On the 4th, player in position 4. The cycle then repeats throughout the rest of the round.

When playing this format, you will count the Lone Ranger's ball as well as the best ball of the other 3 players. So, two balls will be counted on each hole.

LOW GROSS OR LG

Low gross equals your total score from a round of golf.

LOW NET or LN

Your total gross score minus your handicap will determine your low net score.

LOW NET- ELIMINATE TWO WORST HOLES

Each player's score is based on the net score of the best 7 holes , i.e. eliminate your two worst holes.

LOW NET- ELIMINATE THREE WORST HOLES

Each player's net score is based on the best 6 holes, i.e. eliminate your three worst holes.

LOW NET /BEST SEVEN HOLES

Take net score of best seven holes. Flight A and B.

LOW NET ODD HOLES

Total net score of odd holes. Lowest score wins.

LOW PUTTS OR LP ONLY

Count putts per hole separate from your score.

If your total score for the hole is 6 and 3 of those strokes were putts, record your score as 6/3. If you max out before reaching green, record your score as 10/X (for par 5), 8/X(for par 4)or 6X (for par3). At the end of the round any hole with an X will be scored based on the hole with the most putts. So, let's say you have 3 putts on a hole and it is the most putts on your score card.

So, you would take a 3 for all the X's on your card. A PUTT IS ANY STROKE TAKEN ON THE GREEN.

PAR FOURS ONLY

Each player's score is based on scores from Par 4 holes only.

PEORIA SCORING

To calculate a Peoria handicap, an impartial observer selects six holes- a par 3,4, and 5 from each nine. On each hole the amount over/under par (with a maximum of a double bogey) is summed, and the total is multiplied by three. This number acts as the golfer's Peoria handicap.

PRESIDENT'S CUP

This a Low Net Tournament played with 9 holes of golf. The president can elect to have the tournament span 1 or 2 weeks as noted on the schedule. There is NO Flight Separation. Everyone competes against each other. Record total number of strokes taken for each hole. (do not score double par) We will be giving low net prize money to the top three low net winners. Additional awards will be determined by the tournament chairs and noted on the tournament schedule.

RED, WHITE, AND BLUE

Definition: The red, white and blue in the title of the Red, White, and Blue golf tournament format refers to the color of the tee markers. Begin first hole from red tee, second hole from the blue tee, and third hole from the white tee. On the fourth hole go back to pattern, play from red tee, etc. until you get to the ninth hole. Lowest net score wins.

SHAMBLE

A "shamble" is a type of golf tournament format in which a team of golfers selects the one best drive among them after teeing off, then all four players play their own golf balls from that position into the hole. You can think of a shamble as a scramble off the tee and then regular stroke play into the hole. The one low ball of the golfers on the team can be the team score. If there are three players, rotate the extra drive; if there are two players, each player takes two drives.

STABLEFORD (LOW GROSS or LOW NET)

Stableford is a game based on a point system, where the points your earnings are determined by your score on the hole. Prizes can be awarded by flights for Gross and/or Net for the player with the highest point total.

Hole in one: 6

Double Eagle: 5

Eagle: 4

Birdie: 3

Par: 2

Bogey: 1

Double Bogey or worse: 0

TWO WOMAN BEST BALL

This is a partner event where each player plays her own golf ball throughout the round. The best team score is taken per hole. Prizes awarded based on Gross or Net score. Strokes are given to each player based on handicap and difficulty of hole.

TWO WOMAN COMBINED SCORE

This is a partner event where both player's scores are added together. Prizes awarded based on Gross or Net score. Strokes are given to each player based on handicap and difficulty of hole. For two woman combined score using the stableford format, points will be assigned using the rules for the stableford format and will be added together to create a combined score.

League Rules

Scheduling of tee times will be done by the league president Patty Carlson. Tee times begin at 8:30 am and are filled in 9 minute intervals. Unassigned tee times will be released to the Pro Shop for public use. If you are unable to play at your scheduled tee time, notify Patty Carlson at phrisha5@hotmail.com no later than Friday prior to Monday's round. In case of an emergency or need to cancel your tee time after Friday text or call Patty at 860-304-0963.

If play is cancelled by the Pro Shop due to inclement weather, an email will be sent out. You can call the Pro Shop if you are in doubt.

Arrive at the course 30 minutes before your scheduled tee time. Be at or around the tee at least 10 minutes ahead of tee time.

A tournament consists of a minimum of 8 players.

During regular weekly play, the maximum score for a hole is two times par. (par 3 is 6, par 4 is 8, and par 5 is 10) This rule does not apply to the President's Cup and League Championship. During these tournaments, a player must record all strokes for each hole.

Score cards must be attested to qualify for prizes. Gross scores for each of the nine holes played must be entered electronically using the golf genius app. A separate scorecard must be maintained to verify the scores entered in Golf Genius. The Pro Shop will no longer accept paper scorecards.

Birdies will be determined electronically using the scores entered in the golf genius app. Cash prizes will be awarded for each birdie as part of the end of year awards luncheon.

The USGA World Handicapping system (WHS) requires 54 holes to establish a handicap. These can be 9- or 18-hole scores. Scores from past rounds as well as league rounds can be used to establish a handicap. New players who wish to establish a handicap as quickly as possible should enter previous scores into GHIN. Handicaps are necessary to be eligible to compete in championship and net tournaments.

For a new player to be able to participate in net tournaments, the league will establish a temporary handicap using all scores available. The temporary handicap will be used until the player has enough scores entered to have a WHS handicap.

No one person is allowed more than one prize in any tournament.

If a player's tee ball lands on the green of another hole, the player is allowed to drop her ball no closer the hole anywhere in the collar. Drop laterally from where the ball comes to rest.

If a ball is on the root of a tree and the player can take a swing, she is able to take a drop within one club length no closer to the hole without penalty. This is a PGC local rule. However, if the ball is near a tree and the player cannot make a swing and chooses to take an unplayable, she is able to drop within two club lengths at the nearest point of relief with a one stroke penalty.

Refer to usga.org for a complete list of USGA rules of golf.

PLEASE REPORT ANY CONCERNS or SUGGESTIONS TO THE PRESIDENT OR VICE PRESIDENT, NOT THE PRO SHOP.

Portland Golf Course Local Rules

Course Out of Bounds will be defined by **WHITE** wooden stakes on holes 3,4,5,6,7,8,9,12,16,17,18. Play another ball from where the original ball was played. Loss of stroke and distance. (Rule 27-1) Note: If a provisional ball has not been played, an alternative is Stroke and Distance relief which results in a two-stroke penalty. *See below.

Course Out of Bounds will also be defined by property markers on hole numbers 3,4,5,6,7,9,10,11,12,13,14,15,16,17,18. Any ball inside of these boundaries that is not found will be considered a lost ball. Play another ball from where the original ball was played. Loss of stroke and distance. (Rule 27-1) Note: If a provisional ball has not been played, an alternative is Stroke and Distance relief which results in a two-stroke penalty. *See below.

Frontal hazards will be defined by **YELLOW** wooden stakes on hole numbers 2,16,18. Water hazard. Play another ball from where the original ball was played **OR** drop a ball back as far as you want, in line from where ball crossed the hazard boundary to the hole. Loss of one stroke. (Rule 26)

Lateral hazards will be defined by **RED** wooden stakes on hole numbers 2,3,6,8,9,10,12,13,15,16. Same options as Yellow stakes above **OR** drop a ball within two club lengths of the line connecting two red stakes at the point where the ball last crossed it, no closer to the hole. Loss of one stroke. (Rule 26)

Any part of the parking lot is considered out of bounds.

Putting Green/Club House area shall be defined as Out-of-Bounds and will be marked with **WHITE** stakes.

Areas worn by carts or by maintenance traffic will be played as such. One club length relief, no closer to the hole.

Ground-Under-Repair will **ONLY** be marked by **White Lines** or ropes and stakes. There is not any "Old" ground under repair, only those currently marked. Relief from Ground Under Repair areas will be mandatory unless otherwise noted.

The use of Range finders is approved as long as they do not measure other conditions. (i.e. gradient, slope, wind speed and temperature, etc.)

If a tree has been cut down and the stump remains in the ground, it will be ruled as ground under repair. You may take one club length relief, no closer to the hole without penalty. This will include a ball at rest on any roots that have grown to the surface around many of the trees on the course

You may remove rocks in the bunker without penalty. This is to promote safer playing conditions.

If your ball comes to rest on rocks, you can mark your ball, clean away any rocks (loose impediments) and replace your ball. This is to promote safer playing conditions.

The decision to play Winter Rules or “preferred lies” will be made at the discretion of the League or pro shop staff and will be reported prior to the round. Therefore, the decision of winter rules will be as follows; a ball lying in its resting position (anywhere but a lateral or frontal hazard) may be moved or lifted, cleaned, and placed within one club length of where it originally lay, but no nearer to the hole.

A leaf rule may be put in effect by the pro shop staff as necessary. The leaf rule will allow a player whose ball is lost within the tree lines of the hole of play, free relief within one club length of where the ball was deemed lost. THIS DOES NOT INCLUDE THE TREE LINE OR THE OUTSIDE.

Mulch beds will be considered ground under repair. Take relief as necessary.

*“Stroke and Distance” Players may use the local rule of stroke and distance during their round. Players will determine where the ball was lost or went out of bounds, measure that distance from the flag stick and may drop on an arc from that point to two club lengths into the fairway. Please see the link for further description.

<https://www.usga.org/content/dam/usga/pdf/2018/golfs-new-rules/Alternative%20to%20S%26D%20Model%20Local%20Rule.pdf>

Course Courtesy

Many of the rules below will help to eliminate slow play. Teams of four players should allow no more than fifteen minutes per hole, finishing 9 holes within 2 hours 15 minutes.

- When waiting on the tee for the group in front to clear the fairway, the shortest hitters should go first, when the group ahead has moved out of their range.
- Limit your practice swings. One practice swing should suffice.
- Players make each stroke in no more than 40 seconds and usually in less time.
- On the tee, observe each player's golf shot. If they lose sight of their ball, you can help direct them to it and avoid any searching.
- Hit a provisional ball **immediately** if your ball may be lost or you are unsure whether it has come to rest out of bounds.
- When a provisional ball has not been played, significant issues with pace of play can result for a player needing to take "Stroke and Distance" relief. Refer to Portland Local Rules for Stroke and Distance relief. Stroke and Distance relief results in a 2 stroke penalty.
- When two players are riding in a cart, drive the cart to the first ball and drop off the first player with her choice of clubs. The second player should proceed in her cart to her ball, as long as she is not in front of others. After the first player hits her stroke, she should begin walking towards the cart (mindful of other players' positions) as the second golfer is playing.
- Carry extra tees, markers, and an extra ball in your pocket. Also, take more than one club from the cart to your ball. Getting to the ball only to find out you don't have the right club is a huge time-waster on the golf course.
- Allow no more than 3 minutes to search for a lost ball.
- Place your carts and bags on the side of the green towards the next hole. Take the putter, and if needed, a chipper.
- When on the green, stand behind ball, as long as you are not in another players' line, think about putt, lining up in mind.
- Avoid standing or casting a shadow on another player's line of putting.

- Do not move, talk or stand close/behind a player making a stroke.
- When putting, players are allowed to leave the flagstick in the hole or take the flagstick out.
- If your putt is short, go ahead and putt out. Continuous putting saves time.
- Mark your scorecard **after** reaching the next tee.
- Play ready golf, where order of play is based on who's ready, not who's away, when safe to do so.
- Players should ensure that any electronic device taken onto the course will not distract others.
- There is no protocol set for the flagstick being in or out. What may work best is to keep it in on longer putts where the hole is not visible and out for shorter putts when players can see the hole.

The course courtesy goal is to speed up play so that everyone on the course will have an enjoyable experience.