

**OAKS GOLF CLUB**  
**MONDAY NIGHT LEAGUE**  
**2026 LEAGUE RULES**

1. All matches must be played at the Oaks Golf Club.
2. League will be held on Monday nights starting on April 27<sup>TH</sup>. The starting time will be 5:30 on April 27<sup>th</sup>, May 4<sup>th</sup>, May 11<sup>th</sup>, August 3<sup>rd</sup> & August 10<sup>th</sup>. May 18<sup>th</sup> through July 27<sup>th</sup>, the league will start at 6:00. The league banquet will be held one week following Labor Day and will begin at 7:00 pm.
3. Teams consist of 3 people, with an additional 3 subs allowed per team. Subs must be established on your team by June 12<sup>th</sup>. The team captain will be responsible for printing the names of the 3 players who played in the match on the scorecard before turning it in. The Winning Team will be responsible for turning in the scorecard.
  - a. Each team must designate 3 players as their primary players. On position nights, each team must have at least one primary player participating.
  - b. A sub pool will be developed for A/B & C/D flights; any sub from any team can be, but does not have to be, a member of the sub pool. Meaning a sub pool member for A&B can play for any team in A or B flight, or any member of the C & D sub pool can play for any team in C or D flight on any given league night.  
You do not have to be on a roster to be in the sub pool; new players are welcome.
4. The league format will be head-to-head matches, using a 3-person best shot. Draw Nights will be posted the week before each night. We will draw team numbers from a hat and create matchups within each flight. The 11th team from A & B will play each other, and C & D will play each other.
5. All matches must be played against your scheduled opponent.
6. Teams unable to play on Monday night will forfeit the point scheduled for that night. Scores shot against a forfeit do not count towards handicap.
7. All postponed or rained-out matches will be made up on another night. The process for rainouts is as follows: The first 3 rainouts of the season will replace the Draw nights.
8. Each match won will be worth 1 point. Matches that tie will be worth ½ point, and a loss will be worth 0. Scores are compared to each other at the Net. The two competing scores are compared after the handicap is used. A team receives handicap strokes only for the smallest full shot difference in their respective handicaps. Example: Team 1's scoring average is 35.2, and Team 2's average is 36.5. Team 2 receives 1 handicap shot that night. There will be no maximum strokes in any fight.
9. Last year's average for returning teams is carried forward and will be used for the first night. After the first match, your first night's score plus last year's average plus last year's average will equate your handicap for your next match. After your 2nd match, your first two weeks' score plus last year's average will equate your handicap for your 3rd match. After the 3rd match, all scores from this year will be added together to compute your average.
10. New teams to the league must play an 18-hole qualifying round and return it to the golf shop at least one week before the season. This average will be used as the average for the first match of the season.
11. Teams that arrive late for a match will be assessed a bogey, or a score one higher than the team they are playing that night. The match is forfeited if the other team has begun the third hole of the night.

12. Teams with fewer than 3 players on a night may still play the match, but their score will not be included in the average. Players arriving late may join their team upon arrival, provided there are no delays. If a player does not arrive by the fourth hole, he is not allowed in the match. *Teams finishing their matches with 3 players will have their score counted towards their season average.*
13. USGA rules apply except when modified by the league rules.
14. League Best Shot rules apply as follows:
  - a. Winter rules apply for every shot within a club length.
  - b. All balls must be played from the same cut of grass as the original ball's position, no closer to the hole
15. **Slow play will not be allowed!**
  - a. A maximum of five minutes will be allowed to look for a lost ball.
  - b. If playing from the wrong fairway, the group playing from that fairway will have the right of way.
16. All beverages consumed at The Oaks must be purchased at the clubhouse. **STATE LAW.** This will be **STRICTLY** enforced. Please respect this rule and support the clubhouse. Any team caught with alcohol not purchased at the Oaks will forfeit any points earned that evening. **NO EXCEPTIONS**
17. Two position nights will be played. One halfway through the schedule, and the second at the end. On the final position night, if a team has a money spot locked up, that team will be playing another team. Teams that need to play for position will play each other if needed.
18. The league fee for each team will be \$126. All teams must be paid on the night of the Spring League Meeting. Teams that do not pay in full on that night are assumed not to be returning and could lose their spot to the next team on the waiting list, as voted on by the league members. There is an optional skins game that may be entered by paying the weekly skins entry before playing your first match. The entry fee for the skins game is \$45 per team. No team may enter the skins after they played their first match. Skins will be paid out at the end of the year. The skin's money for each flight will be divided equally among the number of weeks we play. Oaks Golf Club members do not have to pay green fees. Non-members will be charged \$20.00. Each fee must be paid before play to register the score. You must pay before you are allowed on the golf course. Any person not paying before play will cause that team to forfeit a point from their total. Payment must be made in the golf shop.
19. Scorecards must be signed by representatives of both teams before leaving. The winning team is responsible for turning in the scorecard. The team captain is responsible for listing the 3 players' names and signing the scorecard before turning it in. This is done to maintain accurate averages for all teams and to ensure all non-members pay their green fees. If not written legibly, no points will be awarded. Signed card at the end of the night means no changes after, none.
  - a. Every team will pick up a scorecard from the pro shop before playing their match.
  - b. Every team must announce the 3 players participating that evening. Your team will be monitored by the pro shop and the men's league to ensure proper payment is being collected. Failure to pay will result in forfeiture of points and or winnings.

20. The league fees are spent as follows:
  - a. Three members of the team receive a paid dinner at the season-ending banquet.
  - b. Subs are welcome with a nominal charge.
  - c. \$5 per person will go to the Oaks as a League Player Fee
  - d. \$10 from each team will be placed in a Closest to the Pin contest.
  - e. Any Hole-In-One will be paid \$100 out of the Monday Night League slush fund
  - f. \$5 from each team is awarded to the lowest average per flight for the year.
  - g. 1st, 2<sup>nd</sup>, 3<sup>rd</sup>, and 4th place in points will be paid out at the conclusion of the season.
  - h. Money will be split among the ties. 1st \$300, 2nd \$225, 3rd \$150 and 4th \$75.
  - i. No trophies will be handed out.
21. The League Executive Committee consists of the League president, League secretary, Treasurer, Golf Professional, and the Rules Committee, which includes one rules committee member from each flight. These people will make any decision concerning the rules of play during the season.
22. No player may be under the age of 16 years old at the time of play.
23. League rules are voted on and decided at the annual fall meeting only. There will only be one vote per team at the rules meeting.
24. On position nights, all flights will use the blue tees. On position night, your team's score will be counted towards your season average.
25. Any player over the age of 60 will play from the gold tees and from the white tees on position nights. Players 59 and younger will continue to use the white tees and blue tees on position nights.
26. Teams that win by either forfeit or disqualification will be awarded the 1 team point.