



JVGC Monday Night League 2026 Rules



1. The Monday Night League is a 2-Person Scramble League. League play is 9 holes.
2. The first night of league is Monday, April 13th, 2026. The final night of league is Monday, September 14th, 2026. There are 21 weeks of league. The Year-End Tournament is Sept. 20th, 2026, at 2:00 p.m. There is no league play on the following dates:
 - a. Monday, May 25th, 2026
 - b. Monday, September 7th, 2026
3. Teams may play at any time during the day provided they have a tee time. Tee times may be booked online or by calling the Pro Shop (814-489-7802 ext.1). It is **recommended** that you play with another twosome; however, you may play with non-league members to witness your round if necessary. **The Pro Shop can provide a witness if proper notice is given.**
4. If you cannot find a substitute, you may still play a league round. Your league round will consist of you playing your own ball for 9-holes. However, you will have the option to use 1 mulligan per hole, except for par-3 holes.
 - a. There are no restrictions on who can play as a substitute during normal league play.
 - b. If you need to bring a substitute during the year-end tournament, that substitute must have played at least one round in the Monday Night League.
5. Normal Scramble Rules apply. Each player on a team will tee off, choose the better shot, and play from that location. They will continue this process until the ball is holed.
 - a. Teams must attempt to recreate the lie of the ball chosen as closely as possible within 1-club length. The lie of the ball may not be improved.
 - b. If the team selects a ball in a bunker, the player whose ball entered the bunker must play first. The second player will then attempt to recreate that lie. They may rake the area before playing their shot, as needed, to recreate the lie.
6. There is a league entry fee of \$60.00 per team which will be paid in full by the second week of league (April 27th, 2026). **If the league fee is not paid in full by this date, teams will be ineligible for all prizes, and the birdie board, until they have paid their league fee. NO EXCEPTIONS!**
7. There is a **MANDATORY** weekly league fee of \$11.00 per person. The breakdown is as follows: \$4.00 for Event, \$3.00 for Skins, \$2.00 for Proximities, \$1.00 for 50/50 and \$1.00 League Fee.
 - a. You will owe the \$11 fee each week, whether you play or not. If league is cancelled, no one will owe for that week.
 - b. Prizes for 1st, 2nd, and 3rd place each week. If there is a tie for first place, the pot will carry over until there is a solo first place team. Flights will not be adjusted during carry over weeks.
 - c. There will be 3 proximity prizes each week: two Closest to the Pin prizes and one Longest Putt Holed prize. CTP will receive cash; LP will receive Pro Shop Credit.
 - d. The skins game will carry over if no skins are won.
 - e. An optional scratch game will be available in each flight for an additional \$5.00.



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8. ****New to 2026**** The Monday Night League will be scored based on 4-person teams that have been determined by a Blind Draw. Blind Draw teams are determined by the Pro Shop after league play.
 - a. League averages will be maintained to establish an A-flight and a B-flight. Each week an A-flight team will be drawn with a B-flight team; an A-flight team will not draw the same B-flight team two weeks in a row.
 - b. Each team will receive a playing handicap based on their league scoring average relative to par, taken at 75%.
 - c. Scoring for the competition will be determined by taking 1 Net Better Ball of 2. Prizes will be awarded for 1st, 2nd, and 3rd place each week.
 - d. If there is an odd number of teams, the odd team will be paired with a Blind Score of Even Par.
 9. The league will play alternating set of tees every two weeks using only the White Tees and the Gold Tees.
 10. If the number of players in the league exceeds 100, the field will be split in half and play both sides of the course. In this scenario, teams will be randomly assigned to the Front-9 or Back-9. If there are teams that usually play together, they may request to play the same side of the course and will be accommodated where possible.
 - a. This will also require that the teams on each side of the course will be re-flighted into either the A or the B flight.
 - b. It will be the responsibility of each team to know which side of the course they are supposed to play before tee off.
 11. A Birdie Board is available for a fee of \$20.00 per team. The Birdie Board is for league play only and birdies only count when your team has paid the full fee for the Birdie Board. The Golf Shop will pay out 1st, 2nd, and 3rd place on the Birdie Board.
 12. There is Hole-In-One Insurance available for the year for \$20.00/person. The first person to make a hole-in-one during league play will receive half the pot. The second person to have a hole-in-one will receive half of what remains and so on. Any remaining will be raffled off at the end of the year.
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