

3/11/2026 WILDFLOWERS 2026 (March 1 through February 28)

REGULATIONS Revised 3-11-26

ELIGIBILITY: Lady must be a member of the Wildflowers Ladies Golf Association (WLGA) (annual fee to be determined each year at the spring meeting. Must have an established USGA handicap.

GUESTS: Guests may play with the WLGA League **three (3)** times within the Wildflowers season. After playing **three (3)** times, guests must join the WLGA to continue playing in the League and/or Thursday play with the Wildflowers.

WEEKLY TOURNAMENT ENTRY: Sign-up comes out from Wildwood Green Golf two weeks before Tuesdays and Thursdays at 5:00 pm. For Tuesday play, players should sign up by 2 pm on Sunday. For Thursday play, players should sign up by 2 pm on Tuesday. (Instructions and the sign-up sheet are also available on the Wildflowers web page on the Wildwood Green website.

STARTING TIMES: The Wildflowers' start time is always 2 hours after the first tee time for the day. The earliest start time is 9:00 am, and the latest start time is 11:00 am. All players start at the same time in a shotgun format. On Tuesday, the Wildflowers play in front of the WildOats, and on Thursday, the Wildflowers play behind the WildOats. Please arrive 30 minutes before the scheduled start time.

ENTRY FEE: The fee for Tuesday League Play is \$3.25; \$3 goes toward the game being played (which is divided up amongst the winners), and \$.25 goes into the 'chip-in' pot for payout. Payouts are done after play has ended for the day — if you are not present, please check at the Wildwood desk for an envelope with your winnings.

CHIP-INS: A chip-in is considered to be any ball which is stroked from off the green that is holed out. The Chip-In pot will be divided equally for all chip-ins. If a player has more than 1 chip-in, she will be paid for each. If there are no chip-ins, the pot rolls over to the next League play date.

LATE ARRIVAL: You may join your 4-some and may participate in a team event, but you may not participate in an individual tournament event.

TEAM PLAY: You may pick up your ball if your score cannot contribute to the team. Players are still eligible for prize money in team events if they pick up their ball.

SCORING: Golf Genius is used for most games. A free app is provided by Golf Genius for your phone. One member of the group should keep score on Golf Genius, and another member should keep score on the provided scorecard. At the end of the round, the Golf Genius scores are compared with the written scores. The group resolves any discrepancies and updates Golf Genius appropriately. For games scored with Golf Genius, printed scorecards do not need to be turned in. The scores entered in Golf Genius are used to determine the game winners. If Golf Genius is not used for a game, the scorecard for the group should be signed, attested, and turned in.

HANDICAP: For rounds scored with Golf Genius, all player's scores will be automatically posted to the appropriate handicap system such as GHIN. Scores posted by Golf Genius are automatically adjusted to accommodate the max score per hole of net double bogey. Players will be notified if scores will not be automatically posted by Golf Genius and players must post their own scores. When players post their own scores, they must adjust for the max score of net double bogey themselves, or they can post their own scores hole by hole so that the system will make the adjustment.

The FORMULA for determining the max score that can be posted per hole is:

PAR + 2 + Handicap strokes (the player can look at the scorecard and see your strokes)

Player has handicap of 22, so she gets 2 strokes on # 2 hole

Example: Par (4) + 2 + your strokes (2) = 8

If you are unsure of your maximum, use the hole-by hole function to post your score-the system will automatically adjust your score.

RINGERS: Any Wildflower can retrieve the RINGER box and bring it to the area where players are gathered after play has ended. Wildflowers are encouraged to fill out Ringer cards based on that day's scorecard.

BIRDIES AND CHIP-INS: Birdies and chip-ins are tracked for year-end prizes. A sheet is provided each week where players can record their birdies and chip-ins. Blank sheets will be in the Ringers box. Any Wildflower can retrieve a blank sheet from the ringer box and get the group started on recording birdies and chip-ins.

THURSDAY PLAY: Wildflowers have three tee times (3 foursomes) on Thursday during the Wildflowers season. **This is for Wildflower members and potential players only. No League Games.**

LOCAL RULES

General Local Rules:

- Pick up your ball after reaching your maximum score for that hole:***

Players may pick up ball after reaching their maximum hole score:

Par + 2 + your handicap stroke(s) is what you enter for the hole.
- In a low putt individual or team game, if a player is at the max score for the hole and is not yet on the green, the player may place the ball on the green as far as possible from the flag. The player will count putts from that location
- Ball must be fully within the green tape denoting the 20" mark on Wildflowers' putters to take the putt (Gimmie) on the green. Gimmie is counted as 1 stroke. Player's putter must be marked to participate in these Gimmies. In low putts games, all putts must be holed. No gimmies are allowed. Note that if a player elects to putt rather than take the gimme, the actual strokes taken will count. If the player misses the gimme putt, then that stroke plus any additional strokes taken to hole the putt are counted. ***The player cannot elect to take the gimme after missing the gimme putt.***
- Winter Rules are in effect year-round. A ball lying in the fairway of the hole that is being played may be moved within 6 inches, no closer to the hole.
- A ball in the rough must be played as it lies, if it is not among roots or stones where the golfer may get injured or the club may get damaged. If not in a hazard area and it is among roots or stones, the ball may be moved in the rough away from that area no closer to the green with no penalty. If it is in a marked hazard area then moving it will incur an additional stroke.
- On Tuesday during the League season, March 1-October 31, you must play 18 holes.***
- Players who wish to play nine (9) holes may sign up for Thursday play ONLY.***
- Players during the Wildflower League Season (March 1-October 31), are required to play 18 holes on Tuesdays.***

Local Rules for Specific Holes:

Hole	Rules
#2	If a player's tee shot does not clear the first creek, the player may drop the ball on the other side of the creek within one club length of the creek and incur a one-shot penalty. The player will be hitting her third shot.
#5	On #5, if a player hits into the creek on the right side of the fairway, the player may drop the ball 2 club lengths to the left of the cart path no closer to the hole and incur a one-shot penalty.
#6	<p>On #6, one ball must be hit into the water hazard before carrying a ball to the drop zone farthest from the flag. For example, if the flag is on the left, you must go to the drop zone to the right of the green. If the flag is in the middle, you may hit from either the right or left drop zone. The player will be hitting her 3rd shot.</p> <p>If a ball goes out of bounds to the right, the player may re-hit from the tee box or may hit from in-bounds near where the ball went out. In either case, the player will be hitting her 3rd shot.</p>
#8	On #8, if a player hits a shot into the creek in front of the green, the player may take a drop on the other side of the creek near the right side of the bridge and incur a one-shot penalty stroke .
#9	On #9, if a player makes a direct hit to the fence and the ball goes backwards, they may take a drop two club lengths in front of the fence where the ball hit with no penalty.
#11	<p>Drop zone on #11 is at the family tee area across the water, short of the cart path (ball must have gone into the water, not out of bounds to the right). Player will be hitting her 3rd shot from the family tee box drop zone.</p> <p>If a ball goes out of bounds to the right, the player may re-hit from the tee box or may hit from in-bounds near where the ball went out. In either case, the player will be hitting her 3rd shot.</p>

#12

One ball must be hit into the water hazard before carrying a ball to the drop zone farthest from the flag. For example, if the flag is on the front, you must go to the drop zone at the back of the green. If the flag is in the middle, you may hit from either the front or back drop zone. Player will be hitting her 3rd shot.

If a ball goes out of bounds to the right, player may rehit from the tee box, or may hit from in-bounds near where the ball went out, or may treat the play like a ball in the water and use the drop zone. In any case, player will be hitting her 3rd shot.