

PGA HOPE MILITARY LEAGUE

SPRING 2022 | Metropolitan Section



PGA™





MILITARY GOLF LEAGUE

MISSION

Provide an opportunity for veterans to enjoy each other's comradery in a managed safe team environment while continuing to develop their golf game with the continued guidance and support of a PGA Professional

TEAMS

- 16 Teams – 200 Veterans participating
- Teams consist of:
 - One PGA Professional Captain
 - One Veteran Captain
 - Approx 12 team members
- Two Leagues: 8 teams in each
 - Long Island
 - Westchester
- Teams will compete against every team in their league once
- 8-week season – rainouts will not be rescheduled unless your team has more than two (2) rainouts
- At the end of the season we will have a Championship Match between the winners of both leagues



SEASON (5/23/22 - 7/15/22)

- Week of May 23rd will feature team practices
- Weeks of May 30th - July 11th will feature one match a week for each team
 - 4 Players will be home/4 Players will be away
- A maximum of eight veterans will be present each week requiring two tee times
- A mini clinic will be provided by the PGA Captain each week before the match**



Communication Tree



Team Practice

- Introductions of team members, veteran captain, professional captain
- Introduce veterans to the club – logistics. Practice facilities, first tee, bathrooms, etc.
 - Tees they will be playing (5400-5800)
- Go over any questions about the league
 - Communication logistics – changes, weather, etc.
- Go over schedule – identify conflicts
- Distribute Team Shirts
- Team Picture
- Golf Clinic



MATCHES

- Matches are nine holes in length
- Each team has two matches a week (one home/one away)
- 4 players stay home to play/4 travel to away course
- Veterans should only play once a week and ample playing time should be given to all team members based on their availability
- Only four players are permitted per team at each host club
- Teams will stay together as a foursome and compete against each other
- Veteran Captain is responsible for communicating with and assigning players to each home and away MATCH each week
- If a team has three players they are permitted to compete a player down. If a team has two or less players in attendance their match must be forfeited. Team will be combined for pace of play and will still play for fun. Three players will be able to hit a forth shot rotating the turn



FORMAT

- Team Scramble
 - All four players hit drives. The best shot is selected, then each player plays from the selected spot, and this process continues until the ball is holed.
- A ball should be placed by the player in the general area within one club-length of and not nearer the hole than the original ball's position.
- If the selected ball is on the **putting green**, a ball must be placed on the putting green, within one clubhead-length of and not nearer the hole than the original ball's position.
- Tees played should be between 5400-5800 yards and will be chosen by host PGA Captain prior to round

SCORING

- Each MATCH is broken into three FLAGS.
 - A FLAG is three holes in a row - Holes: 123 /456 / 789
 - Each team has the opportunity to earn points at the end of each FLAG.
- The team that wins more holes in a flag wins one point.
- If a flag ends in a tie, then each team will be awarded a half-point.
- The team with the most points at the end of the game is determined to be the winner.
- Regardless of a win or loss, each team retains their total points won in a game towards their season total.
- The team with the most points at the end of the season will move onto play a Championship match against the other league
- The score for each match will be kept by a designated official scorekeeper. That official scorekeeper is responsible for reporting the results to their Veteran Captain. Veteran Captains will send picture of scorecards to Shannon at sgilbert@pgahq.com no later than the day after each match for posting on the League portal.
- Maximum score on a hole is “DOUBLE PAR”
- Matches that are rained out will have points split for that day 1.5/1.5



General Rules

- Follow all directions from your host professional
- Golf Attire is required at all times
- Players must have their own clubs with them to play
- Transportation is the players responsibility
- No personal coolers allowed on the course
- Maintain a good pace of play
- Leave golf course better then we found it
 - Walk softly and carefully on the greens.
 - Always rake sand before leaving a bunker.
 - Repair your divots.
 - Fix your ball marks and the ball marks of others that they may have forgotten.
- **HAVE FUN!**



General Rules

MAXIMUM SCORE

The maximum score on a hole is “DOUBLE PAR.”

PACE OF PLAY

Teams should always encourage each other to keep up with the group in front of them and maintain a strong pace of play. If you fall behind you will be asked to pick up your ball and move onto the next hole and record a double par on that hole.

CAPTAIN/TEAMMATE ADVICE

Advice can be given between teammates and captains at any time

LOST BALL

If a team’s selected ball becomes lost outside of a penalty area, the team must take stroke and distance relief by adding one penalty stroke and playing the original ball or another ball from where the previous stroke was made. [Click here for Rules Video](#)

PENALTY AREAS

Defined as any body of water on the course including a sea, lake, pond, river, ditch, surface drainage ditch or other open watercourse and any other part of the course the defined as a penalty area. If a player elects to play the ball from within the penalty area, the ball must be placed within the penalty area or, under penalty of one stroke, a player may use the relief options under Rule 17.1d. [Click Here for Rules video](#)

