



# **LEAGUE TEE TIME POLICY**

## **THIS IS A FRIENDLY REMINDER OF OUR TEE TIME POLICY CONCERNING LEAGUE PLAYERS AND LATE ARRIVALS**

- **PLEASE CHECK-IN 10 MINUTES BEFORE YOUR TEE TIME. THIS WILL ALLOW TIME TO LOAD UP AND GET TO THE TEE READY TO PLAY AT YOUR TIME**
- **PLAYERS SHOULD BE READY TO HIT NO LATER THAN THE SPECIFIED TEE TIME**

### **LATE ARRIVALS**

**If you or someone in your group is not ready to play at your tee time you have the following options:**

- **Your group can tee off at your tee time and the late arrival can join on the course- the late arrival can finish the holes they missed after the round**
- **Your group can move to the next OPEN tee time, often times that will be at the end of league tee times**
- **If the group directly behind you is ready to tee off at your tee time you may switch times. Please keep in mind they must tee off at your tee time and not 5 minutes after it. Switches need to be worked out in advance of a tee time (10 minutes before)**
- **Groups are NOT allowed to jump in if they have missed their time or are late. The tee belongs to the group that signed of for their specified time.**

**Please be considerate of other groups. The starter will enforce these guidelines for the reason of convenience for the ENTIRE league. If you are running late, call the course or your players. People sign up for a tee time because that is the time they want to play, they should not have to tee off late.**

**The easiest option for all involved is for your group to tee off on time and for you to join them on the course when you arrive, should you be late.**

**We are fortunate to have a large number of players in league, and we want everyone to have an enjoyable round!**