

**GROTON SENIOR GOLF LEAGUE (GSGL)**  
**General Information 2026**

1. **League structure:** The Groton Senior Golf League consists of teams composed of 4 golfers, ranked in separate flights A through D, based on their handicaps. League play occurs every Tuesday morning with a shotgun start at 8:45 AM. The season alternates between scrambles and matches according to the published schedule, unless cancelled due to inclement weather.
2. **Membership:** Eligibility is open to golfers aged 55 and older who have a GHIN Handicap Index, a GSGL handicap or a handicap from another GCC league. Golfers without a recognized handicap may join as either **team players** or **standby players** by submitting their most recent scores (including course/tee details) with their application for calculation of a starting handicap needed to assign them to a Flight and Team. In addition, they must submit five attested Groton CC scorecards to fine-tune the handicap before May 1.
3. **Costs:**

**Dues:** \$90.00 per golfer or \$170.00 per couple used for prizes and cookouts. They **do not** cover greens fees or cart rentals.

**Greens Fees:** Non-Groton Country Club members will pay a reduced greens fee and, for players wishing to ride, a reduced nine-hole cart rental. These reduced rates are only valid during Tuesday morning's league play and do not apply for make-up matches at other times.

**Standby Players:** Standby Players, who may serve as Scramble substitutes or play their own ball any week if space is available, are required to pay a \$25 league fee for the season.
4. **Lunches:** Cookouts/Lunches are held after each Scramble. Each team cooks at one Scramble. Standby Players, whether as scramble substitutes or playing their own ball, can stay for lunch for \$4/Scramble. Only those playing as substitutes can share in team prizes.
5. **Scrambles:**
  - a. Team with four players:
    - >Each team player hits a drive, and the team captain selects the ball to be used for the next shot (not necessary the best ball).
    - >Players take their second shots from within a club length of the location of the selected ball.
    - >This process continues for subsequent shots until the ball is holed.
    - >Each team must use at least one (1) Tee Shot from each player, regardless of whether it is the best ball or not.
  - b. Teams with fewer players:
    - If a team has fewer than four (4) players, the team will get an extra set of shots per hole (e.g., drive, approach, chip, putt), **except for the A Flight player.**
      - >A player missing (A sub avail): No extra shots
      - >A player missing (only a B sub avail): Team's B player (only) gets extra Drive (only).
      - >A player missing (no sub): B player gets an extra shot from every location.
    - >B player missing: C player takes extra shots
    - >C player missing: B player takes extra shots
    - >D player missing: NO extra shots

The **A** player does NOT take extra shots. Regardless of how many players are missing, only one extra set of shots may be taken per hole.

c. Absent player notification:

- >If a player cannot attend a scramble, they must notify the team captain in advance no later than 9:30am on the Sunday prior to the scramble.
- >The captain must notify **Rick Salon**, [ricksalon@comcast.net](mailto:ricksalon@comcast.net), 203-565-3952 by 11:30am on Sunday to arrange a substitute from the same flight, or, if none is available, possibly assign a Standby Player to play their own ball in place of the absent player.

d. Standby Player Tournament Eligibility & Fee:

Standby Players (those having a current GCC handicap, a GSGL handicap or GHIN Index) wishing to participate in the end-of-year tournament will be required to pay an \$8 fee.

e. Scorekeeping and Scorecard Submission:

- >One player on each team will keep the team's scramble score (including a total!).
- >After the round, give the scorecard to Bob Anderson before getting lunch.
- >If no player is available to deliver the card, a photo of it should be emailed or texted to **Bob Anderson**, [bobandersongrotton@me.com](mailto:bobandersongrotton@me.com), 978-273-4051 immediately after the round.

6. **Matches:**

a. Format & Scoring:

- >Matches are played between individual players in the same flight from different teams.
- >No "gimmies" are allowed; all holes must be putted out to ensure accurate scoring for handicap calculations (most of us have missed an 18" putt at some point!).
- >Scores must be recorded using the **actual** scores shot, not those net of handicaps.
- >The maximum score on a hole is five over par. If not holed, pick up & mark "P" on the card.
- >Add your nine scores to record a total (using par + 5 for any hole with a "P").
- >After the match Bob Anderson will use players' handicaps to calculate net scores and points.
- >The higher handicap player will receive strokes based upon the difference in handicaps.
- Strokes are assigned starting from the hardest hole to the easiest hole, according to this sequence: Holes 3,5,7,1,8,6,9,4,2. This sequence applies to all players, regardless of gender or tee color used.

b. Points:

- >Two (2) points are awarded to the player with the lowest net score on each hole.
- >An actual score of five over par beats an un-holed Pickup ("P").
- >In case of a tie on a hole, each player receives one (1) point.
- >The player with the lowest total NET score also receives two (2) points.
- >The combined points of the two players will always total twenty (20) points.

c. Scorecards:

- >Scorecards must be fully filled out and **signed by both players**.
- >As soon as possible after the round, put the physical card in the box at Bob Anderson's car.
- >If that is impossible, immediately email or text a photo of the scorecard to him at

[bobandersongroton@me.com](mailto:bobandersongroton@me.com) or 978-273-4051.

d. Missing a match:

- > If you cannot play at the scheduled time, contact your opponent **prior to the match** to arrange a make-up match.
- > Notify your captain by **9:30am on Sunday prior** to the match who will & won't be playing.
- > Captains must notify **Rick Salon**, [ricksalon@comcast.net](mailto:ricksalon@comcast.net), 203-565-3952 by 11:30am on Sunday prior to the match. This is more than just courtesy. Rick needs to know where open slots will be to assign Standby Players, and Shawn may change tee assignments to spread out teams and speed play.
- > Failure to make this contact or submit a scorecard during the make-up period will result in a **forfeit**. The forfeiting player/team will receive zero points.

e. Make-up Matches:

- > Make-up matches should be played prior to the scheduled date (even weeks ahead), but no later than **6 PM on the following TUESDAY** (the "make-up period").
- > The make-up period may be extended for excused absences due to illness or injury.
- > Photos of all make-up match scorecards (dated, signed & witnessed) must be emailed or texted to **Bob Anderson** [bobandersongroton@me.com](mailto:bobandersongroton@me.com), 978-273-4051 right after the match.
- > Late cards will not be accepted.

f. Make-up Match Alternative 1 ("Matched Cards"):

- > If the players cannot schedule a make-up match within the make-up period, they may play a round separately, declaring it **in advance** as their make-up match round.
- > The round must be witnessed by at least one other non-spouse GSGL player.
- > The round's scorecard must be dated, signed, witnessed, and sent to Bob Anderson.
- > If both players turn in a card, they will be "matched" as if played at the same time.
- > **Important:** the round must be declared prior to playing as a make-up round for that specific match. A player **MAY NOT** arbitrarily choose an already played round (or a round that is going well) and turn it in as a make-up card.
- > The player available on match day may play either at the scheduled time or later during the make-up period, but must declare **in advance** whether they are playing the round or playing for fun on match day.
- > The first card submitted by a player as a match card will be the only card accepted.

g. Make-up Match Alternative 2 ("Play the Course" if a forfeit):

- > If only one player turns in a card, the other player forfeits (paragraph "d" above).
- > The available player will "play the course" net against par and receive points based on their score, but with a minimum of 10 points in consideration of the other player's forfeit.
- > The forfeiting player and team receive no points. The same "declared in advance" rules apply to the scorecard turned in for this purpose.

h. Make-up Match Alternative 3 ("Play the Course" if an excused absence):

- > If a player is excused due to an "emergency situation" (approved by the Chair,) the opponent will "play the course" net against par at the scheduled time.
- > The opponent will receive the points they earn, with a minimum of 7 points. The excused player will receive zero points, but their team will receive 20 minus the opponent's points, with a maximum of the opponent's points. Examples:

Opponent:15	9	7
Excused player's team: 5	9	7

i. No Match Substitutes:

- >Match substitutes will only be allowed if the absent player is unable to play or make up the match due to illness, injury, or an emergency lasting multiple matches.
- >At the Chair's discretion, a substitute may be assigned for the duration of the injury/illness or for the remainder of the season.
- >If no substitute is available, the opponent will "play the course" net against par as described above.

j. Make-up Match impact on Handicap Updates, Scores and Points:

- >Handicaps will be updated and posted the day after the scheduled matches (and a day after any make-up matches).
- >The updated handicaps then will be used for any make-up matches played after that date but in advance of the next scheduled matches.
- >Scores and Points will be posted by the day after scheduled matches (and any later make-up matches).
- >Scores and Points for a make-up match played in advance will be posted after its scheduled match date.