



*127 Wheeler Road  
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[www.pequotgolf.com](http://www.pequotgolf.com)*

# **2026 Pequot Men's Senior League Tournament Schedule**

## **COMMITTEE**

**Bob Bacewicz  
Don Dias  
Keith Greene  
Bill Johnson  
Hamish McArthur**

# **JOINING THE MEN'S SENIOR LEAGUE.**

**ALL DECISIONS FOR THE LEAGUE ARE MADE BY THE COMMITTEE  
Pro Shop runs league and will decide any USGA rules decisions.**

**ANNUAL DUES ARE \$90  
(\$20 FOR MEMBERS OF PEQUOT GOLF CLUB)**

This entitles a member to a USGA handicap and to play in the Wednesday Senior League

## **ENTRY FEES**

\$6 entry fee for all individual events and \$11 for team events. Skins are available for an extra \$4 for gross team events, gross individual and/or net individual. Skins will be team for team events. All team members MUST get in Gross Skins. There is an optional \$2 CTP for holes 6 and 12. The Pequot Masters & Senior Championship fee \$12 will be paid the 1<sup>st</sup> week.

## **PRIZES**

All prizes are paid in Pro Shop credit. Prize distribution will be posted for each tournament. Approximately 30% of the field will receive prizes. The tournament committee may change these percentages any time during the season.

Ties for first place will be broken as follows: (1) score holes 10-18; (2) score holes 13-18; (3) score holes 16-18; and (4) score hole 18. All other ties will be paid out by adding total amounts of winnings divided by the number of ties.

Winners will be emailed and posted on the website.

Cards should be turned in for each round at the golf shop counter. The golf shop staff will post GHIN scores for all Senior League events.

In the case of inclement weather team events may become individual gross-net events.

## **COURSE PLAYING CONDITIONS**

All balls will be played up in the rough through the event on May 27th. The committee will meet after that event and determine whether or not the ball will be moved in the rough or not going forward.

## WEDNESDAY SENIORS 2026 SEASON TOURNAMENTS

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Wednesday, April 8	ABCD Scramble
Wednesday, April 15	Individual Net
Wednesday, April 22	Two Man Better Ball (A/B Random Partner)
Wednesday, April 29	ABCD 1 BB of 4
Wednesday, May 6	Individual Net
Wednesday, May 13	Two Man Better Ball (A/B Random Partner)
Wednesday, May 20	<b>2nd ANNUAL SENIOR MEMORIAL</b> Individual Quota
Wednesday, May 27	Individual Net
Wednesday, June 3	Two Man Scramble (Pick your Partner) 40 % HDCP
Wednesday, June 10	<b>Inaugural PEQUOT MASTERS</b> Modified Stableford
Wednesday, June 17	<b>Inaugural PEQUOT MASTERS Round 2</b>
Wednesday, June 24	Two Man Better Ball (A/B Random Partner)
Wednesday, July 1	Individual Modified Stableford Net
Wednesday, July 8	ABCD 2 Better Balls of 4
Wednesday, July 15	Individual Match Play vs. Par
Wednesday, July 22	ABCD Scramble
Wednesday, July 29	Two Man Better Ball (A/B Random Partner)
Wednesday, August 5	<b>Senior Championship Round 1 [STROKE PLAY]</b>
Wednesday, August 12	<b>Senior Championship Round 2 [STROKE PLAY]</b>
Wednesday, August 19	2 Man BB; 5 Club Each Tourney (Pick your Partner)
Wednesday, August 26	ABCD Scramble
Wednesday, September 2	Individual Net
Wednesday, September 9	Two Man Better Ball (A/B Random Partner)
Wednesday, September 16	ABCD 2 Better Balls of 4
Wednesday, September 23	Individual Modified Stableford
Wednesday, September 30	Two Man Aggregate (Pick your Partner)
Wednesday, October 7	Individual Match Play vs. Par
Wednesday, October 14	Individual Net
Wednesday, October 21	2 Man Better Ball Modified Stableford (A/B Random Partner)
Wednesday, October 28	ABCD Scramble
Wednesday, November 4	<b>Individual Net (Appreciation Day)</b>
Wednesday, November 11	Two Man Scramble (Pick your Partner) HDCP TBD
Wednesday, November 18	ABCD 1 BB of 4
Wednesday, November 25	Individual Net

**\*There will be a NO SHOW, NO CALL Policy for Team Events. PENALTIES ARE LISTED IN CODE OF CONDUCT**

**\*Senior League Players will be allowed to bring guests to participate in Senior League events. Each guest can play up to 5 times during the year but must have a verifiable USGA handicap or equivalent. If not, the guest must play with a scratch handicap.**

**\*Senior League Players will play at scratch until they establish a USGA Handicap[ 3 scores needed ].**

**\*Please call the Pro-Shop at 860-535-1898 by 5 PM the Monday before the event to register for events. Any players calling thereafter will be allowed to play if there is room. Tee times will be posted online and in the Golf Shop on Monday after 5:00p**

## TOURNAMENT FORMATS

**ABCD Scramble:** All players drive from the tee. Select the best shot. All players then play from the position of the selected ball by placing within one club length of that spot no closer to the hole. A ball must be kept in the same condition (i.e. if a ball is in the rough, it must be placed in the rough). Use this procedure until the ball is holed out.

**If there is a threesome** the score will be adjusted as follows: If missing a; D player deduct 1/2 shot, C player deduct 1 shot, B player 1 1/2 shots, and A player 2 shots from final score. Teams will be picked by computer to obtain approximately the same total handicap for each team. **A minimum of 2 drives per player must be used.**

**\$10 Team Entry and Gross Skins**

**ABCD 2 Better Balls of 4:** Players play their own ball. At the end of the hole, the 2 lowest net scores are recorded as the team score for that hole on the official scorecard. [Blind Players will be the same for each Division]. Teams will be picked by computer to obtain approximately the same total handicap for each team.

**\$10 Team Entry and Net Skins, \$4 optional Gross Skins (All team members must get in)**

**ABCD 1 Better Ball of 4:** Players play their own ball. At the end of the hole, the lowest net score is recorded as the team score for that hole on the official scorecard. [Blind Players will be the same for each Division]. Teams will be picked by computer to obtain approximately the same total handicap for each team.

**\$10 Team Entry and Net Skins, \$4 optional Gross Skins (All team members must get in)**

**Individual Net:** 18 Holes - Stroke Play **\$6 Entry Fee. Optional \$4 Gross and/or Net Skins**

**Seniors Memorial Quota:** Each player earns points and tries to beat his quota (target or goal). The golfer with the most points more than their quota wins. Your Quota is 36 minus your handicap. Points are Double Eagle = 4 points, Eagle = 3 points, Birdie = 2 points, Par 1 point **\$6 Entry Fee. Optional \$4 Gross and/or Net Skins**

**Match Play vs. Par:** Each player will play match play against par for each hole.

**\$6 Entry Fee. Optional \$4 Gross and/or Net Skins**

**Pequot Masters:** 36 holes - Stroke Play. Modified Stableford There will be 2 competitions: Gross Master Winner and a Net Master Winner. Each player is entered into both Net and Gross competitions. The high gross Stableford score will be Gross Champion. The same player cannot win both Gross and Net competitions.

Prizes will be paid out 30% to Gross and 70% to Net. Players must have played in at least three Senior League events prior to the Pequot Masters to be eligible to compete. **\$12 Entry Fee. Optional \$8 Gross and/or Net Skins (both weeks)**

**Modified Stableford:** Double Bogey or Worse= -1 Points, Bogey = 1 Point, Par = 2 Points, Birdie = 3 Points, Eagle = 4 Points, Double Eagle = 5 Points, Triple Eagle = 6 Points. **\$6 Entry Fee. Optional \$4 Gross &/or Net Skins**

**Senior Championship:** 36 holes - Stroke Play. There will be 2 competitions: Gross Championship Winner and a Net Championship Winner. Each player is entered into both Net and Gross competitions. The low gross score will be Senior Champion. The same player cannot win both Gross and Net competitions.

Prizes will be paid out 30% to Gross and 70% to Net. Players must have played in at least five Senior League events prior to the Senior Championship to be eligible to compete. **\$12 Entry Fee. Optional \$8 Gross and/or Net Skins (both weeks)**

**Two Man Better Ball:** Both players play their own ball. At the end of the hole, the lowest net score is recorded as the team score for that hole on the official scorecard. [Blind Players will be the same for each Division]

**\$10 Team Entry and Net Skins, \$4 optional Gross Skins (All team members must get in)**

**Two Man Aggregate:** Both players play their own ball. At the end of the hole, the net scores are added together then recorded as the team score for that hole on the official scorecard. [Blind Players will be the same for each Division]

**\$10 Team Entry and Net Skins, \$4 optional Gross Skins (All team members must get in)**

**Two Man Scramble:**

Both players hit from the tee. Select the best shot. Both players then play from the position of the selected ball by placing within one club length of that spot no closer to the hole. A ball must be kept in the same condition (i.e. If a ball is in the rough, it must be placed in the rough). Use this procedure until the ball is holed out. 40% of the combined handicap will be applied.

**Minimum of 3 drives \$10 Team Entry and Net Skins, \$4 optional Gross Skins (All team members must get in)**

## CODE OF CONDUCT

- No player will verbally or physically abuse or intimidate any other player or staff member of Pequot Golf Course
- No player will purposely misrepresent or adjust their handicap
- No player will falsely represent bogus, false or illegitimate reasons not to play in events

The Senior League will abide by the PMGA Code of Conduct

The following actions for Code of Conduct violations will be as follows:

First Offense:	Player or Players will be suspended from the league for 2 weeks
Second Offense:	Player or Players will be suspended from the league for 4 weeks
Third and Final Offense:	Player or Players will be suspended from league play for remainder of the year

**The Committee will take up the offense within 48 Hours  
All Committee decisions are final**

## HANDICAP POSTING RULE

**MEMBERS MUST POST THEIR OWN SCORES for ANY ROUNDS played outside of those posted by Bob Hill (Sunday, Monday Night League, and Wednesday rounds).**

A player should submit their score as soon as possible on the day of play, after completion of their round, and before midnight (local time). If a player does not submit their score on the day of play: 1 Their Handicap Index will not be updated in time for the next day (see Rule 5.4), and 1 Their score will not be included in the daily playing conditions calculation (PCC)

A score is acceptable for handicap purposes if the round has been played:

- In an *authorized format of play* (see Rule [2.1a Played in an Authorized Format of Play](#)) over at least the minimum number of holes required for either a 9-hole or an 18-hole score to be acceptable (see Rule ),
- In the company of at least one other person, who may also act as a marker (subject to satisfying any other requirements of the *Rules of Golf*),
- By the *Rules of Golf* (see Rule [2.1b Played by the Rules of Golf](#)),
- On a *golf course* with a current *Course Rating* and *Slope Rating*, where length and normal playing difficulty is maintained at a consistent level (see [Appendix G: The Golf Course, Course Rating and Slope Rating](#)),
- On a *golf course* during its *active season*.

In addition, the player's score must always be certified in accordance with the *Rules of Handicapping* (see Rule [4.4 Certification of a Score](#)).

If one or more of the requirements set out above is not met, the score is not acceptable for handicap purposes.

## HANDICAP ADJUSTMENT RULE

All players handicaps will be based upon their USGA handicap index. The Handicap Committee may adjust players handicaps who have played actively during the Connecticut off season [November 15, 2023-March 31, 2024] and whose Handicap index has increased significantly. The Handicap Committee will inform the player and the Pro shop of any changes to Handicaps.

The CSGA has been in contact with us over this decision. In Summary, they suggest since the players who have been playing all of the off season should be able to transition back to their ending HDCP Index last November, the Committee should adjust them accordingly. These off season players have not stopped playing and have a significant advantage over those who do not play in the off season.

## LOCAL RULES

All play is governed by the USGA Rules of Golf and its decisions except where modified by the following local rules:

- OB defined by white stakes.
- OB also defined by stone walls on holes: 2, 3, 4, 5, 6, 9, 10, 11, 12, 13, 14, and 15.
- All other stone walls are to be played as immovable obstructions.
- All paved, gravel, and wood chip cart paths are to be played as immovable obstructions.
- A player may lift, clean, and place his ball within one club length no nearer to the hole in his own fairway before the green.
- ***On the fringe of a green a player may lift, clean, and replace his ball within a putter head length no closer to the hole***
- ***Seniors age 80+ can play from the red tees if they choose to.***
- **Interior walls are considered immovable obstructions.** Take relief one club length at the nearest point no closer to the hole.
- **Ground under repair:** Areas marked off with white paint, *Trees that are wired/staked*

### Local Rule E-5

“When a player’s ball has not been found or is *known or virtually certain* to be *out of bounds*, the player may proceed as follows rather than proceeding under *stroke and distance*.

For **two penalty strokes**, the player may take relief by *dropping* the original ball or another ball in this *relief area* (see Rule 14.3):

#### Two Estimated Reference Points:

**a. Ball Reference Point:** The point where the original ball is estimated to have:

- Come to rest on the *course*, or
- Last crossed the edge of the *course* boundary to go *out of bounds*.

**b. Fairway Reference Point:** The point of fairway of the *hole* being played that is nearest to the ball reference point, **but** is not nearer the *hole* than the ball reference point.

For purposes of this Local Rule, “fairway” means any area of grass in the *general area* that is cut to fairway height or less.

If a ball is estimated to be lost on the course or last crossed the edge of the course boundary short of the fairway, the fairway reference point may be a grass path or a teeing ground for the hole being played cut to fairway height or less.

Size of Relief Area Based on Reference Points: Anywhere between:

- A line from the *hole* through the ball reference point (and within two *club-lengths* to the outside of that line), and
- A line from the *hole* through the fairway reference point (and within two *club-lengths* to the fairway side of that line).

**But** with these limits:      Limits on Location of Relief Area:

- Must be in the *general area*, and
- Must not be nearer the *hole* than the ball reference point.

Once the player puts a ball *in play* under this Local Rule:

- The original ball that was *lost* or *out of bounds* is no longer *in play* and must not be played.
- This is true even if the ball is found on the *course* before the end of the three-minute search time (see Rule 6.3b).

**But**, the player may not use this option to take relief for the original ball when:

- That ball is *known* or *virtually certain* to have come to rest in a *penalty area*, or
- The player has played another ball provisionally under penalty of *stroke and distance* (see Rule 18.3).

A player may use this option to take relief for a provisional ball that has not been found or is known or virtually certain to be out of bounds.

### **Penalty for Playing Ball from a *Wrong Place* in Breach of Rule 14.7a: *General Penalty***

## **Rule 14.7a**

### **Place from Where Ball Must Be Played**

After starting a hole:

- A player must make each *stroke* from where their ball comes to rest, **except** when the Rules require or allow the player to play a ball from another place (see [Rule 9.1](#)).
- A player must not play their ball *in play* from a *wrong place*.

***Rock, Root, and Stump Rule: If a player's ball comes to rest near or on a root or (large or embedded) stone to which it affects stance or swing you may exercise relief to nearest point, no closer to hole. Stones/Rocks that are apart from stone walls will be considered immovable obstructions. If the stone/rock is EASILY movable, it is to be treated as a movable obstruction. The determination of the group/opponent majority will be final.***

***[Rule 8.1a/7 – Player May Probe Near Ball to Determine if Tree Roots, Rocks or Obstructions Are Below Surface of Ground, but Only if This Does Not Improve Conditions] Bunkers Included***

**In order to keep the pace of play acceptable, ready golf is encouraged.**

**Target time is 4:20 hours or less for a round of golf.**

**If you fall more than a hole behind.**

**Your group may be put on the clock and subject to penalty**

*Thank you for supporting Pequot Golf Club*

*We hope you enjoy your season!*