

Twilight Golf League Rules & ByLaws – 2026



Chenango Valley State Park G.C.
 Chenango Forks, New York
 (607) 648-9700
 Golf Pro: Ryan Molter
www.golfonthursday.com

9 hole Green Fees \$16.00 Reg. \$11.00 Sr. (62 or Older)
 9 hole Cart Fees \$9.00
 League Tee Time: 4:30 pm Shotgun Start

League Mission

The Twilight Golf League’s objective is to foster sportsmanship and friendship while playing golf. The golf league will enable this by having organized league play, established handicaps, team standings, mid-season and end of the year banquet activities and tournaments.

2026 General League Rules & ByLaws

Twilight League Membership & Dues

1) League dues are broken down as follows Regular (under age 62) and Senior Members:

Regular - Non-Sr. Members Rate	Amount
League Fees - Banquet - Prizes	\$106.00
(2) Weeks Green Fees-Carts	\$50.00
Birdie Bounty - \$1/Wk (22) Weeks	\$22.00
Weekly Skins \$5.56/Wk (22) Weeks	\$122.00
Total Fees:	\$300.00
Regular Member Payment Schedule	Amount
April 30th	\$70.00
June 4th	\$80.00
July 9th	\$70.00
August 20th	\$70.00
Senior Member Rate - 62 Years +	Amount
League Fees - Banquet - Prizes	\$106.00
(2) Weeks Green Fees-Carts	\$40.00
Birdie Bounty - \$1/Wk (22) Weeks	\$22.00
Weekly Skins \$5.56/Wk (22) Weeks	\$122.00
Total Fees:	\$290.00
Regular Member Payment Schedule	Amount
April 30th	\$70.00
June 4th	\$70.00
July 9th	\$70.00
August 20th	\$70.00

League Dues Go Toward:

- Tom Ryder Celebration of Life Contribution
 - Weekly Skins
 - Weekly Birdie Bounty
 - Mid-Season Cook Out
 - End of Season Banquet
- Final 2 Weeks of Greens Fees w/ Cart
 - Prize Money & Awards
 - Admin Fees:
 - Golf Balls
 - Secretary Supplies
 - Website Hosting & Admin

Convenient Payment Schedule – 4 Easy Payments

- Checks are appreciated
- Cash Accepted – Please place in envelope with Name Indicated. I have a bad memory!
 - Venmo Accepted @Thomas-Moss-15
- Winning Skins Money will be forfeited for dues owed if late.

Thank You!

2) New members will be accepted into the league by a majority vote from League Committee or general membership.

Twilight Golf League Play

1) Rain Outs - No Carts, No Golf!

- If half the league shows and turns in cards the week will be considered an official match.

- If less than half the league turns in cards the week will be considered rained out.

- If two teams are playing and agree to reschedule because of weather, use the Make-Up Rule (No. 2). However, if one team decides to leave in the middle of the match and the other team continues playing, the rest of the holes are forfeited. The team that continues play must finish the round and turn in completed card.

- We will make an attempt to make up rain outs at end of season - if time permits.

2) Make-Ups - Please make every effort to make the match up within 2 weeks of scheduled play.

- League matches will include a match between (2) complete league teams (inc. Subs). No 'blind' play will be allowed - unless playing for skins only.

- Matching cards will only be allowed 2 times per season - no exceptions unless agreed upon by League Committee**. No matching cards for 'Playoff Tournament' Play. **Exceptions allowed at the discretion of League Committee please contact Tom Moss.

- If your team does not make up a match you will forfeit 12 points to the opposing team. Your team will get negative 5 points. Any team forfeiting more than (2) times in a season will be considered for expulsion from league play the following season by League Committee.

- Outstanding Matches yet to be played will be posted in the standings as 9 ½ to 9 ½ until match is made up or cards are matched.

Note: If you cannot make your match you must contact your opponents prior to the match. If you need to cancel your match at the last minute, please contact the Course Pro Shop (648-9700) let the starter know you will not be showing -this will allow your opponents to get out and play and not have to wait for you to arrive. You can also contact any committee member.

4)Our league tees off at **4:30PM - Shot Gun Start Each Week**
Match hole assignments will be part of the weekly schedule.

5)Once your Foursome is ready, please make your way to your starting hole.
Please do not tee off until 4:30PM.

6)If your match needs to start late, please wait at Hole 1 or 10 and begin play when there is a gap in play.

7) Substitutes: Please make every attempt to acquire a sub before canceling your match.

- It is the responsibility of the league member who is being subbed for to pay for the substitute's play including cart.
- Substitute's handicaps cannot exceed (10) unless (3) official league rounds are established. Sub handicaps will be adjusted after league round played.

8) Winter rules will be observed all season - in fairway and rough.

- You may move the ball within a 6-inch radius not closer to the hole.
- You cannot improve your lie (i.e. fairway to rough, away from tree, etc.)
- Balls in sand traps can be lifted, lie can be raked, and practice swing is allowed.
 - If lie is deemed unplayable after raking ball it may be removed and placed in a better lie within sand trap no closer to hole without penalty.
 - If entire sand trap is unplayable, you may remove ball from trap no closer to the hole without penalty. **Get agreement from your playing group.**
- You cannot move the ball beyond the rough (woods or hazards).
 - If a ball lies on an object that could damage your club or cause possible injury to yourself or others, ask opponent for relief w/o penalty.
 - Play the ball where it lies.
- To speed up play: No more than 2x par on any given hole. Pick up your ball if over that score!! Give it up!!
- No gimme's allowed for birdie or better allowed. You must putt out.

9) Play will be from the White Tees for all members with the following factored exception:

If your league year age + Total Handicap(Front and Back) \geq 90 you may elect to play from the Gold Tees.

Whatever set of tees you decide to play from week 1 are the tees you must play the entire year. Handicap formulas for White play and Gold Play will be used and adjusted as needed.

10) Upon completion of each round score cards are to be turned into League box/area.

Rule No.11) PLEASE HAVE FUN!!!

Twilight Golf Scoring Rules

Low Ball & Total Format - Use Full Handicap 19-point system.

Handicaps are based on 9-holes. Each player plays against lowest handicap in match.

2 points per hole, 1 point for total match

Ties are worth $\frac{1}{2}$ point

Lowest net score is awarded 1 POINT (**low ball**) and lowest combined team net score is awarded 1 POINT (total).

Team with **most points** at the end of the round is awarded the 1 Match point

Players cannot acquire (2) strokes advantage on par 3's. The stroke is will not be used for scoring purposes.

Weekly Skins Game Rules

Team Partners Cannot Cancel Each Other Out for any Skins Game

- **\$200 in Skins Pot Weekly**
 - \$100 Net Score (Current Handicap Used) and \$100 Scratch Score
 - Substitutes are not eligible for Skins play with exception of below.
 - If a substitute plays in place of a member because of injury or other life changing circumstances for a period of 4 consecutive weeks the sub is eligible for skins play. Teams must notify League Secretary of Sub eligibility.
- Skins can only be played on the league night of match play. You cannot play in the skins at another time other than during league play (3:30pm - 5:15pm). Exceptions allowed at the discretion of League Committee please contact Tom Moss.
- \$1 for birdie bounty hole contest (Handicap is used-Net Score)
 - **\$36 in BB Pot Weekly**
 - Birdie Bounty winners must be NET BIRDIES or BETTER!
 - Sorry - no subs are eligible for Birdie Bounty play.

League Prize Money

Regular Season Champion - Plaque Recognition

1st Place Regular Season: \$200.00/Team

Twilight Cup Playoffs - Money Prize and Team Name on Twilight Cup

4th Place Playoff: \$50.00/Team

3rd Place Playoff: \$100.00/Team

2nd Place Playoff: \$150.00/Team

1st Place Playoff: \$200.00/Team

League Championship Tournament Champions - Plaque Recognition

1st Place Finish: \$100.00

Twilight Cup Playoffs

At the conclusion of regular season play there will be a position round match the following week where 1st place will play 2nd place, 3rd place will play 4th place, and so on. At the conclusion of the position round the top 16 teams will be seeded based on standings and play in the Twilight Cup Playoff Bracket.

Twilight Cup Playoffs - Tie Match Resolution

Non-Championship Matches:

In the event of a tie match at the conclusion of 9 holes.

Go to next hole and play a playoff hole - if daylight allows

If the match is still tied, use score card to determine winner - hardest hole outcome, next hardest hole outcome, etc.

Twilight Cup Championship Match:

Final championship matches (1v2 & 3v4) must continue on the alternating side of either front or back nines.

In the event of a tie match at the conclusion of 9 holes.

- Either replay the hole finished or play the hole you started on for shot gun start.
- Continue playing holes until darkness to determine winner.

If the match is still tied, schedule a 9-hole match prior to banquet.

League Leadership

Any questions or concerns on rules or functions contact a member of the 2026 Twilight League Government: They are here for You!

Tom Moss - League President & CEO

Timmy Subik - Chairman of the Board & Weather Coordination

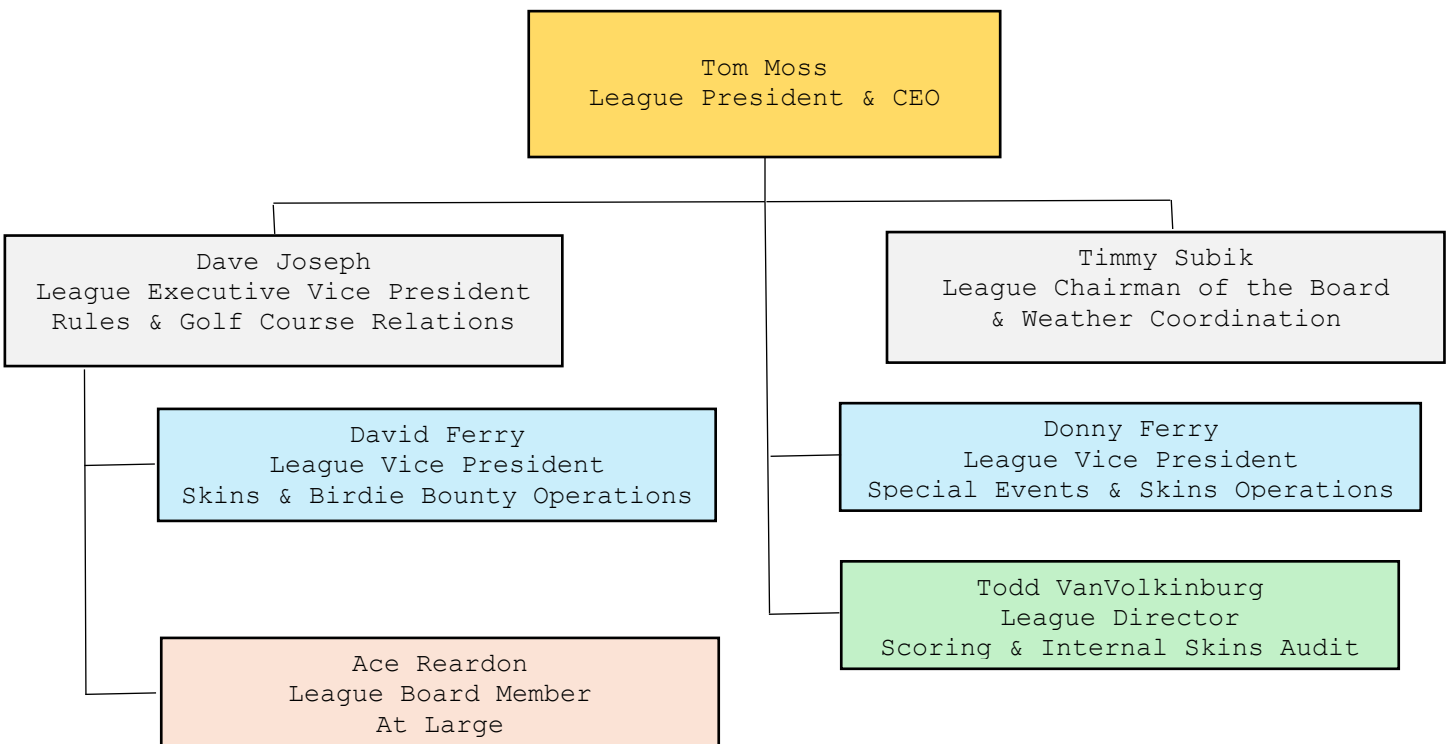
Dave Joseph - League Executive Vice President, Rules & Golf Course Relations

David Ferry - League Vice President Skins & Birdie Bounty Operations

Donny Ferry - League Vice President Special Events & Skins Operations

Todd Vanvolkinburg - Director Scoring & Internal Skins Audit

Ace Reardon - Board Member at Large



2025 Defending Twilight Cup Champions:

John 'Goobs' Klein, Bob Mion, & Keith Klein

2025 Defending Twilight League Regular Season Champions:

Archie & Todd VanVolkinburg

2025 Defending Twilight League Championship Tournament:

Dave Joseph & Mike Giovinazzo