

2026 Wyncote Two Person Golf League (WTL)

- Play 9-holes of golf every Tuesday
- Shotgun start at 5pm and **changes** to 5:30 (May 12th) & **back to 5pm** on September 1st
- 20-week regular season and 4-week playoff
- Starts April 14th and concludes September 22nd
- CTP Contest and Banquet on September 29th
- Passholders and Public welcome
- All questions should be submitted to admin@wyncote.com

League Format

- 2 person teams
- 90% Handicap (Maximum Handicap of 15 /9 holes)
- No strokes on par 3's
- 35% + 15% of Handicap for Scramble Format, 80% for Shamble
- Weekly Head-to-Head matchups with a variety of formats
- Weekly Fee: \$45 greens fee and cart + optional \$5 for weekly prizes (**all players must ride**).
- **Optional weekly skins:** pay \$5 for weekly cash prizes
- Gift certificates will be given to the weekly **skills** winners
- Weekly prizes for net skins contests will be held outside of Wyncote
- Skins must be collected within 2-weeks (*all money not collected within this timeframe returns to the house*)
- Formats: Better Ball, Aggregate, A vs A/B vs B, A vs B, Shamble, Stroke Play, Wyncote Chapman, Stableford, and 2-Person Scramble
- Team points awarded based upon head to head match or against the entire field
- Top 16 teams earn a spot in the Championship Bracket (*8 from each division*)
- Top 16 Teams outside the playoffs will complete in the consolation bracket (*8 from each division*)
- No substitutes are permitted during playoffs in the Championship Bracket
- If a team forfeits in the Championship Bracket they will be **ineligible** for the playoffs the following year.

Non-Refundable Registration Fee

\$150 per Golfer

Includes:

- Official USGA Handicap service
- Weekly scoring and statistics through Golf Genius Premium Membership
- Prizes to the top 4 teams, regular season winners & consolation bracket winners
- End of the year banquet dinner- September 29th

League Rules & Schedule

- League members create their own two person team
- Players must play their round on the league day (**no exceptions**)
- Players must register and pay (if not a passholder) for their round using the weekly email link
- Registration opens every **Tuesday at 8:30pm** and closes **Monday at 12:00pm** each week-(any team not paid by the close of registration will forfeit their match for that week)
- \$5 optional skins are also due Monday at 12:00pm.
- Substitutes may be used in the event **one member** of the team is unable to attend
- **Team members must email admin@wyncote.com with the substitutes name, email, phone number, GHIN number and who they are subbing for by Monday at 12:00pm** before play for that week- **teams are responsible for finding their own substitutes** or contacting a substitute from the list created by Wyncote
- Substitutes **must** have an official USGA handicap- *if not they play as scratch "o"*
- **Double substitutes are not w-** (if both team members are absent for team matches their opponent will be awarded 11 points for that round)
- If a team member is injured, a substitute may fill in for the rest of the year (*the original player is unable to return for this league year*)
- Prompt shotgun starts at 5:00 until league changes to 5:30. If playing opponents are not present within 5 minutes, you may begin play. Late teams forfeit any holes missed due to being tardy
- Nines will be alternated weekly unless events or outings conflict with rotation
- In the event of rain during league play, 4 holes will count as official and all holes not completed will be recorded as a tie
- In the event of a rainout during a match with less than 4 holes completed a rain check will be issued that can be used for **weekday** greens fees on a non-league day
- Out of Bounds (White stakes or Road)- Drop a ball in the general area in which you and your partners agree with and take a **2 stroke penalty** (*instead of going back to the tee/previous shot you may drop the ball in the fairway equal to the distance where it was lost*)
- Lost Ball- (Red or Yellow stakes)- Drop a ball in the general area in which you and your partners agree and take a **1 stroke penalty**
- Golfers get free relief from fairway divots, freshly laid sod, and any areas under repair
- Players 60+ and ladies are eligible to play gold tees, all other players will play the white. If a golfer is over 60 years of age with a handicap lower than 10, they must play from the whites.

Handicapping Players

- Golfers without a GHIN will establish a handicap once 54 holes of scores are recorded- **try to play 54 holes before the start of the league- or post 54 holes from 2025** (any combination of 9's or 18's)
- If no scores are given then a (o) scratch handicap will apply until a handicap is established.
- Net scoring will be based on 90% of your handicap for most formats
- Scramble 35%-15%, Shamble 80%
- Handicap season for 2026 begins April 1st in PA
- Wyncote will post individual scores from league play to your USGA-GHIN
- Shamble, Scramble and Wyncote Chapman formats will **NOT** be posted to your GHIN
- Players must post scores for rounds played outside of Wyncote

- Wyncote has the right to change a player's handicap if it is thought to be incorrect. Any player falsifying a handicap is up for dismissal from the league with no refund.
- Handicap is adjusted according to tees played
- Men 60+ (handicap 10+) and ladies are eligible to play the gold tees
- Golfers may only change their tee preference once during the league year

Scoring

- Wyncote uses Golf Genius Premium
- All teams are required to have at least 1 golfer with the Golf Genius App and will be responsible for inputting their scores during the round in the app.
- Teams are responsible for confirming scores at the conclusion of each round. All scores must be confirmed with the league organizer by 8:30pm or scores in the system will be considered accurate.
- Enter your gross score (Golf Genius will adjust your score according to your handicap, **ie.** You score a 5 put in a 5 and Golf Genius will adjust to a 4 if you get a stroke)
- There will be **NO** paper scorecards. Golf Genius will handicap matches (*golfer with lowest handicap of the match becomes a 0 and all other golfers are adjusted accordingly*)
- Winning a hole will earn you 2 points, a tie will earn you 1, a loss will be 0 and 2 points for winning the overall match- for better ball and aggregate
- A vs. A/B vs. B/A vs. B- 10 points per individual match - 1 point win, 0.5 tie, 0 for a loss, 2 points for winning overall match
- Scramble- 11 points to top 1/3, 6 points to middle 1/3, and 3 points to bottom 1/3.
- Stableford, Shamble, Stroke Play, & Chapman- 10 points to top 1/3, 7 points to middle 1/3, and 4 points to bottom 1/3.
- All players will be required to post accurate scores. If a putt is given to you, you must count that as 1 stroke given to you- not more or less
- All birdie and par putts **must** be holed out
- Maximum score on a hole is Net Double Bogey- (ie. you get a stroke on a par 5, the highest you can get is an 8) pick up your ball to maintain pace of play
- **PLAYOFFS & CONSOLATION**- will follow Aggregate format
- **CHAMPIONSHIP**- Sept. 22nd

Format Rules

All 9 hole matches are handicapped

Better Ball: All players play their own ball throughout the round. The best score amongst the two person team counts as the score for that team. Two person teams will earn points based on the 9-hole better ball match. How points are scored can be found in the scoring section.

Aggregate: All players play their own ball throughout the round. The two person team adds their score together on each hole and the team with the lowest combined score wins the hole. How points are scored can be found in the scoring section.

A vs A/B vs B: All players play their own ball throughout the round. The lowest handicap player plays a 9 hole match versus the lowest handicap player on the other team. The highest handicap player plays a 9 hole match versus the highest handicap player on the other team

A vs B: All players play their own ball throughout the round. The lowest handicap player plays a 9 hole match versus the highest handicap player on the other team.

Shamble: All players tee off and each team chooses the best drive of the two players. The two player team then plays their own ball from the chosen drive until the ball is holed. The score is against the field.

Scramble: Each player hits a shot and the team picks the best shot to hit their next shot. This repeats until the ball is holed. The score is against the field. In this format we will use 35% of the lower handicap and 15% of the higher handicap.

Stableford: All players play their own ball throughout the round against the entire field. Points for individuals are based on the score on each hole.

Wyncote Chapman: Player A and Player B tee off, Player A plays their next shot until holed from Player B's drive and Player B plays their next shot until holed from Player A's drive. The score is against the field.

Stroke Play: All players play their own ball throughout the round against the entire field.

League Schedule

5:00 Shotgun

- April 14th, 21st- **2-Person Scramble**
- April 28th, May 5th- **Shamble**

5:30 Shotgun

- May 12th, 19th- **Wyncote Chapman**
- May 26th, June 2nd- **Better Ball**
- June 9th, 16th- **Aggregate**
- June 23rd, 30th- **A vs A/ B vs B**
- July 7th, 14th- **Stroke Play**
- July 21st, 28th- **A vs B**
- August 4th, 11th- **Stableford**
- August 18th, 25th- **A vs A/ B vs B**

Playoffs- 5:00 pm Shotgun

- Round 1- September 1st- Aggregate
- Round 2- September 8th- Aggregate
- Round 3- September 15th- Aggregate
- Championship- September 22nd- Aggregate

White Stake (plus fence lines and roadways) = Out of Bounds which incurs a **2 stroke penalty**.

Yellow Stake = play it as it lies- **no penalty**, or take a drop as far back as you wish as long as the point is where the ball crossed-**1 stroke penalty**

Red Stake = same as above **except** you have an extra option of taking lateral relief within two club lengths of where the ball last crossed but no closer to the hole- **1 stroke penalty**

Red/Yellow Stake w/ Green Tip= environmental area, you may retrieve your ball from this area but are not permitted to hit out of this area. Retrieved ball = **1 stroke penalty** with a drop within two club lengths of where the ball crossed but not closer to the hole.

Local Rule -if your ball is outside the environmental area but your stance requires you to stand in the area to play the ball, take free drop at nearest point of relief no closer to the hole - **No Penalty**