

Belleville Area Church Golf League

Rules for the 2025 season

1. Our Purpose

We are a **church** golf league composed of **Christian brothers and sisters** who have come together in **fellowship and to have fun**. We must be mindful that we are **witnesses** to each other and those around us on the course. Each night of play, we should begin in **prayer** at the tee boxes asking for a blessed evening, for each other, and the fellowship.

2. Matches

- 2.1. Four players from each team will be paired constituting four matches.
- 2.2. Opponents should be paired up with the same/similar tee box color and similar handicaps.
- 2.3. A blind occurs when a player does not show for a match. This is an automatic loss.
- 2.4. If two teams both have blinds, the blinds must play against each other and no points are awarded.
- 2.5. If an opponent is late, they are allowed to join at the second tee box and play the missed hole at the end of the round with a witness. Otherwise, they will forfeit the match.
- 2.6. The winner of a match is awarded 2 points, and ties are divided evenly.
- 2.7. The team winning the most match points receives an additional 2 bonus points. If a tie, one point is awarded to each team.
- 2.8. If an opposing team notifies in advance of a total no show, the other team must play, otherwise, no points are awarded to either team.
- 2.9. If play has already started and is cancelled due to bad weather, a rainout occurs if 6 or less holes were played (must play 7 or more holes for the match to count). Scores for un-played holes will be calculated based on the player's average handicap per hole. Scorecards must be submitted to the League Director either by hand or a photograph is sent to the League Director via email or text, otherwise the match will be handled as a blind (no points are awarded).
- 2.10. For all unfinished matches, scores will not be recorded and no points will be awarded.

3. Rules of Golf

- 3.1. All matches will be governed by the USGA's stroke play rules, with the exception of the course rules listed on the back of the score card and the following league rules:
- 3.2. Out of Bounds – the player has two options:
 - 3.2.1. USGA's stroke and distance option
 - 3.2.2. Drop a ball in the fairway and add two strokes as outlined below:
 - 3.2.2.1. Penalty – add TWO strokes in addition to the stroke just played
 - 3.2.2.2. Relief – drop a ball two club lengths in the fairway being played, no closer to the hole.
- 3.3. All other penalties - Water hazard, lost ball, played wrong ball, unplayable ball, etc.:
 - 3.3.1. Penalty – add ONE stroke in addition to the stroke just played
 - 3.3.2. Relief - drop a ball two club lengths in the fairway being played, no closer to the hole.
- 3.4. Lost Ball due to darkness or it was hit into the Sun, and no one is able to find it, determine where the ball was likely lost, drop a ball two club lengths in the fairway being played, no closer to the hole, there is NO penalty.
- 3.5. The maximum number of strokes played and recorded on a hole will be double par.
- 3.6. Every effort is to be made to encourage fast play. A player should play their ball as soon as they are ready regardless if it is not their turn. Normal pace for a hole is 13 to 15 minutes.
- 3.7. Bunkers (Sand traps). If a ball is in a bunker, it may be dropped beside the bunker at the nearest point of relief, not on the green, no closer to the hole, without penalty. ** This is a temporary rule and will be reviewed annually **
- 3.8. A ball lying on the course, with the exception of hazards, may be moved (bumped) to improve the lie, no closer to the hole, so as to preserve the original stroke. Examples: ball lying on dirt, dormant fairways (brown), pits in the fairways, muddy condition, etc.
- 3.9. Only for temporary greens, a maximum of two putts is to be taken.

- 3.10. If a player knowingly violates USGA or League Rules, the facts will be presented to the League Director for review and final ruling. If it is determined an infraction has occurred, their round is disqualified and match points are awarded to the player's opponent.
- 3.11. If a disagreement arises regarding a rule interpretation or proper procedure, the player must play two balls and record the score for each ball. The facts will be presented to the League Director at the end of the round for review and final ruling as to which score will be used.

4. Organization

- 4.1. A maximum of 10 teams can be on the league.
- 4.2. Team organization:
 - 4.2.1. Two or more churches may combine to form one team.
 - 4.2.2. The maximum number of players allowed is 10.
 - 4.2.3. A player does not have to be a member of the associated church.
 - 4.2.4. If a player is removed from the roster after they have recorded a round and is replaced by another person, they cannot be placed back on the roster for the remainder of that season.
- 4.3. The playing schedule will be built based on the number of teams:
 - 4.3.1. Double round robin format with 9 or 10 teams, over 18 weeks and 2 makeup nights.
 - 4.3.2. Triple round robin format with 7 or 8 teams, over 21 weeks and no makeup nights.
 - 4.3.3. If more than the allotted rainout nights occurred, the extra nights will not be made up and no points will be awarded.
- 4.4. Cancellation of Play due to bad weather:
 - 4.4.1. A simple majority vote of the captains will determine if play is cancelled. The League Director will contact the course, and the captains contact their teams.
 - 4.4.2. Rain - a decision will be made by 4:00pm.
 - 4.4.3. Excessive heat index (105 degrees or higher) - a decision will be made by 1:00pm.
- 4.5. Excessive Blinds/Forfeits – A team will be put on probation, or they should consider dropping off the league, if the total number of blinds divided by the number of weeks played exceeds 55%, starting the third week of play.
- 4.6. All play will occur on the designated course, date and time.
- 4.7. Nine holes of golf will be played weekly in a shotgun start format.
 - 4.7.1. Due to earlier sunset times at the beginning and ending of the season, the starting tee times for the first and last four weeks should be scheduled earlier.
 - 4.7.2. Play alternates between front or back sides from week to week.
 - 4.7.3. With 10 teams, foursomes should be double up on the par 5's.
- 4.8. Tee box assignments are based on the following criteria and affects handicap calculations:
 - 4.8.1. Red (R) tee – Women, Youth under 14 years old, Men 70+ years old
 - 4.8.2. White (W) tee – Men 60+ and under 70 years old
 - 4.8.3. Blue (B) tee – Men under 60 years old
 - 4.8.4. League Director needs to be notified of tee box changes.
- 4.9. Team entry fee is \$60.00 (\$12.00 for the League Director and \$48.00 for prizes).
- 4.10. The League Director will make all operational decisions that impact the league, unless it has significant impact. In this case, the captains will discuss and vote. The League Director will still inform the captains of all decisions to allow the captains the right to disagree and overturn the decision. This will streamline engaging the captains voting in every decision/situation.
- 4.11. A Rules Committee, if needed, is comprised of one member from each team and the League Director and will meet yearly to review the league's season and rules. A sixty-seven percent majority is needed to pass rule changes.

5. Handicaps

- 5.1. Handicaps will be based on the USGA's Pre-Slope system with the following modifications:
 - 5.1.1. Only the best five of the last ten recorded scores will be used.
 - 5.1.2. The handicap for a new player will be computed using their first recorded score. The differential percentage used will be 80% for first recorded score and increment by 4% each week, 80%, 84%, 88%, 92% and 96% for all remaining calculations.

- 5.1.3. Scores recorded within the last two years of calculation will be used.
- 5.1.4. Only scores recorded during league play will be used to compute handicaps.
- 5.1.5. Maximum handicap for 9 holes is 20 strokes.
- 5.1.6. USGA's Equitable Stroke Control (ESC) will be used to calculate player's handicaps.
- 5.2. If a player has had a significant physical change that impacts their ability to play to their prior handicap, a request may be submitted to the League Director to allow the player to reestablish their handicap.
- 5.3. If a player moves to a new tee box, their handicap will not be reestablished. Their prior scores, based on the old tee box, will be included in computing handicaps

6. Trophies and Awards

- 6.1. All team trophies and individual awards will be presented at the year-end banquet.
- 6.2. A rotating trophy will be given to the 1st, 2nd and 3rd place teams.
- 6.3. An individual is limited to two monetary awards.
- 6.4. An individual must play at least one-third (rounded) of the scheduled matches to be eligible for an award.
- 6.5. Individual awards will be given for 1st, 2nd, 3rd and 4th place in the following categories, and awarded first to all 1st place positions in all categories, then 2nd, etc.
 - 6.5.1. Low Gross Score - ties will be broken by ranking gross averages.
 - 6.5.2. Low Net Score - ties will be broken by ranking net averages.
 - 6.5.3. Low Gross Average - ties will be broken by ranking gross scores.
 - 6.5.4. Low Net Average - ties will be broken by ranking net scores.
 - 6.5.5. Most Improved Golfer - ties will be broken by number of recorded rounds (descending)

7. Rule Changes

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