

**BEAVERCREEK BAPTIST CHURCH**  
**GOLF LEAGUE RULES**

Updated February 19, 2018

**Note: All Golf League Sheets (weekly updates, rules, general information) are accessible at the BBC Golf League tab at [mybbc.org](http://mybbc.org)**

**1. OFFICERS**

The officers of this league shall be a committee of three or four. They shall be elected each year.

**2. PLAYING RULES**

All men will play from the Silver Tees and all women from the Gold Tees.

League play shall be governed by USGA rules of golf and the rules of the course played with the following exceptions:

- a. A player may improve the lie of his ball anywhere on the course.
- b. A ball may be improved with the HAND or a CLUB within a distance not greater than one club length with the ball no closer to the hole after improvement. In addition, after improvement of the lie, the ball must **NOT** move from rough to fairway, from rough to fringe or green, etc. (e.g., A ball starting in the rough must remain in the rough after improvement, a ball starting in the fringe must end up in the fringe after improvement, and so on. This applies to all areas of the course).
- c. A ball in a sand trap, encountering difficulty with its lie, may be improved with the HAND within a distance not greater than 12".
- d. Relief is to be granted from all man-made hazards (150-yard markers, garbage cans, etc.), but if a shot hits one of these, the shot counts as played.
- e. The ball must be all the way out of bounds or you are still in bounds. If a ball is out of bounds off the tee shot, you will play your next ball anywhere on the line of ball flight as it went OB (drop point to be chosen by the player and agreed to by your opponent) and you will be playing your third shot from that dropped spot (could include back to the tee box if so desired).
- f. In the case of a ball hit into a water hazard and declared lost, a one stroke penalty is enforced and the drop of a new ball is to the side of a lateral hazard (anywhere along the line of the ball flight agreed to by your opponent) and the drop will be across a normal water hazard (e.g., you do not have to hit over a normal water hazard a second time, including par threes; the following holes come to mind for this special rule: Hole #2 on the Red Course and Holes # 11 and 13 on the Gold Course. The drop zone is across and to the left edge of the water on these three holes).
- g. No practice putts will be allowed during competition.
- h. All holes are to be played out until the ball is in the hole. There are three exceptions to this rule. They are: 1) your strokes equal double par on a hole (see description of a "+" hole on next page), 2) a putt is conceded by your opponent, or 3) the ball is within the grip of the putter. All three of these exceptions are intended to help keep play moving along.
- i. Tips on etiquette or instruction are allowed if requested by a player during a match (this is meant to be a "fun" league).
- j. In the event of an inadvertent breach of etiquette, a second attempt will be allowed from the previous position, as agreed upon by the competitors.

- k. On Position night, if 2 teams are tied in the standings the following will be used as tie breakers:
  - i. The previous week's standings (until the tie is broken)
  - ii. Coin flip
- l. If bad weather occurs prior to league play, call the golf course to be sure the course is open. If play has started and bad weather ensues, one or more league officers will make the decision to continue, wait it out, or cancel play for that evening (safety will come first).

### 3. **SCORING and POINTS**

The total amount of points that can be won per week, per team, is 6. See the following for how points are awarded:

- a. **"A" player versus "A" player: (total of 2 points awarded)**  
1 point is awarded to the person winning the **most holes** during the match after credit is given for handicap. (Example, if Player 1 is a 12 handicap and Player 2 is an 8 handicap, then player 1 is given one stroke credit for each of the hardest 4 holes for determining who won those holes but **YOU DO NOT** lower the actual score on any of those holes by one stroke). We will use the *Most Difficult* hole handicaps on the score cards at Locust Hills for **both** men and women players.  
1 point is awarded to the person who has the **lowest NET** score.  
(Example, player 1 shoots 49 with a 12 handicap = 37 net.  
Player 2 shoots 49 with a 10 handicap = 39 net.  
Player 1 is awarded one point.  
*\*\*\* In case of a tie for either most holes won (match play) or for lowest NET score (medal play), the point is split between the players (1/2 point each).*
- b. **"B" player versus "B" player (total of 2 points awarded)**  
Do the same as above but with the "B" players.
- c. **Team versus Team (total of 2 points awarded)**  
Do the same as for individual points, but this time add your team scores.  
1 point for total holes won per team.  
1 point for total of team low net.  
**(NOTE: See the sheet at end of these League Rules for a scorecard and scoring example. You may want to detach and keep for future reference)**

### 4. **SPEED OF PLAY AND "+" HOLES**

In order to speed play the maximum number of strokes on any given hole is not to exceed twice the par for that hole. Once twice par has been shot, the player will "pick-up" and record a 6+ for a par 3, an 8+ for a par 4, and a 10+ for a par 5. When adding up the total scores a 6+ counts for 7, an 8+ counts as 9 and a 10+ counts as 11. The opponent of the player "picking-up" wins the hole if they do not record a "+" score, or if both players record a "+" score then the player closest to the hole when the ball is "picked-up", wins the hole. Once a "+" is recorded, **no** handicap is used to determine the winner of that particular hole. In addition, due to the number of teams this year, we will require that "Ready-Golf" be observed to keep play moving along. Remember, **safety first**, but please get to your ball and be ready to play as quickly as you can, including on the green. You should be lining up your putt and reading the green from the time you get on the putting surface. Do not wait until it is your turn to read the green and line up your putt. Be courteous at all times (e.g., don't walk in another's line or move around when they are putting), but manage your pre-shot preparation efficiently.

### 5. **SUBSTITUTES**

- a. In the event one of the team members cannot be present for a match, a substitute may be used to fill the vacant position. Please try to use the provided substitute list if at all possible. If a person from the substitute list is not available, then a player may try to obtain their own outside sub. In

this case, the new sub needs to contact a League Officer (preferably Mike Gargas) so an initial handicap can be established before play begins that week, or if necessary, following their first night of play (see Section 6 below).

- b. When a substitute plays, use the substitute player's handicap to determine the "A" and "B" players for the match being played, not the handicap of the player being subbed for. In the case of 2 substitutes, the "A" and "B" players will be determined by their handicaps for the match, not the handicaps of the players they are subbing for.

## **6. TEAM OF 2 PLAYING A TEAM OF 1**

In the event a team cannot find a sub for the second player on their team for a given week of play, the full team ( e.g., the team with both an "A" and a "B" player) in the competition will be awarded 2 points for the team competition. The remaining 4 points will be decided during play between the single player and both the "A" and "B" players from the full team, played as separate matches worth 2 points each (match play and medal play) as is normally done in individual league play, including the adjustment for HDCPs. This would be less severe for the team with only one player, but also continues to be an incentive to find a sub to avoid losing the 2 team points.

## **6. HANDICAP**

The league shall use 80% handicap of the difference between the player's actual scoring average and the 9-hole par. Handicaps shall be increased to the next whole number if 0.5 or more. Established handicaps from last year's league shall be used if available. If a player (or sub) does not have a handicap established by the BBC Golf League, then it is preferred that the new player play one round at Locust Hills GC prior to their first night of play to establish an initial handicap. If that is not possible, then an initial handicap will be established following their first night of play and will be applied to the first night's match. During the league-playing schedule, the handicaps shall be updated after each match. Handicaps will be recalculated each week and posted on the Sunday following the previous match and will be included on the sheets available at the church website.

### **EXAMPLE:**

Don Duffer shoots a 52. Par 36 is deducted from 52 for  $16 \times 80\% = 12.8$  or rounded off to a 13 handicap for his first week of competition

## **7. LEAGUE CHAMPIONS**

The team with the greatest number of points at the end of the regular playing schedule shall be declared the "League Champion" and the next most total points the "Runner-Up". In the event of a tie for 1<sup>st</sup> place or 2<sup>nd</sup> place, a 9 hole play-off match may be required to determine the final position(s).

## **8. FORFEITS**

In the event a team does not appear within 15 minutes after the last scheduled tee-off time (usually 5:45 pm), they shall forfeit the match. The team winning the forfeited match must play the match in order to claim the forfeit.

## **9. DISAGREEMENTS**

Any incident between opposing teams that cannot be resolved by the teams shall be submitted in writing to the League Officers within 48 hours. The Officers shall review the incident and make the final decision.

## **10. AMENDMENTS**

These Bylaws may be amended at any time by a majority vote of the team captains.

## **11. SCORING EXAMPLES FOLLOW:**

			<u>Handicap</u>							<u>Handicap</u>
Team 1	Player A	Joe	8		Team 2	Player A	Bob	12		
	Player B	Jennie	17			Player B	Bubba	24		

Locust Hills Golf Course - Red Course - Front 9

Hole	1	2	3	4	5	6	7	8	9	Gross	Net	Holes Won
Joe	7	3 😊	6 😊	4	3 😊	5	6	4	6	32	36	3
Bob	6x 😊	4	7	4	4	6x	6x 😊	4x 😊	6	47	35	3
Jennie	8 😊	4 😊	5 😊	6	4 😊	8x	7	4 😊	7 😊	54	37	7
Bubba	10+x	6x	8	7x	6	8+x	6x 😊	6x	9x	68	44	1
Par	5	3	5	4	3	4	4	3	5	36		
Difficulty	1	11	17	15	16	5	7	8	14			

**Handicap:** A player's handicap is calculated each week and will posted at BBC and on the weekly golf sheets that are passed out at the start of each league night. When two players play against each other the difference in their handicaps is awarded as a one stroke bonus starting with the most difficult hole. An 'x' above indicates a hole where a stroke was awarded for handicap adjustment.

**Scoring Explained: Joe & Bob (A Players)**

Holes 1, 2, 3, 5: lower score wins hole (designated by 😊). Hole 4, 9: tie score, no one wins hole.  
 Hole 6: Bob got a stroke for handicap adjustment so the hole is a tie.  
 Holes 7, 8: tie in gross score but Bob got a stroke for handicap adjustment on each hole so he won both holes.

**Scoring Explained: Jennie & Bubba (B Players)**

Hole 1: Bubba had a '+' hole so he automatically lost the hole.  
 Holes 2, 3, 5, 7, 8, 9: lower score wins hole  
 Hole 4: Bubba got a stroke for handicap adjustment so the hole is a tie.  
 Hole 6: This is the most complicated hole that will happen. Both players got a '+' on the hole, but after the 8th stroke on this hole, the player closest to the hole when the ball was "picked-up" will win the hole. Bubba however got a stroke for handicap adjustment so you would think that means he would win the hole, but it doesn't. If a player has a '+' he does not get to factor the stroke from handicap adjustment.

**Score the Card: (6 possible points awarded)**

Team 1:  $\frac{1}{2} - 1 - 1 - 1 - 1 = 4 \frac{1}{2}$

Team 2:  $\frac{1}{2} - 1 = 1 \frac{1}{2}$

TOTAL 6 pts.

**A-A Players**

Joe & Bob tied most holes won so both get  $\frac{1}{2}$  pt.

Bob had low net. Team 2 gets 1 pt.

**B-B Players**

Jennie won more holes. Team 1 gets 1 pt.

Jennie had low net. Team 1 gets 1 pt.

**Team Points**

(1A) Joe 36 (2A) Bob 35

(1B) Jennie 37 (2B) Bubba 44

Totals: 73 79

Team 1 has lower net score, they get 1 pt.

Team 1 won a total of 10 holes

Team 2 won a total of 4 holes

Team 1 gets 1 pt.

**Quick Reference Scoring (6 Points)**

Team 1 A Player vs Team 2 A Player: Holes Won – 1 Point

Team 1 B Player vs Team 2 B Player: Holes Won – 1 Point

Team 1 A&B Players vs Team 2 A&B Players: Holes Won – 1 Point

Team 1 A Player vs Team 2 A Player: Score - Hdcp – 1 Point

Team 1 B Player vs Team 2 B Player: Score - Hdcp – 1 Point

Team 1 A&B Players vs Team 2 A&B Players: Score - Hdcp – 1 Point