## BELLEVILLE COMMERCIAL/GIRARD GOLF LEAGUE Rules 2022

## **Section A**

- 1. USGA rules will apply with the exceptions stated in Section B below.
- 2. The following USGA rules were created or modified for the 2019 season and reflect changes to previous year's rules and are stated below for awareness and clarification.
  - a. Double hits count as one stroke (Ex. Playing from sand trap your club makes contact with the ball twice counts as one stroke.)
  - b. No penalty if the ball strikes you or your equipment accidentally after hit.
  - c. MAXIMUM time looking for a ball is **3 minutes**.
  - d. You may replace the ball to its original location if it is accidentally moved while searching for it without penalty
  - e. No penalty for leaving the pin in the hole while putting on the green
  - f. If your ball accidently moves without you hitting it you can replace the ball back to its original location without penalty.
  - g. You may ground your club in the hazard not in a trap/bunker.
  - h. You may remove lose impediments from a bunker without penalty.

## **Section B**

- 3. The following league exceptions are made to expedite play and compensate for local conditions.
  - a. A player may improve his lie, but not his position. Players should use the length of a scorecard as a standard to improve his lie. If more distance is needed he should consult with a competitor. Players should not move the ball from one cut of grass to another which would be considered improving his position. When trees, bushes or other natural obstacles are involved in a player's play he should consult with a competitor before improving his lie.
  - b. It is up to each player's discretion as to whether giving his opponent a putt (gimmies).
  - c. There is a MAX Score of double par allowed for any hole.
  - d. If you are in a **penalty area or out of bounds** you can take relief within 2 club lengths of where the ball entered that area with **one** stroke penalty gain approval from your opponent when determining area of relief.
  - e. There is no free drop if a ball ends up in a bush unless the bush or bushes are staked.
  - f. Sand traps will be played as follows:
    - i. Play ball as it lies, or
    - ii. Pick up ball, rake the trap and drop the ball from any height. You must remain in the bunker. In the event of water in the trap, you may re-drop within the trap even if the only area available within the trap is closer to the hole.
    - iii. If ball is plugged you may take a free drop using rake and drop method.
  - g. There is no relief for a ball that lands in the ditch running across the fairway on hole 12. Improving ones lie based on rule a.) above applies.
  - h. If your shot into the green on hole 18 makes it across the water onto the bank but then rolls back into the water you may drop near the bank on the greenside of the lake.
  - d. Relief is permitted from roads and paths.
  - e. Permission is given to members playing together as teammates to give each other advice.

- f. Similar to a leaf rule during the fall season if the player and opponent agree that a ball should be findable in the area being searched the player may drop ball without penalty but only if agreed upon by opponent.
- g. Conservation areas (Tall Grass Areas) are considered protected areas and if your ball enters this area play it as though it went into a hazard. A one stroke penalty will be assessed and the player will drop the ball in play within 2 club lengths from entry into the grass. Walking through this grass is not permitted.
- 4. Any protest or dispute of league rules will be presented to the Rules Committee prior to the next week's match. If no decision by the Rules Committee is made, points will stand as turned in. The League Officers will be included in the decision-making.
- 5. Rules Committee: Roger Jansen, John Schwable, Joe Adams and Blaine Baker. For any dispute on the course, play two balls two ways and a ruling will be made after the round.
- 6. Play will commence using a shotgun start at 5:30pm. During the first couple weeks of the league the start will be moved up to 5:15pm. Players not in attendance at the start time will have an additional 15 minutes to start play. A player being absent past the 15 minute grace period will take double PAR for each hole missed or can elect not to play which constitutes a blind for that twosome or a forfeit if two players are missing.
- 7. Team fees of \$300 must be paid by **August 2<sup>nd</sup>**, **2022**. All money to be made payable to Dave Esker. Check, Cash or Venmo (@Dave-Esker) are acceptable. Green fees for 2022 league play will be \$22.00. Tamarack requires all players to have soft spikes on their golf shoes.
- 8. Team rosters must be turned in by the first week of league play. Each roster must list a minimum of 4 players with a maximum of 12 players. Rosters must be turned in to the league Statistician. Any subsequent roster changes must be filed with the Statistician. No roster changes will be allowed after the 12th week, unless voted on by a majority of team captains. Roster adjustments may be made with officer approval for medical reasons.
- 9. Any blind (missing 1 team member) will score a net 9 over par. Teams with two missing players will forfeit the match. Teams winning the forfeit need not play.
- 10. Individual handicaps are based on 94% of the difference between Adjusted Gross Score (AGS) and par of 36 on front nine and 35 on back nine. New players will receive a handicap based on 80% for the first three weeks they play. As mentioned above your Handicap is based on stroke control using USGA equitable stroke control for nine holes. In addition, last year's scores will be used to establish the handicap at start of new season. As each player's 9 hole rounds played exceeds 10, only the 10 lowest scores will count towards your handicap. The 18 hole score for the yearend tournament will be counted as two 9 hole rounds for the next years handicap. **Maximum handicap will be 16.**
- 11. **What Tee to Play:** Players 64 years of age or younger will use the **white** tees. Players 65 up through 74 will use the **senior** tees and players 75 and up will use the **red** tees. If your birthday occurs during the course of the season and the age at that birthday allows you to play an up tee you may do so but you must play that tee for the entire season. Consider **August 27th, 2022** as the last day of the season.

- 12. League Scoring will be based on the 6-point system. Best twosome net score gets 2 points and 2 points for best team net score. All ties are worth 1 point. Team money given out at the end of the year will be based on the number of points accumulated. Typically, \$2.50 per point.
- 13. A rainout is defined as when the course is closed for play. If play is suspended during the course of play, then all players must wait 30 minutes before exiting the premises. If after 30 minutes the course remains closed, then all points for the night will be split 3 and 3. If a team chooses not to play after the course re-opens within the 30 minute window the match is forfeited. If it is raining and the course management has not called play by 5pm representatives from each team can, by majority vote, choose to call play for that night. Rain Checks will only be awarded to a player if the 5<sup>th</sup> hole has not been completed.
- 14. All members are welcome to attend any meeting. They may voice their opinions and bring motions before the league officials in an orderly fashion. However, each team has only one vote.
- 15. New players joining the league must have played 3 rounds to be eligible for the post-season tournament. Players who played the previous year and have an established handicap need to play only 3 rounds.
- 16. A disqualification of players for any reason means the loss of points for the twosome, plus the foursome match points. A blind score will apply in case of an emergency.
- 17. Dave Esker is League Statistician.
  - a. The Statistician will be elected each year and be paid a fee of \$500.
- 18. The last night of league play is position round. The team in 1<sup>st</sup> place will play the 2<sup>nd</sup> and 3<sup>rd</sup> will play 4<sup>th</sup>, etc.