

# CORNERSTONE CHURCH MIXED GOLF LEAGUE RULES AND GUIDE LINES

## Objective

1. The purpose of this league shall be to provide an opportunity for members and constituents to fellowship, get to know one another and have fun!

## Fees

1. Entry fee for participation shall be \$5.00 per player per year, to be paid on or before the first night of play.
2. Entry fees will be used for prizes, closest to pin, longest drive etc.
3. Weekly green fees are **\$16.00** per person payable to Cloverleaf Golf Course.

## League Play

1. League play will begin in April and go into August.
2. All matches must be played at Cloverleaf Golf Course.
3. Matches will be played at the scheduled time of 5:00 PM.
- 3.1. Exception: If a team knows that it will be unable to play the regular night of league they may coordinate with the other team that they are scheduled to play and play out ahead.
4. At least one player from the team must be present to play or the team shall forfeit. If one player is absent, the player that is present may play by the single player rule. (see below)
5. Score cards must be turned in to the clubhouse immediately after that night of play. Failure to turn in score card will result in a forfeit and loss of points for any team that fails to turn in their score card that night.
6. In the event of rain or wet grounds (or any other delay due to Course closure) on Thursday, the matches for that week will simply be skipped.
7. If the course is open and the League is scheduled to play, Players are expected to play or shall forfeit.
8. To expedite play, a maximum of 10 strokes per team per hole will be allowed. After 10 strokes just pick up the ball and move on.

## Awards

1. Awards will be given to each member of the Championship Team. A plaque or trophy will be awarded to any player having a hole-in-one during league play.
2. Awards are selected by League Coordinators.
3. A sleeve of balls shall be awarded each week of the season for one of the following randomly selected events:
  - a. nearest the pin on 1<sup>st</sup> par 3
  - b. nearest the pin on 2<sup>nd</sup> par 3
  - c. longest drive on a selected hole
  - d. low net score for the 9 holes (includes handicap subtraction)
  - e. low gross score for the 9 holes played

## Scoring

### Two Person Team Scramble Format

1. In the Team Scramble league, all matches will be played as a 2-person scramble, but will still be played in stroke-play format. Participants will play a 2 person scramble format. Each player will hit his or her tee ball to begin each hole. The team will choose the best shot and from that spot each player will hit his or her second shot. This format will continue until completion of the hole and a single score is recorded. Upon completion of the round, the 9-hole total will be the team's overall score. After the match, team scores are entered for each hole by the league secretary.
2. **Players age 54 and younger will play from Blue tees. Players 55-69 years old will play from White tees. Players 70 years or older will play from Red tees. The ladies will also play from the Red tees.**
3. One ball only on the first tee (ie. no Mulligans, however see exception for single player).
4. Each team must use at least 4 of each of the members drives. (exception single player).
5. Improving your lie in a scramble: Each participating team must mark the spot of each selected shot with either a golf tee or divot repair tool. At that time both members of the team may lift, clean and place their golf ball according to the stipulations listed below.
6. Fairway: The ball may be placed one club length from the spot of the selected ball no nearer the hole. When placed, the ball must remain in the fairway.
7. Rough: The ball may be placed one club length from the spot of the selected ball no nearer the hole. The placement of the ball may improve the team's stance, swing and line of sight but must not be placed outside the one club length limit. When placed, the ball must remain in the same cut of rough that the selected ball came to rest in.
8. Hazard: The ball may be placed one club length from the spot of the selected ball no nearer the hole. The placement of the ball may improve the team's stance, swing and line of flight but must remain within the one club length limit and remain in the same hazard the selected ball came to rest in. In regards to sand traps, the trap may be raked before placement of the ball.
9. On the Green: The selected ball may be placed one putter-head length from the spot of the selected ball no nearer the hole.
10. No practice shots may be taken to or on the green or else a penalty stroke will be assessed.
11. A ball may be exchanged on the greens only. A ball on the green will be played according to U.S.G.A. Rules.
12. Each player is urged to acquaint himself with the rules on the local score card. U.S.G.A. rules will govern all conditions not covered by these By-Laws.
13. When a ball is in a trap, it may be moved from foot prints to improve lies, but not any closer to the green and must remain in the trap.
14. To avoid putting over bare spots on the green, the ball may be moved in either direction, no closer to the hole, with the permission of the opposing team on the green, gimmies are allowed. However, if no member of the opposing team offers the putt as "good," the putt must be made. In the event that a putt is picked up without being conceded by at least one member of the opposing team, USGA rules apply for a putt being "picked up."
15. If both golfers hit out of bounds, drop the ball at the point of exit. There will be a penalty of one stroke. In order to speed up play, do not play "stroke and distance" for an out of bounds penalty.
16. If both golfers hit into a water hazard, drop the ball behind the water hazard. Exception to this is hole #13. Use the drop zone by the green. There will be a penalty of one stroke.
17. If both players declare their ball lost, drop the ball nearest the point of the selected "lost" shot. There will be a penalty of one stroke. In order to speed up play, do not play a "stroke and distance" penalty for a lost ball.

Regarding a team playing with only one player or forfeits.

Please keep in mind that if a team knows they have one or both players that cannot play on the league night, arrangements can be made to play ahead of time anytime between the last night of league and the next night of league. It is preferable that you make arrangements to play with the opposing team; however, if a mutual day and time cannot be worked out between the two teams the team that would be absent on league night can play alone. It is absolutely necessary to contact the opposing team and discuss this with them. If a team plays ahead without consulting the opposing team their scores will not be counted and shall forfeit that round. The score card must be turned in to the clubhouse with instruction to hold for our league. In the case of a single team player, the single player will follow the rule below.

The following rules apply for this situation:

1. On the drive or on any fairway or bunker shot the single player can choose to use the extra shot. If the extra shot is not used in the fairway it can be used on the green however special rules apply for putting.
2. If the extra shot is used when on the putting green, the single player must putt first regardless of which team is closest to the pin. If the putt is not made on the first putt he must wait and let the other team putt before putting the same marked spot for the missing player. In other words the single player can NOT make back to back putts from the same location. Either putt can be chosen then for the next putt if necessary. In other words, if the second putt was worse than the first it is not necessary to use the putt position however there are no more extra shots available for the hole.
3. In the event a team forfeits the opposing team will play against a Ghost Team. The ghost teams handicap is calculated each week after all of the scores are entered into the computer. The Ghost team handicap is calculated based on the overall league average.

If there are any questions please contact one of the league coordinators.

Bethalto Church of God:  
Kyle Starks - (618) 691-1807

Cornerstone Church:  
Mike Hartweger - (618) 514-9712