

2022 BGL Handbook



Welcome Golfers to the 2022 Golf Season At Black Birch Golf Course. We will have 30 events planned for the upcoming season. We will start with two “pre-season” events on the 2nd and 10th of April. Our official opening weekend will be the 16th as a 4-Man best ball event.

This year, Jason Hendry will once again be running the league. You can reach him for any league related questions or concerns by email: bannergolflleague@gmail.com or phone: 860-798-4348. Keith Macneil will once again be running the course. You can reach him for any course questions or concerns by email blackbirchgolf@gmail.com or by phone: proshop 860-873-9075. Bill Phanuef will continue his role as Treasurer and handicap manager.

Weekly Games

We will continue to pay out cash prizes weekly. The league will pay out top two gross players at \$10 and \$5. We will also pay out the top four net players at \$20, \$10, \$5 and \$5. We will keep the extra games like last year with Closest to the Pin on all par threes, Gross skins, Net skins and Kickers. All these games will remain \$5/ game and are completely optional. All payouts will happen prior to your next league round and will be at the pro shop desk.

Year-Long Events

We will have a year long ringers tournament. This takes your best score on each hole over the course of the season(gross and net) and the players with the lowest cumulative score split the pot. This will be a \$10 buy-in before your first round. We will also continue our hole-in-one insurance. This has rolled over from the 2021 season but if you didn't get in, or are new to the league, there will be an option to buy in at any time for \$10. When a player gets a hole-in-one, they will get ½ the pot and the other ½ will go to the bar tab at the course. You have to buy-in in order to win the pot. Last year we had our 1st ace during league play in a long time. We will also have a year-long points system to determine the Player of the Year. You accumulate points for being Top 10 low gross, Top 10 low net, skins won and CTPP's won. There will be point multipliers on the Majors (4x), and on the Holiday events (2X).

Weekly Events

We will play on either Saturday or Sunday every week(except for Club Championship weekends, that'll be played on both days.) Sign-ups will be in the Pro Shop a week prior to the event. You sign up in your desired time with your desired group. If you are a single, I will pair you up in the 1st open spot as near to the tee time you wanted. I will send out the final pairings/times usually the Friday of that week. All scorecards will be printed out and left in the pro shop for that week. You must hand this in to the pro shop at the end of the round signed by two players. Please make sure all scores and measurements are accurate and legible. If you need to transfer your scores from the course scorecard to the league card, please do that after the round.

1. Types of Events

- a. **Stableford**: Hole-in-one/albatross 10 pts, eagle 8pts, birdie 5pts, par 3pts, bogie 1pt, dbl or worse 0 pts.
- b. **Event with a PGA Tour Major**: your Gross/Net score plus a pro golfer of your choice round for that day. If you shoot an 85 and you pick Justin Thomas and he shoots a 65, your gross score would be 150(if that 85 is a 72 net, that combined score would be 137 net.) Winners and payouts will be determined just like every other week so choose your golfer wisely!!
- c. **666 event**: 2-man event with an extra \$5 buy-in. Six holes as a scramble, Six as alternate shot(both hit a tee shot on par 3 for CTPP but you must take the tee shot of the player whose hole it is) and six as best ball.
- d. **4 clubs and a putter**: exactly as it sounds. You can choose not to play this, but you won't be eligible for payouts that week.
- e. **Best 14 holes**: the scoring eliminates your worst four holes
- f. **Best front/back nine**: payouts and winners will be determined by a nine hole score.
- g. **Quota Scoring**: Everyone is assigned pts at the start of the round 36-2 based on your handicap. You earn points for your score on each hole: bogeys 1pt, pars 2 pts, birdies 4 pts, eagles 8 pts and hole-in-on/albatross 10pts. The lowest handicap starts with the highest Quota and the highest handicap starts with the lowest quota and everyone else falls in between.
- h. **Scramble**: everyone hits, group chooses best shot until ball is holed.

BGL GOVERNING RULES FOR 2022

During all rounds, the USGA rules will be enforced, with the exception of the below noted deviations. The following rules will govern the play during all 2022 BGL scheduled tournaments. If any player(s) have any questions about the interpretation of the rules before, during, or after their match, they should present their question(s) to Jason or a member of the rules and grievance committee before leaving the course. If further interpretation is needed, the Rules and Grievances Committee shall be consulted.

Rule 01.a. Moving the Ball (Fairway)- If a member's ball comes to rest in the fairway, lift, clean and place is allowed. If it does not come to rest on grass, (i.e. dirt, gravel, rocks, sprinkler head, divots, etc.) said member may move the ball one club-head length (approximately 6 inches) in any direction, no closer to the hole, and without improving the line of sight to the green. In an extreme situation, (i.e. Holes #13 and #14 or any hole under repair), if one club-head length is deemed inadequate, then additional distance can be granted in order to find the proper playable surface (i.e. grass).

Rule 01.b. Moving the Ball (Rough)- If a member's ball comes to rest in the rough, lift clean and places allowed. When a member's ball comes to rest in the rough, and it is lying in rocks, dirt, sprinkler, etc. that said member could only move the ball one club-head length (Approx. 6 inches). This would amend the previous rule of being able to move the ball from said lie one club-length

Rule 01.c. Moving the Ball (Green) - Moving The Ball On The Green- Once a member's ball comes to rest on the green, the ball must be played as it lies. If all other players within the group agree that there is an unfavorable line to the hole, then the member's ball may be moved, no closer to the hole, but out of the line of said unfavorable line. This may include moving the ball off of the green to find said line. In stroke play, a putt may be given if it is within 6 inches. In match play any putt may be given. In majors no gimme putts are allowed.

Rule 01.d. Moving the Ball (Hazards)- If a member's ball comes to rest in a sand trap, the ball must be played as it lies. The only exception to this rule is if the ball lands in standing water within the sand trap. If this occurs, the

member is permitted to move their ball to another area within the same sand trap, out of the water. If there is no playable surface within the sand trap, then the member is permitted to move their ball outside of the sand trap, behind said sand trap, no closer to the hole. Because of less than typical/ideal sand trap conditions, pre-raking of sand prior to hitting a member's shot is always permitted.

Rule 02.a. Lost Ball (Fairway or Rough)- If a member's ball is lost in a fairway or rough, all players must agree as to where the ball should have landed, and drop a new ball. No penalty shall be assessed. This would also include "The Leaf Rule". If you should find your first ball after you hit the newly dropped ball, you cannot play the initial ball.

Rule 02.b. Lost Ball (Water Drain)- If a member hits their ball into a water drain, the member will receive a free drop without penalty. The drop shall be no closer to the hole and may not improve their line of sight to the green.

Rule 02.c. Lost Ball Woods or Ball Out of Bounds: If a member loses their ball through the course of play, not in a hazard, that member can take the stroke-and-distance relief(hitting from the previous spot) or can A: determine where the ball went OOB or was lost, B: Find the nearest fairway edge no closer to hole, C: drop ball within two club lengths(no putters) of that spot and take a two stroke penalty.

Rule 03. Playing Wrong Ball- If a member should play the wrong ball; it is an automatic loss of hole during match play, and a 2-stroke penalty in stroke play. If more than one member hits their ball into the same area, and the first person to play hits the wrong ball, then the automatic loss of hole or 2-stroke penalty is assessed against the first player. The fact that the other member hits the remaining ball (which is not their ball) does not create a penalty for them. The two actions do not cancel each other out. The second member records their score based on the number of strokes they took with the two balls.

Rule 04. Sharing of Distances- The use of GPS or laser rangefinders to determine distances during play is permitted during BCC-WGL tournaments. The sharing of distance information amongst fellow golfers (partners or opponents) is permitted without any penalties.

Rule 05. Skins Scoring (Max Strokes)- Although optional, if a member chooses to participate in the weekly Skins Game, a maximum of 2 strokes (per hole) can be utilized in scoring, regardless of the member's current handicap. In addition for all par 3's, no strokes will be used for net skins. All par 3's are played as gross holes for skins scoring only.

Rule 06.a. Tiebreaker (Regular Tournament)- At the end of a weekly tournament, if more than one member has the lowest score, a card-off will be utilized to determine the final standings. A card-off is defined as the lowest score recorded on the hardest handicapped hole on the course played and will continue with consecutive holes until a winner is determined.

Rule 06.b. Tiebreaker (Match play)- If at the end of regulation play (18 holes) the match is all square, a playoff will immediately ensue and play will move to the first tee and continue until a winner is determined.

Rule 06.c. Tiebreaker (Major Tournaments)- If at the end of regulation play (18 holes) there is more than one member with matching lowest scores, a playoff will immediately ensue. The playoff will consist of a three hole playoff. Holes 10, 8 and 9 will be played in order. The low net score for those three holes will determine the winner. In the event two or more players are still tied, it will be single elimination starting on hole 10 followed by hole 8 then hole 9 and this will continue until a winner is determined. In the event the course is not available for this format, playoffs will start on a hole determined by the course and play in order until a winner is determined. This also applies to the championship division which is a gross event.

Rule 07. Proper Tees to be played- Men will use the white tees while ladies will use the red tees (women may choose to play any set of tees if desired, but must stick with that set throughout the season). **The gold tees may be used by anyone 60 years or older AND your age plus your handicap must be equal to or greater than 75.** Those who qualify for using the gold tees must always use the gold tees and cannot switch between white and gold tees. Super seniors age 70 or older may also play from the gold tees and must not switch between tees. The championship division shall decide which tees are to be played and this will be a GROSS tournament.

Rule 08. Out of bounds and drop zones- The following course rules will be in effect for league play in regards to out of bounds and drop zones.

- 1) The course has no official out of bounds markers with the exception of the white fence along Banner Road. If while playing holes 2 or 4, 9 and 18, if your ball lands on the road side of the white fence or on the road, the ball is considered out of bounds. In the interest of fast play this will not be stroke and distance, only a one stroke penalty and the ball must be dropped on the course side of the fence no closer to the hole. Balls on the road side of the fence may not be played as they lie.
- 2) Drop areas: All dropped balls are subject to a 1 stroke penalty. The course will attempt to put out drop zone signs, but in the event the signs are not out please use the following:
 - Hole 1: Drop ball on the tee side of the pond approximately on the path of flight of the ball where it entered the pond.
 - Hole 7: Drop on green side of the pond between the pond and cart path where the cart path bends up towards the green.
 - Hole 9: Drop ball on the tee side of the pond approximately on the path of flight of the ball where it entered the pond.
 - Hole 10: Drop ball on the tee side of the pond approximately on the path of flight of the ball where it entered the pond.
 - Hole 15: Drop on the tee side of the pond approximately on the path of flight of the ball where it entered the pond.
 - Hole 16: Large pond on right, drop on the right side of the pond on the green side (ball should be dropped at the end of the pond, not past the pond). Small pond in front of ladies tee drop on the tee side of the pond approximately on the path of flight of the ball where it entered the pond.
 - Hole 18: Drop on the tee side of the pond approximately on the path of flight of the ball where it entered the pond.

Rule 09. 5 stroke rule- For the Presidents Cup only, the “5 stroke rule” will be used. The 5 stroke rule allows golfers to shoot +/- 5 strokes of their handicap. Any net scores above or below the 5 strokes will be adjusted to a net 67 or net 77 for this tournament. Their actual gross score will still be posted for handicap purposes less any adjustments required by the USGA.

Rule 10. Maximum stroke limit on any hole will be double par. A six on a par 3, an 8 on a par 4 and a ten on a par 5.

Local Rules

Free drop from exposed roots(we're out here having fun, no point trying to hit a shot and hurting yourself...)

Must repair your pitchmark on the green plus one more. If you don't have a pitchmark, please make sure to fix two on the green. Let's do our part to keep the greens as good as possible.

Majors

Senior Club Championship: anyone over the age of 50 is eligible.

There will be a gross and net winner determined over two rounds.

The winners gets ½ off of the next season's league dues.

Super Senior Club Championship: Anyone over the age of 70 is eligible.

You can only enter in one of the two events.

Super Senior is a net tournament determined over two rounds.

The winner gets ½ off of the next season's league dues.

Club Championship: Everyone is eligible.

Based on your handicap, you will be placed into one of five flights.

A flight gross: 0 to 9.9(back tees)

B flight gross: 10 to 14.9(white tees)

C flight net: 15 to 19.9(white tees)

D flight net: 20 to 25.9(normal tees)

E flight net: 26 and above(normal tees)

Will be played over two weekends in July. The 1st two rounds will be qualification. The top four in each flight qualify for championship weekend.

The Semi-finals will be a match play between #1 and #4 seed and the #2 and #3 seed in each flight.

The finals will be match play the next day between the semi-final winners of the flights.

The A and B flight will be straight up, the C, D, and E flights will have strokes in play.

Winner of each flight will be Club Champion and gets ½ off of next years dues.

Presidents Cup: All net tournament with the winner having the lowest net score to par.

In the event of a tie, there will be a playoff starting on the 10th hole and continuing to 8 and 9 if necessary.

Winner gets ½ off of next years dues.

TEES

We have 3 sets of tees to play from: White, Yellow and Red.

Everyone is able to play from the white tees if they choose too. If you do choose the whites, you can't move to a forward tee during the season.

Please see rules section for tee eligibility.

