



2024 **18 & 9 Hole League Rules**

If there are any questions regarding the following, please contact

Andrew Smith – amsmithpga@gmail.com

Jack May – jackmay52@proton.me

Gimmies:

To promote consistency and fairness from player to player and match to match, we recommend all players limit putt “gimmies” to one putter length.

Scorecard requirements:

Each card handed in at the end of the match must provide:

- **The last name of each player.** Last names are needed for handicap committee review. If missing, the secretary must take the time to determine who played and fill in this information.
- **The color tee box used by the player (B=Blue, W=White, G=Gold, R=Red).** This is important in case your card is pulled for use as a blind. If not provided, this requires the secretary to call you to determine the tee box you used.
- **Each card will show the final scores of each player.** If missing, the secretary must calculate this information.

Additionally, marking a player's *playing handicap* is useful to calculate handicap stroke allocations. Use the GHIN app to determine all player *playing handicaps (P.H.)*.

After ensuring scorecard requirements above are fulfilled, return one scorecard from each match to the proper bin in the golf shop hallway after the completion of your match. League results will be posted in the hallway as well as on the website.

Choosing Teebox:

Players may choose from week to week the teebox from which to play. Indicate on the scorecard the teebox chosen. See page 6 for guidance on how to choose your teebox.

Scoring each hole:

Each Team consists of two players. One player from one team competes with a player from the other team. To determine match competitors, players look at their *playing handicap* (labeled P.H. on the GHIN Handicap Calculator app). Opponents with the lower *playing handicap* are competitors. Likewise, opponents with the higher *playing handicap* are competitors. If a team has identical P.H.s, use the *handicap index* (labeled H.I.) to break the tie. See examples on page 4.

Between competitors, strokes (frequently referred to as “blows”) are allocated to the competitor with the higher playing handicap. The number of strokes allocated is the difference between the competitors’ *playing handicaps*. Strokes are assigned, one per hole, based on the higher handicap competitor’s choice of tee box (*blue, white, gold, red*). That is, if the competitor receiving strokes is playing the gold tees, strokes are assigned using the Hcp values for the gold tees.

Each scorecard will have four (optionally three) rows per team:

- The team’s lower handicap player score
- The team’s higher handicap player score
- (Optional) Team Score Sum which accounts for any strokes allocated based on handicap
- Team points

For each hole, each team will show: each player’s score, the Team Score Sum (optional), and Team Points. The Team Points is the sum of the following:

- 1 point for winner between the two Higher handicaps – Ties score ½ point each
- 1 point for winner between the two Lower handicaps—Ties score ½ point each
- 1 point for team with lowest Team Score Sum – Ties score ½ point each

Playing the “Blind Team” (This section not applicable if there are an even number of teams in the league.)

In the event we have an uneven number of teams in a league, each week one team will play the “Blind Team”.

When your scheduled opponent is “the blind”, play and note your score per hole. The league secretary will determine the final scores. Your competitor’s score will be the score of the league player whose handicap index that day is closest to yours. If that player is in your match, the player with the next closest handicap index will be used.

These scores will be plugged into the scorecard by the league secretary and final score determined.

Absent Players/Teams

We encourage anyone who will be missing a week of league to please try to find a sub as their first option. If no subs can be found, we will use the process below to complete match scoring:

- If there is one absent player from a team, the player who is present *will act as the “lower handicap” and play against the lower handicap on the opposing team*. The score of the absent player will be the score that day of the league player whose *handicap index* is closest to the absent player’s handicap index. If that player is in your match, the player with the next closest handicap index will be used. The final score will be calculated by the league secretary.
- If there is one player absent from each team, the two present players will play one another and it will count as one individual match as well as the team match. The points for the other individual match will be split evenly.
- If an entire team is absent, a “make-up” match can be scheduled. Any make-up matches **MUST** be played prior to the next scheduled week of league.

If a make-up match cannot be played before the next schedule match, the score of each member of the absent team will be net par plus a penalty value. The penalty value will be equal to one-third of a player’s handicap with a minimum of 4 strokes in the 18-hole league, 2 strokes in the 9-hole league (see Table 1). Net par will be calculated using the tee box last used by the absent players. These strokes will be assigned one stroke to each of the lowest handicapped holes.

Determining score of absent player when two players are absent from the same team.											
18 hole league						9 hole leagues					
Handicap	Penalty of one-third of handicap (min 4 strokes)	Score	Handicap	Penalty of one-third of handicap (min 4 strokes)	Score	Handicap	Penalty of one-third of handicap (min 2 strokes)	Score	Handicap	Penalty of one-third of handicap (min 2 strokes)	Score
0	4	76	19	6	97	0	2	38	19	6	61
1	4	77	20	7	99	1	2	39	20	7	63
2	4	78	21	7	100	2	2	40	21	7	64
3	4	79	22	7	101	3	2	41	22	7	65
4	4	80	23	8	103	4	2	42	23	8	67
5	4	81	24	8	104	5	2	43	24	8	68
6	4	82	25	8	105	6	2	44	25	8	69
7	4	83	26	9	107	7	2	45	26	9	71
8	4	84	27	9	108	8	3	47	27	9	72
9	4	85	28	9	109	9	3	48	28	9	73
10	4	86	29	10	111	10	3	49	29	10	75
11	4	87	30	10	112	11	4	51	30	10	76
12	4	88	31	10	113	12	4	52	31	10	77
13	4	89	32	11	115	13	4	53	32	11	79
14	5	91	33	11	116	14	5	55	33	11	80
15	5	92	34	11	117	15	5	56	34	11	81
16	5	93	35	12	119	16	5	57	35	12	83
17	6	95	36	12	120	17	6	59	36	12	84
18	6	96	37	12	121	18	6	60	37	12	85

Table 1

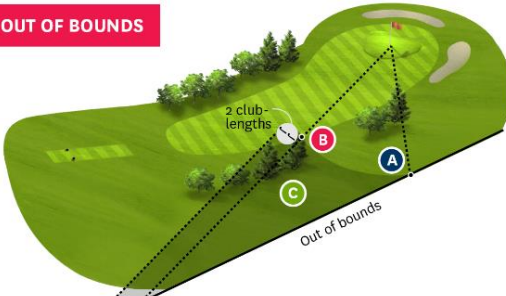
Speeding up play using Local Rule E-5

To speed up play, local rule E-5 may be used when a ball goes out of bounds or is lost and a provisional ball has not been played. For a penalty of two strokes, this rule allows you to place the ball on the fairway within two club lengths of the edge of the fairway where the ball was lost or went out of bounds, but not closer to the hole.

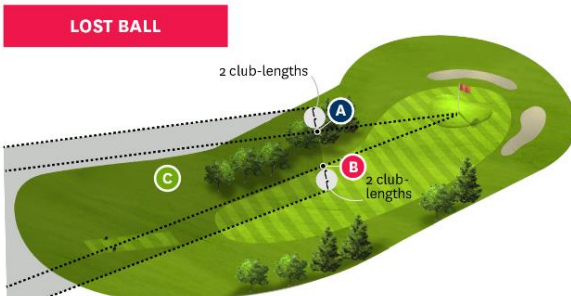
GOLF'S NEW RULES: STROKE AND DISTANCE

A new Local Rule provides an alternative to stroke-and-distance relief for a ball that is lost outside a penalty area or out of bounds, effective January 1, 2019.

BALL OUT OF BOUNDS



LOST BALL



If the Local Rule is in effect, you can still take stroke-and-distance relief, but you now have the following additional option that comes with a penalty of two strokes:

A DETERMINE SPOT where your ball went out of bounds (left diagram) or is likely to be lost (right diagram).

B FIND NEAREST FAIRWAY EDGE no closer to the hole.

C DROP YOUR BALL IN SHADED AREA as defined on one side by a line from the hole through point A and on the other side by a line from the hole through point B, and not nearer the hole. The relief area is extended on both sides by two club-lengths.

This Local Rule is not intended for higher levels of play, such as professional or elite amateur level competitions.



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See <https://www.usga.org/content/usga/home-page/rules-hub/rules-modernization/major-changes/golfs-new-rules-stroke-and-distance.html>

Using the GHIN app to determine playing handicaps and strokes.

10:31

Handicap Calculator

18 Holes 9 Holes

Handicap Allowance ⓘ 100% ▾

Jack May White ▾			
H.I.	C.H. ⓘ	P.H. ⓘ	S.O. ⓘ
15.8	16	16	5

Harry Kowalski Gold ▾			
H.I.	C.H.	P.H.	S.O.
22.1	19	19	8

Mart Raidmae White ▾			
H.I.	C.H.	P.H.	S.O.
20.0	21	21	10

Brian Vandemortel Blue ▾			
H.I.	C.H.	P.H.	S.O.
9.9	11	11	0

GHIN Handicap Calculator Display for 18 holes.

Use the P.H. (Playing Handicap) column to determine the two low handicap players who will oppose each other and the two high handicap players who will oppose each other. Also use the values shown in the P.H. (Playing Handicap) column to determine the number of strokes to be allotted.

In this 18-hole match example, Vandemortel (P.H.=11 based on blue tees) is playing Kowalski (P.H.=19 based on gold tees). Kowalski is given 8 strokes (19 minus 11). May and Raidmae are the higher handicap opponents, May with 16 and Raidmae with 21. So Raidmae is given 5 strokes (21 minus 16).

10:34

Handicap Calculator

18 Holes 9 Holes

Handicap Allowance ⓘ 100% ▾

Jack May White - Back 9 ▾			
H.I.	C.H. ⓘ	P.H. ⓘ	S.O. ⓘ
15.8	8	8	3

Tom DeStefano White - Back 9 ▾			
H.I.	C.H.	P.H.	S.O.
10.3	5	5	0

Paul DiSanto Blue - Back 9 ▾			
H.I.	C.H.	P.H.	S.O.
11.4	7	7	2

Steven Hallagan Blue - Back 9 ▾			
H.I.	C.H.	P.H.	S.O.
11.9	8	8	3

GHIN Handicap Calculator Display for 9 holes.

In this 9-hole match example, May and Hallagan are playing DeStefano and DiSanto. May and DeStefano have chosen to play from the whites, Hallagan and DiSanto have chosen to play from the blues.

Both May and Hallagan have the same Playing Handicap (8). When both members of a team have the same P.H., use the handicap index (H.I.) to determine the team's low-handicap player. Since Hallagan has the Lower H.I. (his 11.9 versus May's 15.8), Hallagan is playing DeStefano (P.H. = 5) with Hallagan getting three strokes (8 minus 5). May is playing DiSanto (P.H. = 7) with May getting one stroke (8 minus 7).

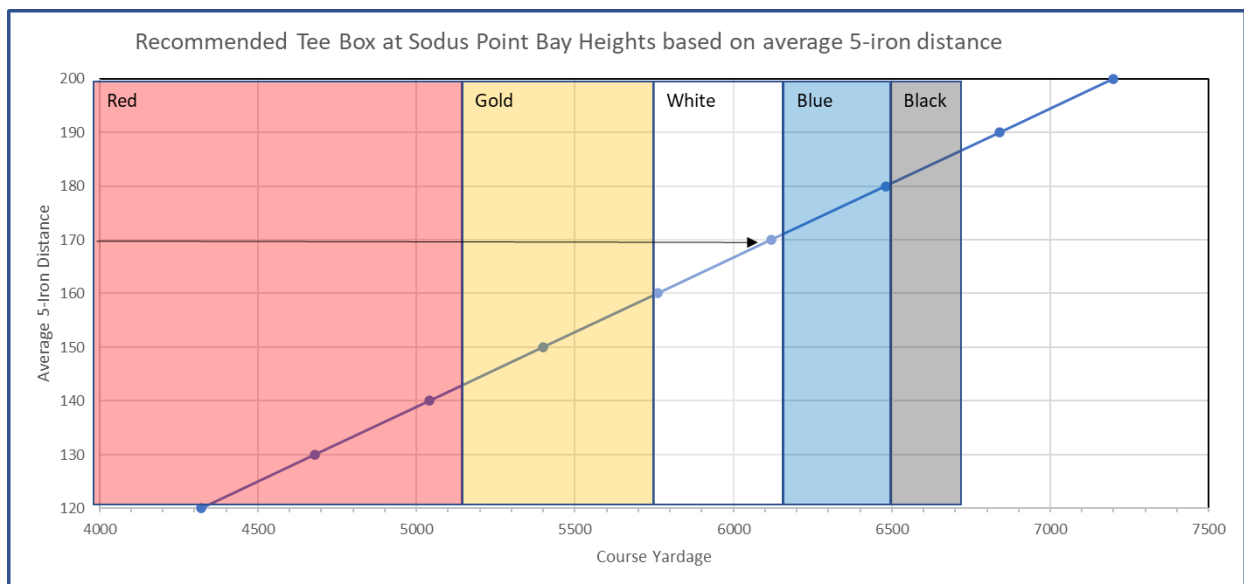
Players may play from the tee box of their choice each match. ***Therefore, the tee box used must be noted on the scorecard each week.***

Tee Box Recommendation:

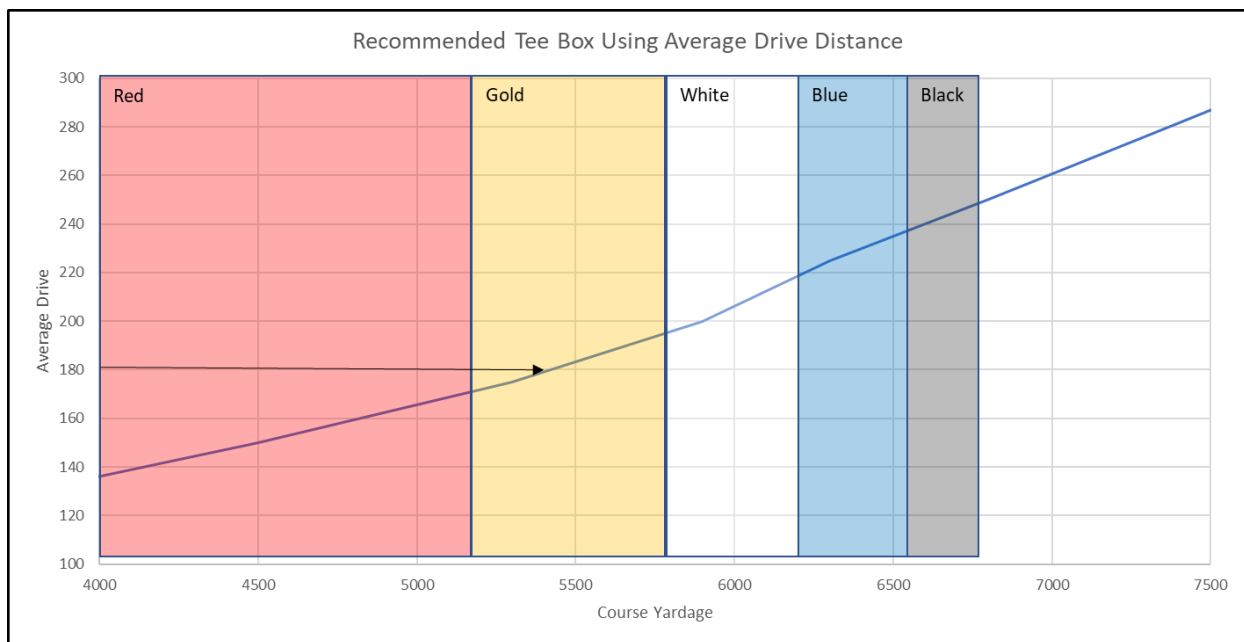
Tee box recommendations below are based on PGA and USGA guidelines described by the *The Golf Academy* at <https://thegolfacademy.org/2021/04/27/how-to-find-the-perfect-golf-tees-to-play-from/>. These recommendations use the PGA and USGA “forward tee” initiatives and are closer to the pin than traditional SBHGC recommendations (i.e., blue tee unless your age plus handicap is 90 or greater). Note 5-iron-based recommendations are closer to traditional SBHGC recommendation. The point is, choose the tee box you are comfortable with and apply the appropriate handicap.

Driver-based Recommendations		5-Iron-Based Recommendations	
Average Drive Distance	Recommended Tee Box	Average 5-Iron Distance	Recommended Tee Box
275	Black	200	Black
250	Blue	190	Black
225	White/Blue	180	Blue
200	Gold	170	White/Blue
175	Red/Gold	160	Gold/White
150	Red	150	Gold
140	Red	140	Red

Graphs showing recommended tee box based either of these techniques is shown on next page.



The chart above utilizes the average 5-iron distance technique to determine tee box to use at Sodus Bay Heights. In the sample above, an average 170-yard 5-iron distance recommends white tees.



The chart above utilizes the average drive distance technique to determine tee box to use at Sodus Bay Heights. In the sample above, an average 180-yard drive recommends gold tees.

The graphs are provided as guidance only. Tee box choice is up the individual golfer. Make sure you indicate tees used on the scorecard.