Bartlett Senior Golf League: 2025 "By-Laws"

Membership:

To participate with the Bartlett Senior Golf League (BSGL), you must be a current member of the Bartlett Senior Center.

Membership fees: \$15.00 per year for residence.

\$25.00 per year for non-residence.

Membership must be current on day of play or player will be ineligible for play.

BSC Golf League: 2024-2025

"By-Laws"

The "**By-Laws**" have been adopted by the **BSGL** "Golf League". They were voted on and approved by a majority at the 2024 spring *Kick-Off Meeting* date: 3-19-24. They are set to ensure all players adhere to the same format of play, making the game more enjoyable for all. These "**By-Laws**" are in effect for the 2024-2025 seasons.

Note: changes will be made for reasons of Clarity, Safety and Golf Course compliance.

- 1. Always play ready golf. Keep up with the group in front of you. If the group ahead of you has completed a hole before you start it, you are playing too slow. Speed up.
- 2. **Tee-Boxes Suggestions**: The use of Tee Boxes are just suggestions and based on age. Each player will need to remember what their Group Letter is (A = 70 and over, B = 60 69, C = 50 59). Tee Boxes colors are in the Players packet for the 2025 season.
- 3. **Pace of Play** will be posted online with the golf schedule. They will also be provided in the Players Packet listed on the schedule.
- 4. All strokes plus penalties are to be counted.
- 5. **Mulligans**, Players may take one mulligan per 18-hole round anywhere on the course except the green. Players must decide whether to take the mulligan before leaving where the shot was played. Players may not go look for the ball and then decide to go back for a mulligan. When a mulligan is hit, it is in play regardless of where the original shot may be found. (Mulligans cannot be used on any closest to the pin par 3 contest).
- 6. **Ball movement**, Players may move their ball one club length anywhere on course, but not closer to the hole.
 - a. If the player's ball is in the rough, the ball must stay in the rough.
 - b. If the player's ball is in the fringe, the ball must stay in the fringe.
 - c. This rule cannot be used to move a ball out of a hazard or onto the green.
 - d. If a player lands in casual water, the player may take relief to nearest relatively dry ground, but not closer to the hole.

- 7. **Lost Ball** after a **QUICK** search, drop a ball where you think the ball would have been or where it entered the woods or long grass and play on one Stroke penalty. Do not spend a lot of time looking for the ball. Going back to replay the shot is not permitted!
- 8. **Water Hazards** play next shot from point of entry. Count stroke into the water and one penalty stroke. (One club rule does not apply).
- 9. **Sand Hazards** all sand hazards are to be played if deemed playable by the Course. If there is casual water in the sand trap, the player may obtain relief to the nearest dry spot in the trap. If the trap has not been raked, the player may rake the trap and replace their ball but not closer to the hole.
- 10. **Ball out of bounds**, play next shot from point of entry. Count stroke out of bounds plus one penalty stroke.
- 11. **Maximum score** on any hole is 2 over par. (5, 6, or 7). If your next stroke will reach the maximum do not play it. Put it in your pocket and move on. This means: *if you lay 4 on a par 3, take a 5 and move on.*
- 12. Gimmies: no more than 24 inches.

ADDITIONAL IDEAS TO SPEED UP PLAY and ENJOYMENT- THE DO'S AND DON'TS

- 13. **Do stand** a safe distance behind your partner to watch ball flight from tee.
- 14. **Don't search** for lost balls, if you or your playing partners didn't see where the shot went, drop another ball and move on (see rule 7).
- 15. **Do play** ready golf, but don't endanger anyone. Hit when ready, honors are waived in favor of speedier play.
- 16. **Don't wait** in the cart while your partner plays. Get up, grab your clubs and walk or drive to your ball, when practical.
- 17. **Don't re-bag** your club after you hit a shot if your cart partner is already in the cart ready to go. Re-bag it at your next stop.
- 18. **Do line** up your putt before your turn, but do not distract the player who is putting.
- 19. **Do pick up** your ball if you know your score will be 2 over. Record it as a 5, 6, or 7. (See rule 11 above).
- 20. **Don't putt** a ball that is within the leather, 24 inches maximum. Don't let that stretch into 3 or 4 feet or more. (See rule 12 above).

- 21. **Do announce** your score to the scorekeeper. Don't expect him to ask every time. Also enter the score at the next tee box or move away from the green before entering scores.
- 22. **Do keep up** with the group ahead of you. (See Rule 1 above)
- 23. **Do try** to finish your round in less than the course pace. If it takes longer, it should only be because you had to wait on the group ahead of you.
- 24. **Do take** enough time after the round to check your score and make sure you agree with the card that is being turned in. (Please print neatly. It is easier for the person entering the scores.)
- 25. **Put** score for each hole and total your cards. (Don't just indicate plus or minus for the hole. Put the score on the card) this will help eliminate mistakes.
- 26. Please take some time to visit the Club House after the round get to know one another better. It will also allow us to get to know the Golf Staff and support the Course.

We would like to wish everyone the best of luck during the 2025 season, and we welcome feedback on how we can improve our league from year to year. If you have suggestions or recommendations on rule changes or an immediate change due to safety, please submit your request in email or text to:

Committee Members 2025

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