



St. Hubert Golf League Rules (updated 4/15/2026)

1. **St. Hubert's Golf League (SHGL)** operates under the direction of the Board of Officers.
2. **Board of Officers (Board)** - The Board is made up of five officeholders: President, Treasurer, Scorekeeper, Games/Events Coordinator, Past President. While terms of office are not fixed or limited, it is the goal of the SHGL to bring in new officers regularly. Officers shall be nominated from league members and a vote shall be held if there are contested positions.
3. **Team Format** - The SHGL is made up of ten teams. Each team shall consist of three (Regular) players, one in each of three flights (A, B, and C). Each year, the number of teams and flights will be adjusted as suitable for the number of participants.
4. **Season Schedule** - Each week of the season, one team is scheduled to compete against another team in a 3-point match per team member (see scoring below). Individual team members compete against opposing team's members based on flight, in both match play and medal play. If a week's competition is started and cancelled for any reason, that week will be skipped and not replayed.
5. **Handicaps** - Before the competition, a Handicap index shall be calculated for all golfers (Regulars and Alternates). Handicaps are updated each week with the results of each competition. Each golfer's handicap index will be based on the lowest four (5) of their last ten (10) adjusted league scores. If less than ten (10) rounds have been played in SHGL, handicaps will be based on the following number of rounds: Lowest 1 score of 1 round. Lowest 1 score of 2 rounds. Lowest 2 score of 3 rounds. Lowest 2 score of 4 rounds. Lowest 2 score of 5 rounds. Lowest 3 score of 6 rounds. Lowest 3 score of 7 rounds. Lowest 4 score of 8 rounds. Lowest 4 score of 9 rounds. The course handicap shall be calculated from the Handicap index using this formula: $\text{Course Handicap} = \text{Handicap Index} \times \text{Slope} / 113 + \text{Course Rating} - \text{Par}$.
6. **Equitable Stroke Control** - All Handicaps will be calculated with adjusted gross scores using a system called Equitable Stroke Control. This limits the score that can be included for your handicap to a net double bogey. For example, if a 9 handicap makes a 7 on a par three, their adjusted gross score for that hole will be a 6. The league's software will do all of the calculation. All scoring results and handicap calculations are shown on the website:
<http://www.sthubertgolfleague.com>
7. **Scoring Points** - All points are earned by individuals and are totaled for each team. Each individual match is awarded two points for match play (most holes won by net score) and one point for net stroke play total. There is a total of three



St. Hubert Golf League Rules (updated 4/15/2026)

points to win per individual match. In the event of a tie in either match play or stroke play, those points are split between each individual.

8. **Tee Box** - All players will tee-off from the WHITE tees at the Bartlett Hills Golf Course (BHGC). Players may choose to play from the hybrid tees (combined White and Gold) if their handicap plus age exceeds 70. Players may choose to play from the Gold Tees if their handicap plus age exceeds 75. Tee Box selection choices must be made BEFORE the season and shall not be changed mid-season. For any player choosing to change their tee box selection who has an established SHGL handicap index, their handicap index shall be lowered by 1.0 stroke for hybrid and 2.0 strokes for Gold.
9. **Tee Times** - Individuals must book a tee time within the block of times provided for the league (3:50pm – 5:00pm every 10 minutes). Players must ALWAYS contact their match opponent to schedule an individual tee time. The SHGL utilizes signupgenius.com to book tee times. There is a link to the page from our main website: <http://www.sthubertgolfleague.com>
10. **Requesting an Alternate** - It is the responsibility of the player who will miss a match to obtain an alternate. Email the scorekeeper to request an alternate. For the playoffs, any Regular may sub for a match as long as they are within the same flight OR if their handicap index is within three strokes of the opponent.
11. **Double-Match** - In the event that the Regular member isn't available for their match and an alternate isn't available, a double-match shall be played. The Regular shall pick the player with the closest handicap within their foursome to sub for the missing player. That sub will play their regular match AND a match against the person whose opponent is unavailable.
12. **Running Late For Match** - Players should allow their opponent the opportunity to arrive for the match if they have communicated they are running late. Players should not tee off before their tee time unless all four players are present. It is appropriate to allow the foursome of the tee time following to skip ahead if a Player has communicated they are on their way.
13. **No Show/No Call** - Occasionally, a last-minute issue can cause a competitor to miss their match. It is important to call your opponent (or someone in the league that can alert that person). It is not fair to make someone stand at the tee box and wait for someone who isn't going to arrive. All phone numbers are available on the league website: <https://www.sthubertgolfleague.com> There should be NO excuse to not call when one much miss their match. Any repeat offenders shall be subject to expulsion from the league with no refund of fees paid.
14. **Red-Staked Areas** - Any ball hit into an area staked with RED stakes provides TWO options to the Player. The ball may be played as it lies. Or it shall be played



St. Hubert Golf League Rules (updated 4/15/2026)

with a one stroke penalty and a drop anywhere from the point of entry moving away from the golf hole (as far as one likes). If this is a tee shot, the player shall be hitting their third shot after dropping a ball.

15. **White-Staked Areas** – Any ball hit into an area staked with WHITE stakes shall be considered out of bounds. There is NO option other than dropping a ball in the middle of the fairway (or at the beginning of the fairway) depending upon where the ball is estimated to cross the white stakes. If the ball crosses the white stakes near the green, the drop shall be allowed on the edge of the green. There is a TWO stroke penalty. If this is a tee shot, the player shall be hitting their FOURTH shot after dropping a ball. Re-teeing a shot is NOT an option in SHGL. This is a rule added to speed up play!

To clarify, if hits into a White-Staked area short of the fairway of the hole they are playing, the player shall take a drop on the beginning part of the fairway after taking a TWO stroke penalty.

16. **Lost Ball** – Any ball that cannot be found on the course shall be played as a Lost Ball. There is a three-minute limit for searching for a ball. Please be courteous to those behind you on the course. The penalty is similar to the White-Staked Areas. There is NO option other than dropping a ball in the middle of the fairway (or the beginning of the fairway) depending upon where the ball is estimated to be lost. There is a TWO stroke penalty. If this is a tee shot, the player shall be hitting their FOURTH shot after dropping a ball. Re-teeing a shot is NOT an option in SHGL. This is a rule added to speed up play!

To clarify, if one loses a ball short of the fairway of the hole they are playing, the player shall take a drop on the beginning part of the fairway after taking a TWO stroke penalty.

17. **End of Season Tournaments** – Teams shall qualify for one of two end of season tournaments. The top six teams shall compete for the League Championship (winning a coveted green jacket). The bottom four teams shall play for the less than coveted "not worst team" shirt. The top two teams shall earn a bye for the first week of the playoffs. Teams ranked three – six shall play a regular 12-point match with the loser being eliminated. Team ranked 3 plays Team ranked 6.
18. **Disputes On Course** – Any decision related to your match are up to the player and their opponent (such as a rules issue, putts given, or a drop location). If necessary, play a second ball on that hole and then consult the Board when you finish your match. These SHGL rules supersede the USGA rules. For anything NOT covered in these rules, the USGA Rules of Golf shall govern.
19. **Pace of Play** – Speed should be considered at all times. If you do not see the group in front of you on the next hole, you are likely playing too slow. Remember that



St. Hubert Golf League Rules (updated 4/15/2026)

everyone behind you also suffers from your slow play. The goal is to finish your 9-hole round in two hours to two hours and 15 minutes. Please keep pace!

20. **Inclement Weather** – The decision whether to cancel the league competition shall be made by a majority of those Board members voting. If the course is open, without any notice of cancellation, the league competition will happen! Bartlett Hills Golf Club currently has an automated lightning condition detector. This device will detect the atmospheric conditions that are likely to lead to lightning. A horn blasts when the device detects a dangerous condition. There may also be a warning shown on the GPS screen of the golf carts. Once this system generates its warning, ALL league play shall be suspended. After a suspension, the system should indicate an All Clear signal to resume safe play. In the event that all matches are not completed (due to weather/darkness, etc.), the week's competition shall be considered complete if two-thirds of the matches have finished at least two-thirds of the holes. Any match that has not completed six holes shall split their points. Any match that has finished six holes or more shall be scored for match play and stroke play. The main emphasis of this rule is to protect our golfers AND the league from any catastrophic issue from playing golf during a dangerous weather condition.
21. **Unraked/Unnatural Lie in Bunker** – Any time a ball comes to rest in a footprint or unraked/unnatural lie, the player may rake the bunker and roll the ball into the bunker in the same place.
22. **Ball in Divot in Fairway** – Anytime a player's ball comes to rest in a divot in the fairway of the hole being played, the player may take relief and drop the ball (no closer to the hole) outside of the divot.
23. **Maximum 10 stroke limit** – No player shall continue playing after their ninth gross stroke. The player shall pick up their ball and take a score of 10 on that hole. This will speed-up play and help someone who is struggling on a hole. This rule will be in effect all year (including the championship).
24. **Ground Under Repair** – Anytime a player's ball comes to rest in an area marked as Ground Under Repair, the player may take relief and drop the ball (no closer to the hole) at the nearest point of relief. If there is any doubt about whether the area is ground under repair, error on the side of free relief. Not all ground under repair will be marked at Bartlett Hills Golf Course.
25. **Designated Drop Areas** – Bartlett Hills Golf Club offers a drop area on Hole # 13 just beyond the swampy area immediately in front of the tee box. If a player hits their ball into the swampy area hazard, they may advance to this drop area and hit their THIRD shot. If the player hits their tee shot out of bounds on the White-Staked left side, they may also drop in the drop area hitting THREE. On Hole #18,



St. Hubert Golf League Rules (updated 4/15/2026)

a drop area is also offered just short of the lake. Players may drop there and hit THREE if their initial shot is unplayable for any reason.

26. **Skins Game** - The SHGL offers a voluntary skins game. Players must choose to participate at the beginning of the season. Participants are divided up into groups based on handicap. These groups do not change throughout the season. The cost of the game is \$4 per week prepaid. If a Player does not play that week, they get a refund of their \$4. Golfers are awarded cash prizes based on having the best gross score in your skins group per hole. If two players tie, there is no skin awarded on that hole. The amount of the cash prize is based on the total skins pool for that group divided by the number of skins (i.e., \$45 pool with three skins makes each one worth \$15). Any cash awards less than \$5 will rollover into next week's pot. Only Regulars/Alternates with a scheduled match can participate in the Skins game. All participants in the Skins game shall not 'take' any putts for net par or better. Everything must be putted if it may qualify for a skin.
27. **Closest to the Pin Game** - The SHGL offers a FREE contest each week on the par three holes for ALL golfers. There will be stakes on the green marked for each flight that a golfer can move closer to the hole if they beat the previous shot. The last person to write their name on the stake wins \$15 per week per flight! There are no carry-overs if there is no winner for that flight. There is no qualifier of a two-putt or par to win this contest. Make sure you write your name on the appropriate stake. Each flight has their own contest.
28. **Seeding For Playoffs** - First tiebreaker will be total points won in previous matches. If teams played multiple times, all match scores will be totaled. Second tiebreaker will be the match play points won in previous matches (same as first tiebreaker without stroke play points). Third tiebreaker will be the total net score of the previous matches between the teams. If teams played multiple times, all scores will be totaled. If there still exists a tie, a coin toss shall determine the tiebreaker. After every round of the playoffs, a reseeding shall take place.
29. **Playoff/Championship Match Tiebreakers** - First tiebreaker will be lowest NET team total strokes in match. Second tiebreaker will be MOST holes won in total match play in match. Third tiebreaker will be lowest GROSS team total strokes in match. If the match is still tied, we will choose random golf holes and score each hole individually with low team net score until one team wins a hole and the match!
30. **GPS/Laser Scopes** - All GPS and laser yardage units are legal for play as long as any elevation calculation is not used.
31. **Hitting the Wrong Ball** - If a player hits someone else's ball, a penalty of loss of hole for match play and a two-stroke penalty in stroke play shall be assessed. If it happens, the player should locate their ball and play their ball after assessing the



St. Hubert Golf League Rules (updated 4/15/2026)

penalty. If each player discovers after the hole that they played each other's ball, there would be a two-stroke penalty assessed on both players with NO loss of hole.

32. **Casual Water** – This is defined as any temporary accumulation of water on the course that is not in a water hazard and is visible before or after the player takes his stance. A player may take free relief from the nearest point of relief (no closer to the hole). If there is any doubt about whether the area is casual water, error on the side of free relief. No one in our league wants to get splashed with a bunch of dirty water!
33. **Hole-in-One Contest Pool** – In the event that MULTIPLE players make a hole-in-one on the same date of competition, they shall split the prize money evenly. It doesn't matter which hole the ace is scored on.
34. **Ethics** – Anyone caught not paying green fees or violating Bartlett Hills Golf Course policy is subject to termination from the league with no refund of fees paid. Anyone reported or caught cheating, depending on the evidence presented, is subject to forfeiture of their match, regardless of the score. In the case of repeated incidents, the member shall be subject to expulsion from the league with no refund of fees paid. A majority vote of the Board shall be taken regarding any decision to remove a Regular/Alternate member.