

2021  
FLATBUSH INDUSTRIAL GOLF LEAGUE BY-LAWS

The Flatbush Industrial Golf League is divided into three separate leagues: the Monday Night League, the Tuesday Night League, and the Thursday Night League. Although all three leagues operate independently, they are governed by the Flatbush Industrial Golf League By-Laws.

**OFFICERS:** There are three officers for the Flatbush Industrial Golf League: President, Vice-President, Secretary/Treasurer. There are also two additional committee members for each night. Their responsibility is to oversee each night, making sure envelopes are completed, and closest to pin is taken care of. The officers and committee will serve as the rules committee for the league. The officers will have the final decision in all matters pertaining to the league.

**SPONSOR FEE:** The sponsor fee for Flatbush Industrial Golf League is \$125.00 per team. All checks should be made payable to the Flatbush Industrial Golf League. The sponsor fee is due prior to the first match played. All money collected by the league will be used for the banquet, prizes, and league expenses.

**TEAMS AND ROSTERS:** There is a maximum of 42 teams in the Flatbush Industrial Golf League:

Monday Night League	14 Teams
Tuesday Night League	14 Teams
Thursday Night League	14 Teams

Each team must submit a team roster of no more than 12 players. The rosters will be posted in the clubhouse. The rosters will be closed at the end of play on the sixth week of the season. Any special exceptions will be addressed by the committee.

If an individual participated in a match after the sixth week and is not listed on the team roster his/her score for that match will be disqualified and his/her opponent will receive forfeit points.

An individual's name may appear on the roster of a team in any one or all three of the individual league nights. This means an individual may play on the Monday, Tuesday, and Thursday Night League. An individual's name may not appear on more than one team roster for any one given night.

**LENGTH OF SEASON:** The regular season will consist of 15 weeks. Two or more position or make-up nights have also been incorporated into the schedule, depending upon the number of teams in your league. If there are no rain-outs, there will be a total of 15 matches.

At the end of the regular season, a regular season champion will be declared. There will be a regular season champion for the Monday Night League, the Tuesday Night League, and the Thursday Night League. These Champion Teams will then compete for an Overall Championship.

**STARTING TIME:** All team members must check-in at the pro shop to pay greens fees and have their names checked off prior to the beginning of each match. All matches begin at 5:30 pm (5:15 the first two weeks). Be on time. If a player is late, he/she lose all holes missed plus will not be eligible for the point for total. The late player **MUST** play fourth man. No one is permitted on the course until 5:00 pm unless 18-hole greens fee is paid.

**INCORRECT SCORE CARDS:** Score cards will be deemed incorrect if a forfeit occurs other than a fourth player. Penalty will be played as a team forfeit.

**TEAM CAPTAINS:** Each team must designate a team captain. It will be the responsibility of the team captain or his designee to:

1. Represent his team at league meeting
2. Submit a team roster
3. Pay sponsor fee
4. Obtain handicaps of team members prior to the beginning of each match
5. Determine the match-ups of A,B,C, and D players prior to the start of each match. Match-ups are based on handicaps.
6. Home team keeps the score cards and captain totals the results for each match on the re-cap sheet.
7. Sign the re-cap sheet at the end of each match.
8. At conclusion of match, scorecards must be turned in ASAP- therefore no extra holes may be played on the course.

**DETERMINING A, B, C, and D PLAYERS:** Match-ups for the A,B, C, and D players begin with the two players with the lowest handicaps as the A players to the two players with highest handicaps as the D players. In the event that there is a player who has not yet established a handicap, it will be the option of the opposing team captain whether the player with the unknown handicap is paired against the A player or the D player from the team which has players all with established handicaps.

This year we will alternate the A,B,C and D, players during regular season, so that you can play with other playing partners for each match. For example: Week 1: front group A-B; back group C-D; Week 2: front group A-C, back group B-D; Week 3: front group A-D, back group B-C. This rotation will continue for the regular season only. A sign will be posted with pairings.

**HANDICAPS:** Handicaps are based on 80% of score over par.  
(Example: 10 over par  $46 = 10 \times 80\%$  for a handicap of 8)

Handicaps will be carried over from the previous year. Any new player must establish their handicap the first night of play. Any player changing league nights will have their handicap transferred from the previous year as long as they notify the person doing handicaps.

Once a player competes in 5 matches, the highest score of the last 5 scores will be dropped. The handicap will then be determined by the average of the remaining four scores x 80%. No decimal figures will be used to determine handicaps. Maximum handicap is 14.

**MATCH SCORING:** Each match will consist of 4 individual matches of 10 points each for a total of 40 points. For each individual match a player may earn 1 point per hole for the lowest net score for a total of 9 points. The tenth point will be awarded for the lowest net 9-hole score.

If you are playing “the course” the maximum number of points a player can receive is 6 points.

**PLAY-OFF:** At the end of the regular season, a 4-match play-off will be held for each of the league nights. The top six teams from each night will compete in the play-offs. Top 2 teams from each night will get first round byes.

First Round	Third place vs. Sixth place Fourth place vs. Fifth place
Second Round	First place vs. Lowest place team Second place vs. Next lowest place team
Championship Round	Winners from each night play for nightly championship
Overall Championship	Championship Winners from each night will play in a three-way match

An individual player must participate in a minimum of 4 regular season matches to be eligible for the play-offs. Any player who is on the roster of more than one team in the playoffs must declare one team for playoff purposes before the first round is played.

If two teams have the same total points at the end of the regular season, their placement for playoffs will be determined by going back to those teams head to head matches. Whoever has the most points will be the higher seeded team.

#### PLAY-OFF RULES

1. Play-offs start at 5:15 pm
2. All players must check-in at Pro Shop
3. Gimmies are permitted, except on Overall Championship Night
4. All scores will be tallied at last hole played
5. In the case of a tie at the end of the match all 8 players will proceed to the next hole and play that hole as an 8-somes. If still tie and light allows proceed to the next hole. If light does not allow, then we will use hardest handicap hole total strokes for each team.
6. In case of a tie, proceed to next hole. Play as normal. Handicaps apply. All eight players must play. Match proceeds, till tie is broken
7. Please keep play moving due to darkness
8. Play-offs will alternate front/back rotation as the regular season does

**FORFEITS:** If a team forfeits an individual match, the player for the other team will receive 6 forfeit points plus 1 point for each stroke under par he/she may score (with handicap). The maximum number of forfeit points is 9 points per player per match.

If a player is late and is playing a forfeit, they must play 5 holes to receive 6 points.

RESCHEDULED MATCHES: Everyone should show up on league nights. We will play in the rain. If weather conditions are bad, ONLY THE OFFICERS can postpone matches. If this occurs, ALL matches for the night will be postponed and rescheduled by the officers. Individual teams may not reschedule matches without the consent of the officers.

#### TWO - CLUB LENGTH RELIEF:

1. All 150 yard markers
2. All staked trees and saplings
3. All cart paths

#### SPECIAL RULES:

1. No handicap strokes are given on par 3 holes
2. The highest score allowed on any one hole is Par + Par + 1
3. Any hole not played due to being late or leaving early, score is Par + Par + 1
4. Gimmies are permitted on the green only
5. The re-cap sheet will be the official score sheet, and must be signed by the captains of both teams.
6. Winter rules everywhere, except in hazards; On bare ground the ball may be moved to grassy area no closer to hole
7. All disputes must be settled on the course prior to next shot
8. Must be a freshman in high school to be eligible for league play
9. Rain Rule: Match is official at 7:00 pm. If rain, storm, or darkness causes cancellation after this point all holes not played will be halved. Using pars if no strokes are given; bogey and par if strokes are given.
10. Individuals 65 years of age or older before the first night of the season play from Senior Tees. If you played white tees previous years and now will be playing gold tees – you will need to establish a new handicap. Play all 9 holes from gold tees. (\* optional ) If you are 70 years of age or older, you may play from the red tees. You must play red tees entire season then.
11. All ladies will play from red tees.
12. Any player who does not have amateur status must play all 9 holes from blue tees.

#### LOCAL RULES

1. Roped-off areas indicate ground under repair, free drop, one club length, no closer to hole
2. Any ball that is beyond white stakes or crosses hard road which runs through golf course is out of bounds
3. All blue staked areas indicate free drop, one club length, no closer to hole. Ball must be identified in order to take free drop
4. Ditches located at #5, 7, 8, 12, and 13, follow Rule #3
5. BRIDGES, GAZEBOS, and WINDMILL cannot be taken out of line of flight. May improve lie not line, two club length relief.
6. Yellow stakes will be located around the ponds to indicate a hazard, ball should be dropped on line where it last crossed the hazard, no closer to hole.
7. Anywhere there are stones used for drainage is free lift.
8. 90\* Rule in effect: except all Par 3's and hole #4, carts must stay on paths.

9. If a ball is not identified, it is considered a lost ball. PGA rule is in effect: go back to original location and hit again. Penalty is stroke and distance.
10. Red stakes indicate hazard. Play ball if found. Cannot move ball or ground club. If deemed unplayable, two club length relief from point of entry, no closer to hole. One stroke penalty.
11. All high grass inside the golf course will be played as a hazard (marked or unmarked with red stakes). Same rules as #10.
12. Stone wall at #9 green: Relief from stone wall. Place ball no closer to the hole.