



HOMEPAGE
PROPERTY MANAGEMENT

MEN'S LEAGUE RULES

2024

Revised: Sunday, April 21, 2024

RULES OF PLAY

Each team consists of two players, handicapped. Matches will consist of nine holes as determined by the governing body of the La Broquerie Men's League. Each hole will be assigned the proper number of strokes according to the player's pre-determined handicap for 9 holes.

HANDICAPPING

We will be using the World Handicap System to establish everyone's Handicap Index. One of the advantages of this system is that players will get a different Course Handicap depending on which tees they play. The system allows the player to receive a different number of strokes depending on which set of tees he chooses based on his handicap index. For example, a 3.4 Hcp Index player would get 2 strokes if playing the Blue tees and only 1 if playing the White tees for 9 holes, and a 26.3 Hcp Index player would get 13 strokes if playing the Blue tees but only 11 if playing the White tees on 9 holes. The larger the Hcp Index the bigger gap.

TEE BOXES

We no longer have Black Tees which means that the Blue Tees are now the back tees which also means that some holes will be playing longer. To ensure everyone has a fun and enjoyable round we would encourage golfers to move up a set of tees.

- Recommended Tee Boxes during league play.

Blue: for players 55 & under and with a handicap index of 22 or less.

White: for players 55 to 69.

for players 55 & under and with a handicap index of 23 or more.

Red: for players 70 & over.

for players 55 to 69 and with a handicap index of 23 or more.

For those who are wondering why? Take a look at these short video clips: [video1](#) & [video2](#).

Golf is meant to be fun and we're sure it's more fun getting birdies than bogies...or more.

LOCAL RULES

- Preferred Lies throughout the course except in hazards. You can move your ball slightly to ensure you have a decent lie. You cannot use this to take relief from a tree or to gain any advantage other than improving a bad lie in an otherwise playable area.

- Stroke and Distance penalty alternative: Click the link to watch the [video](#) or read my summary of the rule below. If your ball is determined to be lost or out of bounds, rather than re-shooting from your original spot which would cost you "stroke and distance" meaning you would be hitting 3 off the tee... you can determine where your ball went out of bounds or is likely to be lost, find the nearest fairway edge no closer to the hole, drop the ball within 2 club lengths with an additional two stroke penalty. If using the example of someone losing their ball off the tee box, you would have 1 stroke for the original shot + 2 stroke penalty meaning you would be shooting 4 from the nearest fairway edge. This is the equivalent as if you had used the stroke and distance penalty off the tee hitting 3 to the same spot on the fairway. You do have the option to use the original stroke and distance penalty if you prefer, but this is meant to speed up the game.

- Relief from a yellow or red penalty area (formerly water hazards or lateral water hazards): Click here to watch the [video](#) or read my summary.
When you take relief from a penalty area, you get one penalty stroke. For yellow penalty areas, you have two relief options. For red penalty areas, you have three relief options (the same two relief options as you do for yellow, plus one additional option.) For a yellow penalty area, you may take relief by dropping into a relief area using (1) the spot at which your last stroke was made under stroke and distance (see Rule 17.1d(1)) or (2) the back-on-the-line relief procedure (see Rule 17.1d(2)). For a red penalty area, you have the two options above for a yellow penalty area, plus an additional option to take lateral relief. Lateral relief allows you to drop a ball into a relief area measured from where your ball last crossed the edge of red penalty area. From that reference point, you are allowed to drop outside the penalty area and anywhere within two club-lengths of that spot, no nearer to the hole (see Rule 17.1d(3)).
Not all hazards are currently marked clearly but Darren and his team will be putting up stakes in the weeks to come.

SCORING

The format is Match Play. The best net score amongst the two playing partners is used against the opposition's best net score. Two points will be awarded per hole; 2 for the winning team, 1 for a tie, for a total of eighteen points available. An extra two points will be awarded to the team with the most accumulated points. In the event of a tie, both teams will be awarded one point each. The total score between the two teams must add up to twenty (20).

It is asked from everyone to mark the gross score (actual score). Staff can assist you in comprehending the scoring system.

Strokes are given in order of difficulty using the Stroke Index, according to the scorecard including Par 3's. The players playing handicap will be identified on the card and black dots will indicate when a player gets a stroke/strokes. See example below.

NOIR/BLACK	393	442	565	406	219	388	335	164	503	3415	
BLEU/BLUE	381	394	493	397	209	377	299	135	488	3173	
BLANC/WHITE	325	370	487	360	170	330	278	125	452	2897	
Stroke Index	13	3	11	1	5	9	17	15	7		
PAR	4	4	5	4	3	4	4	3	5	36/35	
Player A 4	4	4 [•]	5	6 [•]	4 [•]	4	3	3	5 [•]	38	
Team 3 (best score)	4	3	5	2	3	4	3	2	4		
Player B 9	5 [•]	5 [•]	6 [•]	3 [•]	4 [•]	5 [•]	5 [•]	3 [•]	5 [•]	41	
MATCH PLAY +/-	1	0	0	2	0	0	2	2	1	8	
TROU/HOLE	10	11	12	13	14	15	16	17	18	IN	
Player C 6	4	7 [•]	4 [•]	4 [•]	4 [•]	4 [•]	4	4	5 [•]	40	
Team 24 (best score)	4	2	3	3	2	3	4	4	4		
Player D 12	6 [•]	4 ^{••}	6 [•]	5 ^{••}	4 ^{••}	6 [•]	5 [•]	6 [•]	6 [•]	48	
MATCH PLAY +/-	1	2	2	0	2	2	0	0	1	12	Winner
ROUGE/RED	320	308	427	356	130	327	263	121	370	2622	
Stroke Index	13	3	11	1	5	9	17	15	7		
PAR	4	4	5	4	3	4	4	3	4	35	