

Rules for the Ruggles Evening Golf League (REGL) 2025 Season



REGL Officers/Points of Contact			
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1. General:

- a. The Ruggles Evening Golf League (REGL) shall be governed by a committee comprised of a Commissioner, League Handicapper(s), Scheduler, Webmaster, and player's representatives. Nominations for these positions can be submitted at any time and voted on at the Annual Captains Meeting when REGL topics, rules changes, and other business are transacted.
- b. The REGL website address is: <https://www.apg-regl.com> and contains rules, schedules, results/standings, starting hole assignments, playoff brackets, results from the REGL sponsored tournaments and other golf tourneys and information.
- c. The use of laser rangefinders, GPS devices, and other electronic ranging devices is permitted. Ruggles has flagsticks with the laser indicators on them.

2. Team Membership and Eligibility:

- a. Each team shall consist of at least two (2) players, but not more than seven (7) players. Teams may consist of any combination of men & women. Golfers may play for 1 team per season unless special circumstances arise (with Committee approval). The use of caddies is not permitted.
- b. The REGL is divided into 4 divisions with a maximum number of 18 teams in each division. The North and South divisions play on Mondays; the East and West divisions play on Tuesdays.
- c. Each team must designate one member as Captain who is responsible for:
 1. Ensuring his/her team adheres to the USGA Rules of Golf and REGL Rules
 2. Paying REGL entry fees and distributing prize money to teammates
 3. Verify that the points awarded his/her team and players' handicaps as posted are correct.
 4. Passing on league communications to his/her team, and to notifying the Commissioner and Handicapper of roster changes
 5. Alternate Team Captains are recommended.

3. Entrance Fee and Prizes: Most of the dues collected are intended to be returned to the teams in the form of prize money.

- a. The entrance fee for the league is \$150.00 per team and must be paid prior to the end of the first month of league play. Lack of payment by that date may result in removal from the Ruggles Evening Golf League.
- b. Entrance fees are returned to REGL players as:
 1. Regular season and playoffs order of finish prizes.
 2. Other team and individual awards (Team Net, Most Improved Golfer, Hole-In-One) and other designated prizes.
 3. Defraying a portion of the cost of the Spring Scramble and End of the Year Tournament (EOYT).
- c. The team in each division with the lowest "Team Net" score each week will win \$5. The league handicappers will keep track of the amount accrued by each team to be added to their yearly payout.
- d. Most Improved Golfer Award (1 per division. \$50 each). The USGA recommends a formula for determining a most improved golfer. To be eligible the golfer must have an established REGL handicap from the previous season and play in at least 3 matches in the previous and current seasons. The formula for determining the most improved golfer is:

$$\text{Improvement Factor} = (\text{Previous Year Index} + 6) \text{ divided by } (\text{Current Year Index} + 6)$$

Highest Improvement Factor = Most Improved

- e. If a player records a Hole-In-One, the REGL will provide a trophy with the details of the event.
- f. If a team forfeits a match during regular season play, that team shall receive one half the prize money accrued for the position in which it finishes. If a team forfeits more than one match, that team automatically becomes ineligible for league play prizes. Moreover, if a team forfeits more than two regular season matches, that team may be dropped from the league at the discretion of the commissioner and is not eligible for playoff competition. If a team is dropped from the league, all future matches will be treated as forfeits, with scoring of matches done according to the rules for scoring forfeitures (paragraph 5.f).
- g. To be eligible for the playoffs, a golfer must have played in at least 3 league matches within the current season in which points were awarded. Rainouts that result in no points being awarded do not count towards playoff eligibility.

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All unclaimed team prize money accrued from league play will be applied to the following year's entry fee for your team. If your team does not field a team the following year, it is the responsibility of the team captain to collect any unclaimed prize money from the designated league official or it will be forfeited and placed into league coffers.

4. Handicaps:

Official USGA Handicaps are NOT necessary to join the league. A 9-hole league handicap will be established for each player based on REGL play utilizing the World Handicap System. The handicap will be based on the lowest 4 of the last 6 rounds played. League handicaps will be used for all players who have participated in league competition in the current season or the previous two seasons.

- a. New players without a REGL handicap will establish a handicap for their 1st round by either:
 1. Converting their current USGA 18-hole handicap into a 9-hole REGL handicap (Appendix B).
 2. Completing their first 9-hole REGL round and following the directions in Appendix A.
- b. Handicap strokes will be given as follows:
 1. For individual matches, the higher handicapped golfer receives strokes based on the handicap ratings from the higher handicap golfer's tees, regardless of gender.
 3. For team stroke play:
 - a. All male or mixed gender teams will receive team strokes based on the men's tees.
 - b. All female teams will receive team hole strokes based on the handicaps for the red tees.

5. Scoring:

- a. Scorecards shall be provided in the REGL Score Box located in the clubhouse in the hallway between the two locker rooms. **Blue** scorecards will be used for the front nine and **yellow** scorecards for the back nine. Players may use Ruggles golf course scorecards if no REGL scorecards are available. NOTE: Individual hole ratings differ between the Ruggles Course scorecard and the REGL scorecard. All league results will be calculated using REGL hole ratings.
- b. Individual matches (match play) will pair each team's lower handicap players against one another and the team's higher handicap players against each other. If teammates have the same handicap, or if a new player without a handicap is playing, the team shall determine and state, *before the match begins*, who is designated as the lower handicap player. (Match results do not change the pairings).
- c. Points shall be awarded based on 18 points per match as follows (see Appendix C for an example):
 1. 3 points will be awarded for each individual match (6 total points available)
 2. 1 point will be awarded for each hole won in team match play (9 total points available)
 3. 3 points will be awarded for the team net score (3 total points available)
 4. Ties in individual or team matches, team hole play or net will result in the half the points going each team.

*****Please ensure you record your first name, last name, team #, hole scores, and individual scores legibly. Total up your individual scores*****

- d. In case of forfeiture (team sends out no players), the forfeiting team's opponent will play against a "Ghost." See paragraph 5.f. The forfeiting team will receive 0 points.
- e. If necessary, a team may play a match with only one golfer. The procedure for scoring is as follows:
 1. The score for the single player will count towards both matches.
 2. 100% of the single player's handicap will count towards his/her match against the other team's B player and 50% of the single player's handicap will count towards his/her match against the other team's A player with a **minimum penalty of 4 strokes**.
 3. If, after taking 50% of a player's handicap, the result is not a whole number, the number will be rounded down if playing the front 9 and rounded up if playing the back 9.

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4. Should both teams play with only one player, both players will oppose each other in the B match using their full handicaps and play against each other in the A match using 50% of their handicaps (invoking the 4 minimum stroke rule if applicable).
- f. “Ghost Protocol”. If an odd number of teams are in your division, or if both of your opponent's players fail to show, you will **still play as scheduled**, however, you will play against a “ghost team.” The ghost team will consist of 2 golfers with 0 handicaps that shoot bogey on handicap holes 1-3 and par on handicap holes 4-9. The ghosts will play from the same tees as their respective opponents. You will score the match as you would for a live team.
- g. In the event a team leaves the REGL after play has commenced for that season, a new team may replace the departing team with the following stipulations:
 1. The new team will assume all previous points accrued by the departing team.
 2. The new team will accrue points based on their league play.
 3. The new team may not accrue points that a temporary Ghost Team has won.
- h. Incomplete Rounds. In the event a player begins a match and for reason does not complete the match, the following rules shall be observed:
 1. For completing < 7 holes.
 - Holes completed – The player will be given his/her normal stroke play handicap.
 - Holes incomplete – The player becomes a scratch golfer shooting bogey on every hole.
 - Team Net – Strokes the player was given on the holes he/she completed are the only strokes that will be applied to the net score.
 2. For completing \geq 7 holes.
 - Holes completed – Scored normally.
 - Holes incomplete – Score of par plus any handicap strokes (full stroke play) for any incomplete hole.
 - Team Net – Scored normally.
 3. Rainouts will be scored as follows:
 - At least 80% of the teams that start a night’s play must complete 5 holes for those matches to count.
 - Individual handicaps will only be updated if 7 or more holes are completed.
 4. Player without a handicap and with an incomplete round:
 - All scores of are reduced to a maximum net double bogey.
 - The number of strokes over par is divided by the number of holes played (This number is rounded down and applied to each of the remaining holes.
 - Check Appendix B to assign handicap.

NOTE!!! TURN IN YOUR SCORECARDS REGARDLESS OF HOW MANY HOLES HAS BEEN COMPLETED. FAILURE TO DO SO MAY RESULT IN LOSS OF POINTS.

6. Schedule:
 - a. Regular season league play is determined and agreed upon at the annual league meeting but typically starts the first week of April and ends by the middle of August. Playoffs occur after that with every attempt made to complete before the end of Aug. Be advised that, during the playoffs only, your team may play on different days of the week than the regular season. .
 - b. REGL typically does not play on Holiday weeks (Memorial Day, Juneteenth, Independence Day) but exceptions will be determined prior to start of season. Schedule will be sent prior to season.
 - c. Starting 9s will rotate between front and back weekly and will not adjust if play has been cancelled.
Note: Your handicap may change without playing - based on whether it’s for the front 9 or back 9.
 - d. All matches shall be played on the day specified in the league schedule unless the course is officially closed. **If the golf course is open play will proceed.** However, REGL officers may solicit a consensus from the team captains to cancel play by majority vote (one vote per team scheduled to play on the night in question) or by ruling of the Commissioner. Every

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to make the decision to determine status of play as early as practicable. Player safety is the highest priority in determining whether play is cancelled due to weather.

- e. Incident Weather and Playoffs. If, play cannot be completed as described in section 5.h.3 above, or if play is cancelled using section 6.d above, play will resume the following day that is a non-Fri/Sat/Sun/Holiday.

WHENEVER A PLAYER BELIEVES THERE IS A DANGER FROM LIGHTNING, HE/SHE SHOULD IMMEDIATELY DISCONTINUE PLAY AND TAKE SHELTER.

NOTE: For the enjoyment of everyone, the REGL and Ruggles Golf Course expect you to play “**Ready Golf**”. That means be ready to hit your shot when it’s your turn (i.e. Have your club in hand, standing by your ball **NOT SITTING IN YOUR CART!!!**) At the second warning from the course Marshal, he will draw a line down the corresponding hole and tell you to move to next hole. That hole will be scored using the rainout rules. This will be for both teams on that hole, so it would be of interest to help move the other team along when you get the first warning. If any problems arise, please document them for discussion by the REGL officials and player’s representatives to take any required action/s. Repeat slow play offenders may have points deducted from their totals.

7. Rules:

- a. League competition shall be under USGA **stroke play** rules, except as modified (Local Rules). **Golfers shall not, by mutual agreement waive rules.**
- b. All male participants must play from the white tees and all women must play from the red tees. Exception: Senior players whose age + handicap is greater than or equal to 75 may declare, at the beginning of the season to play from the gold tees. Prior to the start of the season their previous year’s handicap and current year’s age will be used to assess their qualifications. Once they choose to play from the gold tees, they must do so for the entire season.
- c. League matches shall begin at the conclusion of the bugle calls from “Retreat” and “To the Color” (~1705 hrs or 5:05 PM). In the event of a player’s late arrival, the following special rules will be applied:
1. A player who arrives during the play of the 1st hole but prior to the play of the 2nd hole:
 - No penalty if he/she is prepared to tee off before all players have played their second shots.
 - Otherwise, the late arriving player is given a score on the 1st hole that is 3 greater than his/her opponent’s score on the 1st hole.
 2. A player that arrives during play of the 2nd hole:
 - Given a score on the 1st hole that is 3 greater than his/her opponent’s score on the 1st hole.
 - The player may not participate if he/she arrives after players have played their 2nd shots.
 3. Players should annotate on the scorecard, any late arrivals.
- d. Players may roll their ball **IN CLOSELY MOWN AREAS ON THEIR OWN HOLE ONLY!** Closely mown areas include fairway, fringe, putting green and tee boxes. The ball may be rolled using the player’s club only (no touching by hand), within the length of a REGL scorecard turned longways (approx. 8”) and (without cleaning), no closer to the hole for purposes of finding an acceptable hitting surface without penalty. After the ball has been so rolled, it is in play, and if it moves after the player had addressed it, ‘the penalty shall be one stroke.’ Whenever the player is in doubt as to whether his/her ball is in a closely mown area, the player must ask their opponent and abide by their opponent’s decision.
- e. Lift, Clean and Place is a variation of relief that may be implemented by league officials based on course condition. If Lift, Clean and Place is permitted on a given night of play, league officials will post a placard or sign on the league bulletin board or at the league check-in table to inform players of holes deemed cart-path only due to wet conditions. On holes designated as “cart path only,” players have the option to lift, clean and place any ball in the closely mown areas on the hole they are playing. The ball position shall be marked, then the ball may be picked up, cleaned, and placed within the length of a REGL scorecard turned longways (approx. 8”), no closer to the hole for purposes of finding an acceptable hitting surface.
- f. A ball embedded in its own pitch-mark in the general area, may be lifted, cleaned, and dropped as near as possible to the spot where it lay, but no nearer the hole without penalty. Your opponent must rule that the ball is embedded to seek relief if the ball

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is off the
fairway or

green. If your opponent does not agree that the ball is embedded, you must abide by their decision.

- g. Sand traps (Bunkers). Due to the condition of the bunkers typical during league play, the decision was made to allow players to lift, rake, and place, whenever a player's ball is in a bunker. The objective of this rule is to provide the player a suitable lie and is not intended to give the player an advantage by raking and creating a "tee". If the ball is plugged in the bunker, the player may lift, rake and place, but if the ball will not remain in its original resting place, the player may need to press the ball into the sand, so it stays in place. Once placed, the ball is "in play" and no further adjustments are permitted. This rule is a local rule and all other USGA rules concerning bunker play remain in effect (e.g. casual water in bunkers, etc.).
- h. Water-filled sand traps (Bunkers). Due to the condition of the bunkers, it is not uncommon for some of them to be filled with water after heavy rains. If a player's ball ends up in a water-filled bunker, the player may take free relief at nearest point of relief, but no closer to the hole in another area of the bunker that is not filled with water. If relief cannot be obtained without standing in the water, the player may take free relief from behind the bunker in line with where the ball ended up and the flagstick as far back on that line as the player chooses. On hole #3, the bunker on the left side of the green is deemed an abnormal condition, therefore relief will be given IAW USGA Rule# 16.1.b.
- i. Putting: "Gimmies" are permitted for those putts shorter than the length of the flag stick. Either player from the opposing team may concede a putt. Once a putt is conceded, it is dead, and no further strokes can be accrued.
- j. Sportsmanship Rule. If a player reaches a score of 9 strokes on a given hole and has not finished the hole, a member of the opposing team has the option to concede remaining strokes on that hole for a score of 10. There is no obligation to offer concession, but if offered by the opponent, it must be accepted, and the player must pick their ball and not finish the hole.
- k. Competitors may play the same 9 holes as will be played during league matches on the same day. However, unless paying a separate greens fee prior to league play, players may not go out earlier than 4 PM prior to their matches.
- l. Sneeze Rule. If, during the execution of a shot, a competitor overtly distracts or otherwise alters the swing of his opponent, the competitor may allow his opponent to hit a shot over in the interest of fair play. Once a re-shot has been taken, the re-shot ball is in play, regardless of outcome and scored accordingly.
- m. Music during competition. Rather than prohibiting music during the REGL, all players who desire to play music shall notify their opponents prior to playing the first hole of their intention to play music during the round. Both teams must agree on the terms prior teeing off or no music will be played during the match. Music shall only be played at a level that does not disturb other players on the course.
- n. Hole No. 16 (over the creek): The gravel road to the right of the green, has been defined to include the grassy area between the road and the fence. Balls hit into this area are to be played with one of the following options:
 - 1. Drop the ball (no penalty stroke) within 1 club-length of the NEAREST point of relief – no closer to the hole – taking relief as if it was on the manmade road. Realize that the nearest point of relief may be behind a tree.
 - 2. Play the ball as it lies (no penalty stroke).
- o. Out of Bounds. Other out of bound's areas are:
 - 1. Hole #2: The road and beyond on the left side of the hole.
 - 2. Hole #4: The road and beyond past the green.
 - 3. Hole #5: Driving range, the road and beyond past the green.
 - 4. Hole #9: Driving range.
 - 5. Hole #18: The road and beyond past the green.
 - 6. The above and other areas designated by white stakes or white lines painted or white blocks attached to telephone poles or trees.
- p. Lost Balls. Lost balls anywhere on the course (Out of Bounds, Penalty Areas, rough, etc.) will be treated as follows: Once the player determines the ball is lost (USGA allowed search time is **3 minutes**), the player may drop a ball with a penalty of one stroke. If the lost ball is in a penalty area, woods, or no mow areas, the location of the drop is 2 club lengths from the point at which the ball first crossed the respective area, no closer to the hole. For balls lost outside of a penalty area (rough, clover, fairway, etc.) the player is required to ask his opponent as to the location to drop a ball. The dropped ball is in play. See rule 7.q for newly planted trees.

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- q. Provisional Balls. A provisional may be played if a ball might be lost outside a penalty area or out of bounds. If the original ball is found in play, then the provisional ball **must** be abandoned. Any strokes accumulated during play of a provisional ball that is abandoned are disregarded. If the original ball is lost, the provisional then becomes the ball in play. See rule 7.1 above before playing a provisional ball.
 - r. Hole No. 18: The waste area (trees between rocks) to the left of the red tees to be played as a red penalty area. Balls hit into this area (and all red staked areas) are to be played with one of the following 4 options:
 - 1. Stroke and Distance (add a penalty stroke and replay from where the previous shot was played).
 - 2. Drop a ball (add a penalty stroke), keeping the point at which the ball crossed the margin of the penalty area directly in line with the hole (flag), with no limit to how far behind the hazard the ball may be dropped.
 - 3. Drop a ball (add a penalty stroke) outside the penalty area within two club-lengths of the point of entry, no nearer the hole.
 - 4. Play the ball as it lies (no penalty stroke).
 - s. The REGL Committee is charged with the responsibility to interpret and enforce bylaws and rules for all league play. The League Committee will render a decision to all questions/protests prior to the next week's play during the regular season and prior to the next evening's play during the playoffs.
 - t. Areas of newly planted trees (identifiable by the plastic sleeves protecting their trunks) are in "no mow areas." Balls hit into these areas may be played with the following local rule. If the player's ball is found and played, players **MUST** take swing relief to avoid hitting the trees with either their backswing or follow through (no penalty stroke). No line of sight or line of flight relief may be taken. Swing relief consists of dropping the ball at the nearest point of relief, still within the no mow area, no closer to the hole. Once dropped, the ball is in play. Balls deemed unplayable after drop will invoke the USGA rules for unplayable lies. Players not finding their ball can invoke the "rules for a lost ball" with a penalty of 1 stroke.
 - u. Players are encouraged to call out any rules infractions immediately. During play on a given hole, if players cannot agree on the appropriate procedure to continue playing the hole due to a difference in opinion on rules procedures, a player may play 2 balls for that hole with a score recorded with each ball and a note on the back of the card explaining the circumstances requiring the two scores. Players are also encouraged to ensure that scores are provided for each player on each hole and both teams shall agree on the individual scores (including the impact of any rules infraction) before teeing off on the next hole. If the two teams cannot reach agreement on an individual's score for a given hole, the two possible scores for the hole shall be provided on the scorecard with a note explaining the circumstances requiring the two scores. League officials will review the circumstances and adjudicate which score will count for that hole. Any scorecard recording errors can be settled at any time before signing the cards and turning them in at the end of the evening.
8. League Standings – Playoffs
- a. Team league standings shall be determined by the number of points accumulated during the course of scheduled play and will be used to determine the teams from the Monday and Tuesday night leagues that will be eligible for the playoffs.
 - b. Tiebreaker Playoff Entry Procedure:
 - 1. Whenever it is possible to compare the results of tied teams that have engaged in head-to-head competition during the regular season, the winner will be the team that won in head-to-head competition. If teams played each other more than once in the regular season, the total aggregate score would break the tie.
 - 2. If procedure above does not break the tie, their results against the best team in their division (not including each other) shall be compared. The team with the most points against this top team will be declared the winner. If necessary, this procedure will be repeated against the next team in the division standings until the tie is broken.
 - c. A playoff will be conducted at the end of the season. The Monday and Tuesday division teams will be seeded, paired, and scheduled by the REGL officials in accordance with their final point totals for the regular season. The team with the most regular season points from each division (North, South, East, and West) will be recognized as that division's regular season champion. The overall league champion will be determined from the final match of the league playoff bracket with the single-elimination playoff matches following the regular season scoring format.

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- d. Wildcard Split. Prior to the last 4 weeks of the season, the League Handicapper will divide the teams for each division into two groups. The first group will be playing for the top spots eligible for the playoffs. The number of teams will vary depending on how many teams are in the division. The second group will be the remainder of the divisional teams who will play for a single wildcard slot (one wild card for each division). The wild card will be awarded to the divisional team in the second group who earns the most league points during the final 4 weeks of the season (after the points have been zeroed). The schedule remains unchanged.
- e. Regular league scoring will apply to the playoffs. The handicaps in effect at the end of the regular season will be used for the first week's playoff matches and adjusted after each week's play. All scores posted in the playoffs will be recorded after the playoff tournament to adjust individual handicaps for the following season. Competing teams are responsible for deciding **that night** who wins and will return for the following match. If there are questions as to how to fill out the scorecard, teams should find another team or a REGL official to properly determine scores. Example: Team A & Team B finish a match and it is determined that Team A is the winner of the match. The next day, Team B notices an error on the scorecard that would swing the match in their favor. Team A is still the winner and advances to the next round of the playoffs.
Note: If you can't find someone to assist you with completing the scorecard you have the option to submit a scanned card to the league officials for scoring. If this option is chosen, the winning team will be notified the morning after the playoff match is complete.
- f. All playoff matches that end in a tie will be decided by the following procedure:
 1. The teams will proceed to the next hole to commence sudden death using the aggregate team scores minus handicap strokes where they apply. If a tie still exists, play will continue to the next hole and continue with subsequent holes until a team wins a hole with low net score.
 2. In the event play is called by darkness, play resumes the following day on the tee box of the hole where the suspended play occurred. If play is called after completion of a hole but before teeing off on the next hole, teams will resume on the next hole. Teams may elect to begin play prior to the normal start of league play by mutual consent. In the event a player does not show for a mutually agreed to early start, the start of play defaults to the normal league start time and follows the tenets of paragraph 7c.
9. End of the Year Tournament (EOYT): After completion of the playoffs, there is an EOYT. The tournament is open **ONLY** to REGL members since the cost is partially subsidized by REGL entry fees. An EOYT flyer will be posted on the REGL bulletin board, website, and information sent out to the REGL captains via email. The tourney is typically the 1st Saturday after Labor Day.

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APPENDIX A

SHEET FOR DETERMINATION OF HANDICAP FOR THOSE PLAYERS WITHOUT AN ESTABLISHED HANDICAP

Score	Handicap
36 or less	0
37	1
38	1
39	2
40	3
41	4
42	4
43	5
44	6
45	6
46	7
47	8
48	8
49	9
50	10
51	11
52	11
53	12
54	13
55	13
56	14
57	15
58	15
59	16
60	17
61	18

Note: For the purpose of establishing a handicap, no score greater than triple bogey is allowed on any hole.

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APPENDIX B

DETERMINATION OF HANDICAP FOR NEW PLAYERS ESTABLISHING WITH A USGA 18-HOLE INDEX

Men (White Tees) - Front 9		
18-hole Index Range		Course Handicap
4.0 & below		0
4.1	5.8	1
5.9	7.7	2
7.8	9.5	3
9.6	11.3	4
11.4	13.2	5
13.3	15.0	6
15.1	16.9	7
17.0	18.7	8
18.8	20.5	9
20.6	22.4	10
22.5	24.2	11
24.3	26.0	12
26.1	27.9	13
28.0	29.7	14
29.8	31.6	15
31.7	33.4	16
33.5	35.2	17
35.3 & up		18

Men (White Tees) - Back 9		
18-hole Index Range		Course Handicap
3.0 & below		0
3.1	4.8	1
4.9	6.6	2
6.7	8.4	3
8.5	10.3	4
10.4	12.1	5
12.2	13.9	6
14.0	15.7	7
15.8	17.5	8
17.6	19.3	9
19.4	21.1	10
21.2	22.9	11
23.0	24.7	12
24.8	26.5	13
26.6	28.3	14
28.4	30.1	15
30.2	32.0	16
32.1	33.8	17
33.9 & up		18

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Men (Gold Tees) - Front 9		
18-hole Index Range		Course Handicap
6.5 & below		0
6.6	8.5	1
8.6	10.5	2
10.6	12.5	3
12.6	14.5	4
14.6	16.5	5
16.6	18.5	6
18.6	20.5	7
20.6	22.5	8
22.6	24.5	9
24.6	26.5	10
26.6	28.5	11
28.6	30.5	12
30.6	32.5	13
32.6	34.5	14
34.6	36.5	15
36.6	38.5	16
38.6	40.5	17
40.6 & up		18

Men (Gold Tees) - Back 9		
18-hole Index Range		Course Handicap
5.1 & below		0
5.2	7.0	1
7.1	9.0	2
9.1	11.0	3
11.1	12.9	4
13.0	14.9	5
15.0	16.9	6
17.0	18.8	7
18.9	20.8	8
20.9	22.7	9
22.8	24.7	10
24.8	26.7	11
26.8	28.6	12
28.7	30.6	13
30.7	32.6	14
32.7	34.5	15
34.6	36.5	16
36.6	38.5	17
38.6 & up		18

Rules for the Ruggles Evening Golf League (REGL) 2025 Season

Women (Red Tees) - Front 9		
18-hole Index Range		Course Handicap
5.3 & below		0
5.4	7.3	1
7.4	9.3	2
9.4	11.2	3
11.3	13.2	4
13.3	15.2	5
15.3	17.2	6
17.3	19.2	7
19.3	21.2	8
21.3	23.1	9
23.2	25.1	10
25.2	27.1	11
27.2	29.1	12
29.2	31.1	13
31.2	33.1	14
33.2	35.0	15
35.1	37.0	16
37.1	39.0	17
39.1	41.0	18
41.1	43.0	19
43.1 & up		20

Women (Red Tees) - Back 9		
18-hole Index Range		Course Handicap
2.9 & below		0
3.0	4.8	1
4.9	6.6	2
6.7	8.5	3
8.6	10.3	4
10.4	12.2	5
12.3	14.0	6
14.1	15.9	7
16.0	17.7	8
17.8	19.6	9
19.7	21.4	10
21.5	23.3	11
23.4	25.1	12
25.2	27.0	13
27.1	28.8	14
28.9	30.7	15
30.8	32.6	16
32.7	34.4	17
34.5	36.6	18
36.7	38.1	19
38.2 & up		20

Rules for the Ruggles Evening Golf League (REGL) 2025 Season

APPENDIX C

Note: this scorecard is for tutorial purposes only.

Ruggles Evening Golf League



Strokes Allocated

1 Stroke

2 Strokes

3 Or More Strokes

Team #		MW			Hole #	1	2	3	4	5	6	7	8	9	Front 9			
					Hole Rating (M)	7	2	9	6	4	5	1	8	3				
					Hole Rating (W)	7	5	9	4	6	3	1	8	2				
					Par	4	4	3	4	4	4	5	3	5	Total	Net	Pts	
Match 1	24	M	Ed Hart		HDCP	4	4	5	4	4	4	5	5	4	4	39	35	3
	26	M	Joe Roe		HDCP	1	5	4	3	4	5	4	5	2	5	37	36	0
Hole Won by team # >>>						24	--	26	--	24	26	24	26	24				
Match 2	24	M	Tom Wolf		HDCP	7	5	6	3	4	4	5	6	4	5	42	35	3
	26	M	Bob Bell		HDCP	4	7	5	3	7	4	4	6	5	6	47	43	0
Hole Won by team # >>>						24	--	--	24	--	26	24	24	24				
Team Score	Team Totals for Team # 24				HDCP	11	9	11	7	8	8	10	11	8	9	81	70	3
	Team Totals for Team # 26				HDCP	5	12	9	6	11	9	8	11	7	11	84	79	0
	Hole Won by team # >>>						24	26	26	24	24	26	24	26	24	Totals	Tm #24	14
	Team Hole Point Totals						Team #24 = 5					Team #26 = 4					Totals	Tm #26

Above is the proper scoring of a league match. Team 24 is composed of Hart and Wolf with handicaps of 4 and 7, respectively. The sum of their two handicaps, 11, is Team 24's handicap. Team 26 is made up of Roe and Bell with handicaps of 1 and 4, respectively. The sum of their two handicaps, 5, is Team 26's handicap. Hart (hcp 4) is matched against Roe (hcp 1) and receives strokes on holes 2, 7, and 9. Wolf (hcp 7) is matched against Bell (hcp 4) and also receives 3 strokes on the same holes. Hart and Wolf win their individual matches, which is worth 3 points per match to Team 24. (In case of a tie match, each team receives 1.5 points.) Team 24 has an 11 handicap and receives a total of 6 strokes (holes 2, 4, 5, 6, 7, and 9, one stroke on each) from Team 26, whose handicap is 5. The two teams contest each hole for 1 point. Team 24 wins 5 holes and Team 26 wins 4 holes, which are worth 5 and 4 points, respectively. (In the event that a hole is halved in team play, each team receives a half point.) Finally, team 24's net score is 81 minus their 11 handicap for a net 70, where Team 26's net score is 84 minus their 5 handicap for a net 79. Thus, Team 24 wins 3 points for their lower net score. The total score of the match is:

	Hart vs. Roe	Wolf vs. Bell	Team Hole Played	Team Net	Total
Team 24	3	3	5	3	14
Team 26	0	0	4	0	4

For the purposes of determining the new handicaps of Hart, Roe, Wolf, and Bell their scores must be adjusted according to the following rules. A league player with a handicap between 1-9 can take double bogeys up to his handicap and no more. If a handicap is between 10 and 18, a player can take triple bogeys up to the difference between his handicap and 9. Therefore, Hart, Roe, Wolf, and Bell are allowed 4, 1, 7, and 4 double bogeys, respectively. (For instance, if a player had a handicap of 12 he could take up to 3 triple bogeys.) Bell's two triple bogeys on holes 1 and 4 must be reduced to double bogeys for an adjusted score of 45 before his new handicap is calculated. The other player's adjusted scores are the same as their actual scores.