

Monday Evening Church Golf League – 2025

<i>Date</i>	<i>League will play on either the Front 9 or back 9, alternating each week.</i>					
4/21	<i>Ice Breaker....League kick-off mtg (review schedule & rules then play golf)</i>					
4/28	h1: 1 vs 2	3 - bye	h3: 4 vs 11	h5: 5 vs 10	h7: 6 vs 9	h9: 7 vs 8
5/5	2 - bye	h10: 1 vs 7	h12: 8 vs 6	h14: 9 vs 5	h16: 10 vs 4	h17: 11 vs 3
5/12	h1: 5 vs 8	h3: 3 vs 10	h5: 4 vs 9	h7: 2 vs 11	h9: 6 vs 7	1 - bye
5/19	h10: 2 vs 8	9 - bye	h12: 10 vs 11	h14: 1 vs 5	h16: 6 vs 4	h17: 7 vs 3
5/26	<i>No Golf - Memorial Day holiday</i>					
6/2	h1: 4 vs 5	h3: 2 vs 7	h5: 3 vs 6	8 - bye	h7: 10 vs 1	h9: 11 vs 9
6/9	h10: 2 vs 4	5 - bye	h12: 6 vs 11	h14: 7 vs 10	h16: 8 vs 9	h17: 1 vs 3
6/16	h1: 8 vs 1	h3: 9 vs 7	h5: 10 vs 6	h7: 11 vs 5	4 - bye	h9: 2 vs 3
6/23	h10: 9 vs 3	h12: 6 vs 1	h14: 7 vs 5	h16: 8 vs 4	11 - bye	h17: 2 vs 10
6/30	h1: 4 vs 7	h3: 5 vs 6	h5: 1 vs 11	10 - bye	h7: 2 vs 9	h9: 3 vs 8
7/7	7 - bye	h10: 8 vs 11	h12: 9 vs 10	h14: 4 vs 1	h16: 5 vs 3	h17: 2 vs 6
7/14	h1: 3 vs 4	h3: 1 vs 9	h5: 2 vs 5	h7: 11 vs 7	6 - bye	h9: 10 vs 8
7/21	<i>Rain make up or Knock down round</i>					
7/28	First Round of Playoffs					
8/4	Second Round of Playoffs					
8/11	Final round of Playoffs – winners from 8/5, tee off on No. 1 @ 5 pm					
8/18	League 2-man Scramble and Banquet (inside PVGC clubhouse)					

Note: this schedule allows slippage of a playoff round (if we get a rain-out) during the playoffs and still finish the season before Labor Day.

Monday Evening Teams (captains):

1 – Stew Presbyterian (Rick Barton)	7 - Stew Methodist 'B' (Ernie Cottrell)
2 - Sadlers Lutheran (Jerry McLaughlin)	8 - Calvary Chapel (Gary Lantz)
3 – Called Out Ones (Mike Mader)	9 – Fawn Grove (Bill Whiteford)
4 - Stew Methodist 'A' (Ed Torbert)	10 - Fairway Saints (Shane Henschen)
5 - Stew Methodist 'C' (Chuck Bosley)	11 - Consolidated Christians (Pat Cavanaugh)
6 - Round Hill EPC (Ryan Miller)	

League Commissioner: Randy Babcock, (717) 309-3319

Scorekeepers/Handicappers: Jerry McLaughlin and Chuck Bosley

Monday Evening Church Golf League Rules – 2025

- **PURPOSE**-To enjoy playing golf in a spirit of fellowship and fun yet playing in a semi-competitive format.
- **SCHEDULE**-League play starts Monday evening, April 28th. **All matches will start at 5:15 (shotgun start).** Check the schedule for starting holes. Check in the Clubhouse for handicaps. Be at your starting hole ready to go at your scheduled start time. There is a 5-minute grace period for late arrivals. If that 5 minutes goes by, start play.
- **MATCHES**-Matches are played over 9 holes, between two teams, each match having two flights (foursomes). Teams send out 4 golfers per match. The two lowest handicap golfers from each team *should* play against each other in the "A" foursome. The remaining golfers from each team play against each other in the "B" foursome. Teams may carry extra subs on their rosters or may pull available subs from the league sub list or extra players from other teams.

- **TEES**—Most men play from the white tees. Senior men (60+) may play from the senior tees (yellow). Super senior men (80+) may choose to play 2 holes from the gold tees. The two holes shall be declared before the match starts. Most ladies play from the red tees. Senior ladies (60+) may play from the gold tees. Whichever set of tees you begin the season at, you play from all seasonno switching.
- **HANDICAPS**—A golfer's handicap is calculated by the League Scorekeeper using an average of the last seven league play scores and applying a combination of factors taking into account the tees used, course rating, course slope, and an 80% factor. League HC is limited to 18 strokes. Handicaps for established golfers are carried over from the previous year. A new golfer's handicap will use a simplified calculation for the first round only: raw score minus par, times 80%. Players HC's will be updated weekly and will be available inside the Clubhouse prior to the start of play.
- **SCORING**—Each match is worth 10 points; 5 points for the "A" foursome and 5 points for the "B" foursome. For each foursome: one point is awarded for each group of 3 holes, and two points are awarded for total team net. Strokes are doled out as follows: The lowest handicap golfer in each foursome gets zero strokes. The other three golfers get the difference between their handicap and the low man. Handicap strokes are then assigned per hole beginning with the most difficult hole to least difficult, with a maximum limit of one stroke per hole regardless of handicaps. As each hole is played, the hole is won or halved based on individual net scores. A point (or half point) is awarded to a team for each group of three holes. Two points are awarded for total team net score, calculated using all handicap strokes. If a team is short a player or a player arrives late after play has started, then total team net points for that foursome are forfeited.

When determining which team wins a hole, consider what par is when players play from different tees. For example; If Jim Q (playing from the yellow tees) cards a 3 on hole No.18 and Lucas G cards a 3 playing from the whites, Jim Q wins the hole due to his birdie. This also applies to hole No. 6, and for several other holes where men's/lady's par differs.

Score cards should be completely filled out (team name, players first & last names, tees played from, scores, and points won) and kept by both teams. One card shall be signed/initialed by both teams and placed in either the scorecard mailbox (back door) or inside League notebook (front porch). Any disputes should be settled the night of golf.

- **RULES-USGA Rules and PVGC local rules (see score cards for local rules) apply except as follows:**
 - 1) Golfers may move their ball within one club length (no closer to the hole) if it lies in the fairway, rough or within the ditches that run across the fairways of Holes No. 5, 6 and 8.
 - 2) If your ball is lost or goes OB, you may either go back to where the ball was and re-hit (one stroke & distance penalty) **OR** take a drop in the area where you believe your ball should have been, (or went OB), with a one stroke penalty. Both teams must agree with the lost ball/drop location.
 - 3) Mercy Rule.....card no higher than double par on any given hole.
 - 4) In a sand trap, players may lift, rake, and place your ball. (No need to hit from someone's footprint or hard packed sand). Also, in a sand trap, a ball in standing water may be moved within the sand trap no closer to the hole with no penalty.
- **FEES**—Golfers are responsible for paying greens fees and cart fees to PVGC before start of play. **League fees are \$100 per team, payable by the end of May to the League Commissioner.** Team Captains are responsible for collecting from their team members and paying the league fees. Fees cover the cost of the end-of-season banquet and awards.
- **INCLEMENT WEATHER**—If the course is closed due to inclement weather, the league will not play. Start delays and league play cancellations due to weather are at the discretion of the Commissioner. If you are playing a match and the weather turns bad such that play is suspended or the course closes, keep your cards. Captains may agree to resume the match at a later time or date or to simply split the points. If a match (which could include a sudden death playoff) is suspended and is to be resumed, then the same players must finish (no subs). Should you hear loud thunder or see lightning indicating that thunderstorms are in the vicinity, suspend play immediately and seek shelter.
- **PLAYOFF TOURNAMENT**—The top 8 teams in regular season play will qualify for a single elimination tournament. For a substitute to play in the playoffs, he/she must have played in at least two regular season matches this season. Ties in playoff matches will be broken as follows: All eight players will play in a single group in a sudden death playoff starting on hole No. 1 or 10. Handicap strokes (if any) will be the same as determined during the match. After the hole is completed, teams will add their players scores (minus HC) and compare with the other team. The team with the lower team net score wins the match. Should the teams tie the hole, the group of 8 will go back and replay the same hole (1 or 10) until a winning team has been determined.