

## LEISUREVILLE MEN'S GOLF LEAGUE RULES AND REGULATIONS

- 1) MEMBERS WITH HANDICAPS OF 10.0 OR LESS WILL TEE OFF FROM THE BLUE TEE MARKERS. THOSE WITH HANDICAPS OF 10.1 OR HIGHER WILL TEE OFF FROM WHITE TEE MARKERS. (NO EXCEPTIONS)
- 2) OUT OF BOUNDS (AS MARKED BY WHITE STAKES) USING LINE OF FLIGHT, DROP THE BALL AWAY FROM WHERE IT WENT OUT OF BOUNDS; NOT FROM THE TEE, NO NEARER THE HOLE ( ONE STROKE PENALTY)
- 3) LOST BALL, USING LINE OF FLIGHT, DROP BALL FROM WHERE IT WAS LOST, NOT FROM THE TEE AND NO NEARER TO THE HOLE. (ONE STROKE PENALTY)
- 4) OUT OF BOUNDS, HOLE #9 (WHERE WHITE STAKES DESIGNATE IT). PLAY THE BALL WHERE WHITE STAKE AT SOUTH END OF HEDGE MARKS THE BEGINNING OF OUT OF BOUNDS, WHICH PROCEEDS THROUGH HEDGE TO WHITE STAKE AT NORTH END OF HEDGES. (ONE STROKE PENALTY)
- 5) CASUAL WATER IS ANY ACCUMULATION OF WATER: DROP THE BALL AWAY FROM THE WATER, NO NEARER THE HOLE. IF BALL IS IN CASUAL WATER IN A SAND TRAP, THE BALL MUST BE DROPPED IN SAND TRAP (NO PENALTY)
- 6) GROUND UNDER REPAIR, TREAT SAME AS CASUAL WATER (AS IN #5 ABOVE)
- 7) A BALL EMBEDDED MAY BE LIFTED, CLEANED & DROPPED AS NEAR AS POSSIBLE TO THE SPOT WHERE IT LAY, BUT NOT NEARER THE HOLE (NO PENALTY)
- 8) IF A PLAYER HITS THE WRONG BALL, HE IS ASSESSED A TWO STROKE PENALTY AND THEN IS TO PLAY THE CORRECT BALL. REPLACE COMPETITOR'S BALL FROM WHERE IT HAD BEEN HIT.
- 9) IF A BALL IS HIT BY ANOTHER BALL FROM OFF THE GREEN, REPLACE THE BALL THAT WAS HIT --PLAY OTHER BALL FROM WHERE IT LIES. (NO PENALTY)
- 10) IF A PLAYER "A" HITS ANOTHER PLAYER'S BALL "B" ON THE GREEN WHILE PUTTING, PLAYER "A" WILL RECEIVE A TWO STROKE PENALTY AND THE BALL OF PLAYER "B" WILL BE REPLACED TO ITS ORIGINAL LOCATION.
- 11) WHEN ON THE GREEN, BALL MUST BE MARKED WITH A BALL MARKER OR FLAT COIN IF REQUESTED BY ANY PLAYER.

- 12) ON HOLES WHERE WATER COMES INTO PLAY OR IF A BALL IS LOST: DROP THE BALL TWO CLUB LENGTHS FROM THE POINT OF ENTRY, NOT NEARER THE HOLE ( ONE STROKE PENALTY). ON HOLES #4 and #13, USE THE DROP ZONE ON THE FAR SIDE OF BRIDGE OR NEAREST POINT OF RELIEF.
- 13) UNPLAYABLE LIE: DROP BALL WITHIN TWO CLUB LENGTHS, NO NEARER THE HOLE. OR DROP ANYWHERE BEHIND BALL (ONE STROKE PENALTY).
- 14) ANY BALL HIT IN THE DECORATIVE PLANT AREA, TYPICALLY FOUND ALONG HOLES #1, #9 and #10 IS TO BE DROPPED TWO CLUB LENGTHS OUTSIDE THE MULCH AREA (NO PENALTY).
- 15) ALL BENCHES, BRIDGES AND BULKHEADS ARE IMMOVABLE OBJECTS. DROP BALL TWO CLUB LENGTHS AWAY ( NO PENALTY). BALL LANDING ON GOLF PATH MAY BE DROPPED TWO CLUBS LENGTHS AWAY NO NEARER THE HOLE (NO PENALTY) OR PLAY IT AS IT LIES.
- 16) ALL PUTTS MUST BE HOLED OUT! NO GIMMIES!!!
- 17) SIX (6) IS THE MAXIMUM SCORE, AFTER THAT, PICK UP YOUR BALL.
- 18) EACH TEAM SHOULD MAKE AN EFFORT TO KEEP PACE WITH THE GROUP IN FRONT OF THEM IN ORDER TO HELP ELIMINATE SLOW PLAY.
- 19) WHEN TEEING OFF ON HOLE #1, IF BALL IS HIT OVER HEDGE ONTO THE 9th FAIRWAY, THE BALL IS IN PLAY AND NOT OUT OF BOUNDS.
- 20) PRIOR TO PLAY, YOU MUST SIGN IN WITH THE STARTER. YOUR GROUP MUST HAVE AT LEAST THREE PLAYERS TO PARTICIPATE IN A TOURNAMENT.
- 21) WITH THE EXCEPTION OF A THREE-SOME IN A TOURNAMENT, THERE IS TO BE NO SECOND SHOTS FROM THE TEE FOR ANY REASON.

NOTE: ANY MEMBER FAILING TO ABIDE BY RULES WILL BE SUBJECT TO ARTICLE XV OF THE BY-LAWS.

REVISED: APRIL 2021

