

COURSE CARE:

Designated Driver?

Avoid muddy areas and casual water in the fairways, your tires can do serious damage to the turf! Many of us play this course often and know where those low spots are that tend to stay wet – regular players, please alert the newer players to those areas when necessary.

Don't Get Too Close!

Keep your cart away from tee boxes, and at least 30 feet away from the greens. Par 3's are cart path only except: you can drive on #6 on the tee box side of the ditch and you can drive on #12 as long as you stay close to the penalty area (un-mowed area in the valley).

90-degree Rule!

Players should stay on the cart path whenever possible to protect the fairway turf. On some days, especially when the course is wet, you may be asked to follow the 90-degree rule. Under this rule, carts are allowed on the fairway, but they must maintain a 90-degree angle from the cart path. You should keep carts OUT of the rough whenever possible.

Cart Path Only

On days when the golf course requires cart path only, you must keep the golf cart on the designated path and off the grass. Drive to a point where you are even with the ball, and walk to the ball. You may want to take several golf clubs with you, since you won't be able to see the conditions near the ball from the cart

Replace Divots!

If possible, replace the chunk of grass into the divot hole and press it firmly into the ground with your foot.

Fix Your Ball Marks!

Make it a practice to always carry a divot tool with you to the green.

COURSE MARKINGS:

Flags on Greens...

Remember the Red, White & Blue!

Red Flag...Hole placement is to the front of the green.

White Flag....Hole placement is to the center of the green.

Blue Flag....Hole placement is to the back of the green.

What Do Those Stakes Mean?

Red or Yellow Stake...Indicates a hazard (penalty area), See **Playing out of a Hazard (Penalty Area)...**

Blue Stake....indicates ground under repair. You may move your ball into play with no penalty, no closer to the pin.

White Stake....indicates out-of-bounds. See **Playing out-of-bounds ball...**

RULES:

While Teeing Off...

Your ball must be between the two markers, but you can stand outside. You may tee your ball up to two club-lengths behind the markers, but not an inch in front, it is a 2-stroke penalty if you tee up in front of them, AND you will be required to re-play your shot!

Whiffs....

A whiff occurs when a golfer attempts to strike a ball and misses it completely. In contrast to a practice swing where a swing is also performed but no contact with the ball is made, a whiff occurs when there is **intent** on striking the ball and counts as one stroke. Accidentally moving your ball in a practice swing does NOT count as a stroke.

Accidental Ball Touch...

You **accidentally** touched your ball with the club and it moved! No worries, replace your ball with no penalty.

Hit into a Sand Trap?

We don't play sand traps in Ladies League. Pull your ball back out **along the line of play**; as far as you like but no closer to the pin from where it came to rest.

Ball on Cart Path?

If your ball is on the cart path, move it off the path to the side closest to where the ball came to rest, no closer to the hole. You can also move your ball enough that you don't have to stand on the cart path to swing, up to one club length, but no closer to the hole!

Playing out of a Hazard (Penalty Area)...

1st player may ground your club and even move loose impediments without penalty, but you cannot move your ball. Second player may place ball as close as possible to original ball. **You may NOT take a club length OUT of the hazard – you may NEVER change the type of lie. (Hazard, rough, fairway)** If your ball is unplayable in the hazard (in the water, in the trees, in the weeds) you may pull out of the hazard and add one stroke.

Playing out-of-bounds ball...

If your ball has gone out of bounds, you can retrieve it, or if it is lost, you can estimate the spot where your ball went out of bounds and then find the nearest fairway edge that is not nearer the hole than that spot. You can drop a ball in the fairway within two club-lengths of that fairway edge point, or anywhere between there and the spot where your ball went out of bounds, and add **two** additional strokes, **or** you may go back and hit again from where you hit the original ball and add one additional stroke – this is called “stroke and distance”.

RULES: (Continued)

Provisional Shot...

If it looks like both players may have hit out of bounds, to save time, each player may hit a **provisional** ball off the tee box. (This is the same as stroke and distance, it just saves time.) If one of the original balls ends up being in-bounds, it must be played. If you end up having to play the provisional - you must add a stroke. You may rather take your chances that one of the balls is in bounds, or you can drop from the exit point and take 2 strokes.

Pace of Play...

Remember, keep the "Pace of Play" at 15 minutes per hole.

- You may take up to 3 minutes to locate a lost ball.
- Keep your practice swings to a minimum, usually one or two swings.
- We have a "double par" pickup rule. Once you have reached double par, pick up and move on to next hole.
- 3-putt maximum. If the ball is not holed in 2 putts, pick up and add 1 stroke to hole score.

ETIQUETTE:

Watch Your Step!

Never walk through a player's putting line. Step over or walk around. Footprints could alter the path of the putt.

Sunny Day?

Remember to be aware of your shadow on the putting green. Don't stand in a place that casts your shadow across another player's putting line.

Play "Ready" Golf (Have a long pre-shot ritual?)...

While waiting your turn to hit; survey your shot, select your club, take your practice swings and be ready to go when it is your turn. You may play your ball when ready even if you are not the farthest from the hole, just be courteous and let your opponent know you are going to go ahead and play your shot.

Be "Present"

Please avoid unnecessary phone use during play. Put your phone on silent and enjoy the game!

