

Tuesday Ladies' League Rules

Lost Ball – You must replay the shot from the original spot with a one-stroke penalty. You cannot drop a ball where you think you lost it. The best thing to do if you think your ball may be lost is to declare that you are playing a provisional. Then if you can't find your ball, you don't have to go all the way back. If you find your ball, you cannot use your provisional, but you may declare an unplayable and use 1 of the unplayable lay options.

Out of Bounds—You must replay the shot from the original position with a one stroke penalty. #2 Beyond the fence is out of bounds. #4 Beyond the fence is a lost ball. Play it as such. However, if your ball is close enough to the fence that it impedes your stance or swing, you may take two club lengths relief not nearer the hole without penalty.

Moving the Ball—You may move the ball **with your club head** approximately 6 inches not nearer the hole or to improve your lie. If your ball is in the rough you must stay in the rough. Fairway is tree line to tree line.

Reminder – no Gimmies

Penalty Area—These are the red and yellow staked areas. They are not called “hazards” any longer. You may now ground your club, take extra practice swing, and remove loose impediments.

PENALTY AREAS (they are working on getting all the areas marked so make sure you know them.

YELLOW STAKES (water) #1,#2.#10,#17

RED STAKES (Lateral) #1 both side of the fairway, #2 right side of the fairway, #3 left side of the fairway, #9 both sides of the fairway, #10 both sides of the fairway, #18 left side of the fairway & the pond.

You have 4 options:

1. Play from where you last hit the ball with a 1-stroke penalty
2. From the point of entry with the ball with the ball between you & the flag go back as far as you want with a 1-stroke penalty
3. Take a 2-club length drop for the point at which the ball crossed the hazard line not nearer the hole with a 1-stroke penalty.
4. Play the ball as it lies in the hazard with no penalty.

Unplayable Lie—You may declare a ball unplayable at any time with a one stroke penalty. You have 3 options. 1. Play from the original spot. 2. Take 2 club lengths relief left or right not nearer the hole. 3. Put the ball between you and the flag and go back as far as you want. Exception: If you are in a sand trap, you must remain in the trap after a drop if you choose to declare the ball unplayable or for a two stroke penalty, you may take the ball back on a straight line behind the bunker.

If your ball lies in a “ground out stump”, you may take relief without penalty up to two club lengths not nearer the hole (ground under-repair rule). If it is up against a stump, you must play it as it lies or use unplayable lie options. Remember if it had not been cut it would be a tree.

*****2 STROKE RULE: New this year; When a ball is hit out of bounds, in the water or sand trap, you can take a 2 stroke penalty & get out or over. This is a rule to speed up play & end frustration.**

Example : On 9 if you go in the water on 2 & you take it across -either side of the hole at least 15 ft from the green. you are now hitting 5. If you go in on 3, you are shooting 6. #17 in on 1 line up with tee about 15ft from green -hitting 4. If you take it out of the sand trap, place where you want 2 strokes.