



All Gals Golf Club

Rules & Golf Resources

Last Updated: August, 2023

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ALL GALS GOLF CLUB RULES AND REGULATIONS

INTRODUCTION

The following rules and regulations seem to be the most frequently asked during our tournaments. We hope these clarifications will help you to understand how these rules are played. Always carry this sheet in your golf bag. Also attached is an outline of some of the new rules that may be referenced throughout. For Club information also check out our website <http://allgalsgolfclub.com/>

* Indicates as a Club Rule only.

- **BE SURE TO READ THE SCORECARD FOR SPECIAL LOCAL COURSE CIRCUMSTANCES**
- **If clarifying a Rule be sure it's from 2019 or current**

Check out videos from You tube from USGA for a specific ruling on "how to" or YouTube Jay Roberts Golf

USGA RULES (12 VIDEO) [Rules of Golf Explained \(2023\): Local Rules - YouTube](#)

- You can find more information at

<https://ncga.org/> or <https://ncga.org/rules/rules-resources/>

[2023 Rules Resources \(usga.org\)](#)

JAY ROBERTS VIDEOS – SEARCH FOR A SPECIFIC RULE YOU WANT TO SEE

<https://www.youtube.com/c/JayRobertsGolf>

I. POSTING

Tournament scores will be posted by Tournament Director in our Blue Golf Site
However, you MUST post your own outside rounds <https://ncga.org/> or APP

II. *MULLIGANS- CLUB RULE

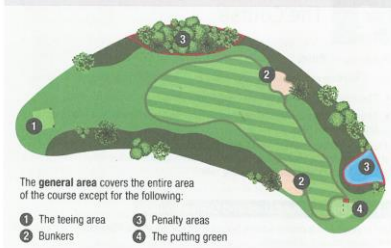
A mulligan may be played on the first hole only if the course does not have a driving range. You can choose, after hitting a mulligan, which ball to play.

III. TEEING GROUND

1. When the player's ball is to be teed within the *teeing ground*, it must be placed on:
 - a. The surface of the teeing ground including an irregularity of surface (whether or not created by the player) or;
 - b. A tee placed in or on the surface of the *teeing ground*, or
 - c. Sand or other natural substance placed on the surface of the *teeing ground*.
 - d. You have two club lengths to place your ball within the *teeing ground*
2. A player may stand outside the *teeing ground* to play a ball within it.
3. If, when starting a hole, you play a ball from outside the *teeing ground*, you shall incur a **2 stroke penalty** and must then play a ball from within the *teeing ground*. If you are called on it and, play a stroke from the next teeing ground without correcting this mistake, ***you must take a 10 as your score.**

- IV. **GENERAL COURSE AREA** – the *area of the course* that covers all of the *course* **except** as defined in the four *areas of the course* in the diagram below – these are **NOT** in the General Area. The General Area includes: All teeing locations on the course other than the *teeing area*, and all *wrong greens*.

DIAGRAM 2.2: DEFINED AREAS OF THE COURSE



1. Teeing area playing from
2. Bunkers
3. Penalty areas
4. The Putting Green playing from

V. **CARRYING FORWARD HAZARDS AND BARRANCAS OFF THE TEE & FAIRWAY CARRIES**

***PENALTY CLUB RULE will be referenced as “ADVANTAGE STROKES”**

1. *OFF THE TEE In normal play if you miss the carry: If after losing one (1) ball in a forward Hazard or Barranca:

- If there is a designated DROP AREA, take **1 penalty stroke** in the drop zone area after your first attempt, and wherever you land you are now **Lying 3. Continue shots until you hole out.**
- **If you land in a playable area you may play from that spot, counting the strokes you take to hole out.**
- If no DROP, after your first attempt, you may drop on the opposite side near the hazards edge (**1st stroke; penalty plus 2 advantage strokes = Lying 4**)
- OR, You have the option of trying again from the tee, if you don't make it, you may proceed to the other side (**2 attempt strokes w/ 2 penalty strokes for the attempt; plus 2 advantage strokes = Lying 6**) (However, if you do make it over in a playable area, you will be **Lying 5**)
- **Drop zone is always the best option if available**

2. FROM THE FAIRWAY This is a **CLUB RULE only**, the area may be marked as **HAZARDS (Rule VII)**

- (A) If your ball is in the Fairway and lies at/near the fringe of an area that you feel you cannot Carry Over (i.e. hazard or high grass barranca), with no other options to get around it, and you choose **NOT** to attempt to Carry Over after laying up(*), you may drop on the opposite side nearest the edge, **Be sure to count all the strokes you took to reach the fringe area with penalty plus 2 advantage strokes.** (For instance: you took **2 strokes to layup**, made **NO attempt** add **1 penalty**; proceeded to other side **Adding 2 advantage strokes = Lying 5**)
- (B) If you **ATTEMPT** to carry the distance and miss, you may then drop on the opposite side nearest the edge. **Be sure to count all the strokes you took to reach the fringe area, the penalty, plus 2 advantage strokes.** (For instance: you took **2 strokes to layup**, made **1 attempt**, missed add **1 penalty**; then proceeded to the other side, **Adding 2 advantage strokes = Lying 6**)

(*) If while taking your “layup” shot and your ball goes into the fringed area, you can treat it as a **HAZARD** or proceed with the **ADVANTAGE RULE** by going to the other side. You will need to count the strokes you hit, plus add a **penalty**, then proceed with the applicable stroke counts adding the **Advantage strokes** (For instance: hit **1st shot**, **2nd shot** rolls in, **add 1 penalty**, proceeded to the other side, **Adding 2 advantage strokes = Lying 5**).

VI. OUT OF BOUNDS/LOST BALL – PROVISIONAL BALL

- **Player has up to 3 minutes to search for their ball**
- **Ball moved during a search (Identifying Ball)** – there is no penalty if you accidentally move your ball during a search. If moved, you must put it back without penalty, or as close proximity as known. If you do not put it back you will be playing from the wrong spot and incur a **1 stroke penalty**.

Whenever there is any doubt your ball is **Lost OR Out of Bounds** (and not in a HAZARD **Penalty Area**), you should announce that you are playing **a provisional ball** from the place where your ball was played.

A ball is out of bounds when all of it lies beyond the inside line of objects such as white stakes, fence or wall that marks the playing area. You may stand OB to play a ball lying within bounds, you may not move the OB markers.

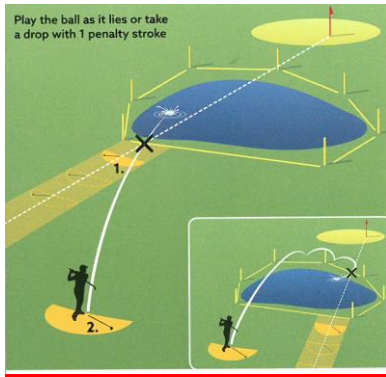
Out of Bounds or Lost Ball

1. If after a stroke, you suspect that you will not be able to find your ball or that it has come to rest OUT OF BOUNDS, you should play **a provisional ball** from the place where your ball was played. If your ball is out of bounds, play your **provisional ball** and **add 1 stroke**.
 - If going off the tee your 1st ball is OB, you are to go off the tee again and you are hitting your 3rd shot with the 2nd ball.
 - If your ball has landed in a **HAZARD**, you DO NOT have the option to play a **provisional ball**. Proceed in accordance with the Penalty Rule for hazards.
 - A player can play a **provisional ball** at any time, if she has reasons to believe her ball is **lost/out of bounds except in a hazard aka Penalty Area**.
2. If you find your ball in bounds, you must continue to play it and pick up your **provisional ball**.
3. You may play the **provisional ball** until you reach the place where the original ball is likely to be. If your **provisional ball** is near from the place where the original ball is likely to be or nearer the hole, and you cannot find your ball, your original ball is deemed to be lost and the **provisional ball** becomes the ball in play (count all strokes taken with original ball and provisional ball and add **1 stroke penalty**.)
4. **If you cannot find your ball after 3 minutes, or cannot unequivocally identify it, it is classed lost.**
5. ***If you determine that you have lost your ball or it is out of bounds, only after you reached where your ball should be and you did not hit a **provisional ball**, you may drop a ball where you believe your ball was lost, taking a **2 stroke penalty** to speed up play in addition to the strokes already taken.**
6. You are not allowed to complete play of the hole with your **provisional ball** if your original ball lies in a **hazard** or if you declare your original ball to be unplayable.
7. If you find your ball, but continue play with your **provisional ball** you are playing the WRONG BALL and incur a **2 stroke penalty** (Rule WRONG BALL see XIII)

VII. PENALTY AREA (HAZARDS)

WATER HAZARDS are now called **PENALTY AREAS** and no longer have to contain water
All ground and water within the hazard is part of the water hazard.

YELLOW STAKES

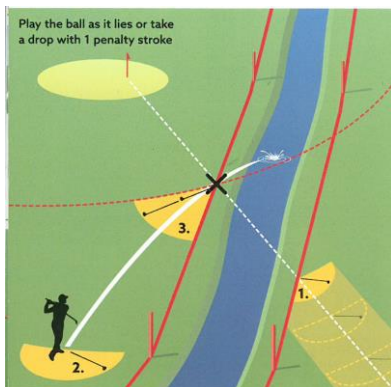


You may remove loose impediments (natural object) anywhere on the golf course. But you'll want to be careful that your ball does not move if you move a loose impediment or you will get **one penalty stroke** and have to replace your ball.

If your ball lies in, touches or is lost in a **HAZARD** you may play the ball from where it lies in the hazard with no penalty. **Player is allowed to ground their club in or out of the water.**
see **Diagram – or -**

1. If (1) go back to the extension of the line from the hole to the entry point (see **X** – ball last crossed the edge of Penalty Hazard), as far back as you like and take a drop within 1-club length – **penalty 1 stroke**
2. If (2) return to the spot of your last stroke and take a drop within 1-club length (if from the tee, you may re-tee) **penalty 1 stroke**

RED STAKES See Diagram



A "Lateral hazard"(Penalty Area) is a water hazard or part of a water hazard so situated that it is not possible or is impracticable to drop a ball behind the hazard.

Play the ball from where it lies in the Hazard with no penalty or;

1. If (1) go back to the extension of the line from the hole to the entry point (see diagram "**X**" ball last crossed the edge of Penalty Hazard), as far back as you like and take a drop within 1-club length – **penalty 1 stroke**
2. If (2) return to the spot of your last stroke and take a drop within 1-club length (if from the tee, you may re-tee) **penalty 1 stroke**

3. Or - Drop within **2 club lengths** of the entry point (see diagram “X” where the ball last crossed the edge of the Penalty area) under penalty of **1 stroke**

VIII. BALL PLAYED AS IT LIES

1. The ball must be played as it lies, except as otherwise provided in the Rules

A player must not improve or allow to be improved the position or lie of the ball, the area of the intended stance or swing, his line of play or a reasonable extension of that line beyond the hole or the area in which she is to drop or place a ball by any of the following actions: Penalty for breach of rule **2 stroke penalty**

- a. Moving, breaking bending anything growing or fixed
- b. Creating or eliminating irregularities of surface
- c. Removing or pressing down sand, loose soil, replaced divots or other cut surface in position or removing dew frost or water

- IX. EMBEDDED BALL allows relief for a ball embedded anywhere in the “General Area”, except when embedded in sand. If the ball has become embedded into the ground upon landing, you are entitled to a free relief one club length no nearer the hole in the “general area” portion of the course (See Diagram in #IV- General Course Area)

X. UNPLAYABLE

You may deem your ball unplayable at any place on the course, except when the ball is in a Penalty Area (hazard). You are the sole judge as to whether your ball is unplayable.

If you decide you cannot play it, you have three options, with a **1 stroke penalty**:

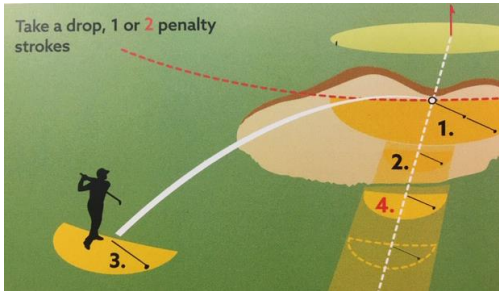
1. Go back to where you played the last shot and play a ball from there.
 - On teeing ground, put it back on tee.
 - On the green, place.
- or
2. Drop a ball behind the point where the ball lay, keeping that point directly between the hole and the spot on which the ball is dropped, with no limit to how far behind that point the ball may be dropped.
3. Drop ball within two **club-lengths** from the spot where the ball lay, but not nearer the hole.

XI. BALL IN A BUNKER

If your ball is in a bunker, and declared UNPLAYABLE the player has four options to drop a ball, except if in casual water see Rule 4.

Diagram:

- a. *In the bunker*, take a drop within 2-club lengths, **1 stroke penalty**
- b. *In the bunker*, go back on the extension of the line from the hole to the ball and take a drop within 1-club length, **1 stroke penalty**
- c. *Return* to the spot of your last stroke and take a drop within 1-club length, **1 stroke penalty (you can re-tee)**
- d. *Outside the bunker with 2 stroke penalty*, go back on the extension of the line from the hole to the ball as far back as you like and take a drop within 1-club length. **(2019 Rule)**



4. **Ball in Bunker with Water** If your ball comes to rest within a bunker; you may drop without penalty at the nearest point of relief *within* the bunker, no nearer the hole. That applies no matter what the condition is of the rest of the bunker.

If the rest of the bunker is dry, great. But *even if the entire bunker contains water*, the same rule applies - if you drop, you must drop within that bunker to avoid penalty. So, if the bunker is completely filled with water, your only option to improve the situation without penalty is this, according to the USGA Web site the player may drop the ball in the bunker at a point that provides maximum available relief (i.e., in 1 inch of water rather than 5 inches).

5. **Loose Impediments** *USGA Rule book #15.1* without penalty, a player may remove a *loose impediment* (leaves, branches, stones, twigs) anywhere on or off the *course*, and may do so in any way (*hand, foot, club or other equipment*, or getting help from others or breaking off part of a loose impediment), Including from the *bunker and penalty areas*. If removal of the loose impediment causes the ball to move:
- * The ball must be *replaced* on its original spot (which if not known must be estimated)
 - * If the *moved* ball had been at rest anywhere except on the *putting green* or in the *teeing area* the players get **1 stroke penalty**
6. **Movable Obstructions** *USGA Rule book #15.2* Video 6 [Rules of Golf Explained \(2023\): Movable Obstructions and Loose Impediments - YouTube](#)
7. **Immovable Obstruction** *USGA Rule book #16*
8. **Touching the Sand in the Bunker** The club is still NOT permitted to be grounded behind the ball or prior to your swing, or test the condition before playing a stroke (by club, hand, rake). **2 stroke penalty.** **However**, you can put the rake or a club down in the sand, casually lean on the club while waiting, and smooth out prints if not on your line of play and not gain advantage for your next stroke.

XII. **IDENTIFYING BALL**

1. The responsibility for playing the proper ball rests with the player. Each player should put an identification mark on their ball.
2. **Fellow players no longer have to be informed if a ball is marked and picked up for identification.**
3. A player is now allowed to identify a ball in a hazard (bunker or hazard) when he cannot **visually** determine it is her ball. You are allowed to *mark the position of the ball*, then lift and identify it. The ball must **not** be cleaned beyond the extent necessary to identify. If she lifts the ball when she could have identified it without lifting, she incurs a **1 stroke penalty**.

It does, however, change the penalty situation as a player will now be penalized if he plays a wrong ball from a hazard. Stroke play – **2 strokes**.

XIII. HITTING WRONG BALL [Golf Rules | Playing a WRONG BALL in Golf? - YouTube](#)

1. If it is determined that you hit the wrong ball, you will incur a **2 stroke penalty**. You must correct your mistake by playing the correct ball. The player whose ball you hit shall drop a ball at the approximate last location without penalty.
2. The stroke made with the wrong ball and any more strokes before the mistake is corrected (including strokes made and any penalty strokes solely from playing that wrong ball) do not count.
3. If you can't find your original ball go back to where you last played, add all strokes made plus two shots onto your final score for the hole as general penalty for playing the wrong ball.

XIV. BALL HITTING ANOTHER BALL

1. (Putting Green) You may ask other players to mark their ball to avoid penalty. Players should mark their ball when requested. When another ball is in motion, a ball that might influence the movement of the ball in motion must not be lifted.

In stroke play, if you're on the green and you hit another ball on the green, you incur a **2-stroke penalty**. So, another reason to mark your ball, and the other players ball must be returned to its original position.

2. (Off the Putting Green) If a ball off the green strikes another ball, either on or off the green, no penalty is incurred. The original ball must be repositioned to the original location and play the second ball as it lied.

XV. BALL LIFTED OR THOUGHT IT WILL INTERFERE WITH ANOTHER PLAYER

A player may lift his ball if another player has asked the ball to be lifted, if it is in direct interference with the opponents swing. Mark as best you can, you may not CLEAN your ball. Replace as near as possible to its original lie.

XVI. FLAGSTICK

1. Hitting the flagstick with a putt from the green isn't a penalty: Golfers were previously penalized if a putt originating on the putting surface struck the flagstick.
2. A ball wedged between the flagstick and the edge of the cup counts as holed: A golfer no longer has to carefully jiggle the flagstick to get the ball to the bottom of the cup for the shot to count as holed.

XVII. ABNORMAL COURSE CONDITIONS/OBSTRUCTIONS /ANIMAL HOLES/NEAREST POINT COMPLETE RELIEF

NO PLAY ZONE – A part of the course the Committee has prohibited play, a NPZ must be defined as part of either an Abnormal Course Condition or a Penalty Area – ball must NOT be played as it lies – taking Nearest Point of Relief (NPR) with Penalty. (See XXVI for definition of NPR)

If your ball is in a no play zone, or you are going to stand in one or your swing will hit something in one when making your stroke, you must take relief. If you don't take relief and instead play your ball as it lies, you get the general penalty of **2 penalty strokes**.

Abnormal Conditions

If your ball is lying within one of these areas, or if they **interfere with your lie, stance or swing (interference with the LINE of play or VISUAL distraction do not count)**, you are given Free Relief.

When a player's ball lies in the General Area and there is interference by an *abnormal course condition* on the course, the player may take Free Relief by dropping the original ball or another ball in this *relief area*

- Immovable objects (not including OB markers, or integral parts of course)
- Ground under repair (marked by the course, grass cuttings, piled materials, except aeration)
- Temporary water (puddles where player takes stance)
- Embedded ball
- Animal Holes (see below – new rule)

Animal Holes/Staked Trees/Cartpaths

You are entitled to free relief from virtually all animal holes, such as holes and excavation tracks caused by animals (except worms/insects), staked trees (If you are interfered by the lie, stance or swing) and cartpaths.

1. Player must determine **NEAREST POINT OF RELIEF (NPR) (interferes with Lie, Stance, Swing)**
2. Measure **One Club Length** from NPR (must be in the *general area, no closer to the hole*)
3. Drop from knee height (not in a hazard and not on a putting green) with complete relief
4. Ball must land in relief area (if ball rolls out of drop area if after second try, Place ball where ball LAST hit in relief area).
5. No bumping with club head
6. Once the ball is on the green, if your lie is obstructed by casual water or dirt patches, you may move (pick-up) your ball and place it no nearer the hole to get a clear putt.

XVIII. REPAIRING DAMAGE ON THE GREEN

You are allowed to repair damage such as pitch marks, footprints, spike marks, old hole plugs without penalty (Exception: aeration holes and imperfections *cannot* be repaired)

XIX. ACCIDENTAL MOVEMENT OF BALL ON THE PUTTING GREEN

Ball Moved when marking

If the ball or the marker is moved accidentally when marking, picking up or replacing the ball, put it back without penalty.

Ball Moved when grounding the club or during a practice swing

If you accidentally cause your ball to move when grounding your club or as a result of a careless swing, no penalty is incurred on the green by way of exception. The ball must be put back.

LOCAL RULE: ACCIDENTAL MOVEMENT OF A BALL ON THE PUTTING GREEN

WHAT IT MEANS: The committee in charge of a competition or course now has the option to adopt a Local Rule that eliminates the penalty for all circumstances when a player, an opponent or either of their partners, caddies or equipment accidentally moves a ball or ball-marker on the putting green.

HOW IT WORKS: The following are examples where the Local Rule would apply:

IF: When preparing to make a stroke, a player accidentally causes the ball to move...		THEN: No penalty, and the ball must be replaced.
IF: A player accidentally drops his/her ball, which hits and moves the ball-marker...		THEN: No penalty, and the ball-marker must be replaced.
IF: A player accidentally drops his/her ball-marker, which hits and moves the ball...		THEN: No penalty, and the ball must be replaced.
IF: A player accidentally kicks and moves his/her ball...		THEN: No penalty, and the ball must be replaced.

HOW IT DOESN'T WORK: The following are examples where the Local Rule would not apply:

IF: A player accidentally moves or hits his/her ball on the putting green without first marking it's location...	THEN: One-stroke penalty, and the ball must be replaced.
IF: A player accidentally moves his/her ball that is lying on the fairway, in the rough or in a bunker...	THEN: One-stroke penalty, and the ball must be replaced.

Note: If it is determined that a player's ball on the putting green was moved as a result of wind, water or some other natural cause such as the effects of gravity, the ball must be played as it lies from its new location. A ball-marker moved in such circumstances is replaced.

XX. PUTTING / CONTINUOUS PUTTING

1. If your ball is on the green, be sure to mark it. If another player is putting and hits your ball, that player incurs a **2 stroke penalty** and the player whose ball was hit must replace to its original spot, so be courteous to your fellow players and **MARK YOUR BALL**
2. * To speed up play, continuous putting will prevail at all AGGC tournaments.
3. If two players have putted out, they should move onto the next hole to speed play, if possible
4. See also our Rules of Etiquette

XXI. CONCEDED PUTTS

1. Any player who accepts a "gimme" and picks up his ball will receive a **2 stroke penalty**.***
2. Any player who concedes a putt to another player and then picks up or hits that player's ball will incur a **2 stroke penalty**. Player's whose ball was picked up or hit must replace the ball in general location and putt out.
3. You must putt everything out. (Exception: See [Club's Maximum Stroke Rule XXIII](#))

*****If a player does not hole out before the maximum 10 – she could be disqualified – otherwise take a circle 10 (circle the 10 on your scorecard if you don't hole out)**

XXII. SWING AND MISS (a.k.a. WHIFF)

1. If you swing your club at your ball and miss, you must count that stroke. If you accidentally bump your ball while lining up your shot, no stroke is taken.
2. If while taking your practice swing and you accidentally hit the ball it counts as a stroke and you play the ball where it lies.

XXIII. MAXIMUM SCORE PER HOLE – CLUB RULE

1. If you have taken 8 strokes and are still in the fairway and your ball is not near the green, pick up your ball and take a score of (circle) 10. For the sake of faster play, the maximum score per hole is 10. **Circle this score on your card to denote that it took more than 10 strokes to complete this hole.**
2. If a foursome falls more than a hole behind and is unable to catch up in a reasonable time period you must pick up your balls, take a (circle) 10 and proceed to the next hole. Please follow this rule. If it is discovered that you fell behind, were told by the marshal to pick up and didn't can be grounds for disqualification for that round of golf.

XXIV. POSTING A ROUND – Tournament rounds will be posted by our Tournament Director

Posting a Score When a Complete Round is not Played.

1. If you play 14 or more holes, post an 18-hole score. For the holes that are not played, count par plus any handicap strokes you would be entitled to on those holes based on the COURSE HANDICAP you are playing (Handicapping holes is determined by starting with the hardest hole identified on the score card (ie. hole number 4, 1st hardest hole, number 11, 2nd and so on), and continue adding strokes up to your handicap for all 18 holes.
2. If you play between 7 and 13 holes, post a 9-hole score.
3. If you play two 9-hole rounds from a Rated Course, that may count as one of your 18-hole rounds.

XXV. DETERMINING WINNERS

After each Tournament Round we award Funny Money to our Flight Winners (1st & 2nd place) by the LOWEST NET SCORE. Should there be a Tie in their Net score it is then determined by their score of the Hardest hole (if same score, then it continues to the next hardest hole until one scored lower), then that higher score player becomes the 2nd place winner. Flight Winners are awarded \$20 Funny Money for 1st, and \$10 for Second place. Should a player not complete a round (14 holes) and needs to be handicapped out they are not eligible as a Flight Winner for their score. (*In determining winner from a tie – if both players have a “10” the “natural” score overrides the “circle 10” score)

Other Winnings are:

\$10 Funny Money - LONGEST DRIVE (for First Flight and Second Flight)

\$5 Funny Money – CLOSEST TO THE PIN (both flights combined)

\$5 Funny Money – LONGEST PUTT (both flights combined)

\$2 Funny Money – CHIP-IN (off green) (both flights combined)

\$2 Funny Money – BIRDIE (both flights combined)

Our Point system determines our End of Year Winners. The points are based on your NET Scores. Players who have not established a Handicap will receive 5 points to their Points until they establish a Handicap. (See Point System Sheet in our Website)

XXVI (*) ADDITIONAL TERMS & CIRCUMSTANCES:

General Area: is the whole area of the course except:

- The teeing ground and putting green of the hole being played; and
- All hazards on the course

Drainage ditch that runs through the course: If your ball lies in a drain ditch (usually a small grassy swale in the fairway) no closer to the hole and drop properly to avoid the ditch.

Wrong Green To avoid damaging the green, if your ball should land on another green, or if so close that you would have to stand on it, you are not allowed to play from the Wrong Green, go to the nearest edge and take a free drop within 1-club length (which may be on the fringe).

Ball Hits Player or Equipment **We have at one time or another have had this happen to us, so now there is a new rule – read on.** If you accidentally hit a person, yourself or your equipment there is no penalty. Play the ball as it lies.

Double Hit If you accidentally strike the ball more than once when playing a shot, it counts as one stroke only and no penalty is incurred.

Determining Nearest Point of Relief (NPR) *Video 7 [Rules of Golf Explained \(2023\): Nearest Point Of Complete Relief - YouTube](#)* If your ball comes to rest in one of the following circumstances, and one of these situations interferes with the *lie, stance or area of intended swing*, you may take relief without penalty:

- **Interference from an immovable obstruction:** Any obstruction that can't be moved, such as a cartpath or maintenance road.
- **Abnormal ground condition:** For example, temporary water, areas marked ground under repair, gopher holes.
- **Wrong putting green:** Oops - you're playing the 2nd hole, but somehow your ball wound up on the 17th green! That's a wrong putting green. Better find that nearest point of relief.

Note that you *must* take relief if your ball is on a wrong putting green, and that "interference to a player's stance or the area of his intended swing is not, of itself, interference" by a wrong putting green.

In the other circumstances, however, interference with your lie or your stance or your area of intended swing entitles you to free relief, which starts with finding that nearest point of relief.

RULES OF ETIQUETTE AND FAST PLAY

During your round of golf, here are a few suggestions/rules that come into play that should be adhered to during your Tournament round.

- For Course knowledge check the SCORECARD and/or ask the Starter for any special course rules.
- Play ready golf; be prepared to hit when it's your turn.
- If you believe your ball to be lost or OB hit a provisional – if found determine your next play, if in a hazard (penalty area), take the distance, pick up provisional, determine your next play. Be sure you know which ball was your FIRST ball for ease of identifying.
- Do not stand directly behind player while on the tee box, on the course, or Putting Green, or cast a shadow or walk on putting line.

- Try to stand clear of any players in your foursome that may be hitting behind you
- Take as many clubs as needed when your partner needs to take the cart, then be ready to hit (if you are not interfering another player take your few practice swings) then if you are next to hit you can address your ball.
- Yell "FORE" if ball headed in the general direction of any other golfer.
- Do not drive golf carts within 20 yards of the green or on par 3's.
- Do not bring Pull carts on the green at any time.
- No lessons or coaching during play, no asking for advice as to club selection, however a ruling is acceptable
- Rake out bunkers or assist another player when possible; when on the green repair spike marks and divots, when on the Green – if you have other clubs, leave them as close to the edge of the green in the direction your cart is parked (keeps from forgetting and walking back across green).
- Always mark your Ball once you are on the Green AS SOON AS POSSIBLE.
- For the sake of faster play, if no other balls are in your line go ahead and finish putting out.
- If your ball is in the fairway and not near the green by your 8th stroke, pick up your ball and take a CIRCLE 10 – if you are near the green you may try to attempt to finish in 10 strokes.
- Flag removal is optional Player may request to have Flag in or pull it at any time.
- But most importantly – Don't rush yourself; keep up the pace; mark scores at the next tee box; have a great time!