

Tuesday League - Rules of Play

USGA rules govern play

Play "Summer Rules" unless notice is posted in the golf shop indicating otherwise.

All players will play from the Blue Tees

No gimmies, all putts must be holed out.

League plays both match and stroke play simultaneously, there is no penalty for playing out of turn.

All newly seeded areas (holes 1,3,5) and the dirt/mud area to the left of hole #1 are to be played as "Ground under Repair". Locate your nearest point of relief outside of the GUR area, not nearer to the hole and drop your ball, no penalty.

In a bunker you may lift ball, rake sand, and replace ball as near as possible to original location.

Max score on any hole is double par plus one, you do not need to putt out.

Lost ball or out of bounds is to be played under the traditional penalty of "stroke and distance". Please hit a provisional ball if you think your ball may be lost or out of bounds.

Three putts pay \$1.00per and 4 or more putts pay \$2.00per

Scorecards should be signed by all players in the group to verify correct scores and must be turned in to the bar area immediately upon completion of nine holes.

Weekly Proximity Contests

Closest to Pin: #2 #4 #8 (must make gross par or better)

Straight Drive: #3 (must make net par or better)

Long Drive #9 (must make net par or better)