

## **Tuesday League - Rules of Play**

USGA rules govern play, except where modified by local rules.

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 native grass areas are to be played as "Red Penalty Areas". The native grass areas may or may not be marked with red lines or red stakes. You can play your ball as it lies from these areas without penalty or take relief with a one stroke penalty. [ClickHere](#) for detailed explanation of relief options when your ball lies in a penalty area.

### **Native Areas include the following areas on the front nine:**

Hole #1 – Left side of fairway high grass and dirt area and high grass area left of green

Hole #3 – High grass areas both left and right of fairway

Hole #5 – High grass area left of fairway and all the way down the hill

Hole #4 & #8 – high grass mounds near greens on both holes

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, outside of a penalty area.

Three putts pay \$1.00per and 4 or more putts pay \$2.00per. Any shot after a putt played from on the green counts as a putt. A shot played with a putter from the fairway or fringe prior to being on the green does not count as a putt.

Scorecards and putt money must be returned to the bar immediately upon finishing front nine. All players should verify scores prior to returning scorecard. Once scorecard is submitted all recorded scores are final.

### **Weekly Proximity Contests**

Closest to Pin: #2 #4 #8.... must make gross par or better (gross 3)

Straight Drive: #3..... must make net par or better (net 5), or prize carries over to following week.

Long Drive #9..... must make net par or better (net 4), or prize carries over to following week.