

**DUNES WEST SMGA RULES OF PLAY**  
(Updated April 28, 2015)

- **Purpose**
  - To establish consistent rules of play for SMGA Monday, Wednesday, and Friday (MWF) play.
  - Unless specified to the contrary, the rules will also apply for tournament play. The SMGA Tournament Director(s) is/are responsible for identifying any rules which may be inappropriate for a specific tournament.
  
- **Eligibility:** Only members in good standing (current SMGA dues paid and members of Dunes West Golf and River Club) may participate in SMGA monthly golf tournaments, skins competition, social events, and SMGA matches with other clubs.
  
- **Daily Game Coordinator (DGC)**
  - All SMGA members are expected to volunteer as Daily Game Coordinator at least once every two years.
  
- **The DGC is responsible to:**
  - Establish random pairings (using bucket draw) and starting tee assignments. Threesomes will be first to play off of number one tee (or number ten tee if play starts there). The DGC will play in the first group.
  - Administer payouts at conclusion of play utilizing the SMGA Daily Tally Sheet, collect all scorecards, ensure all scorecards have been signed by the scorekeepers and attested by another member of the foursome/threesome, and deliver cards and Tally Sheet to an SMGA board member.
  - Recruit a substitute if unable to perform duties.
  - Announce the pin placement, course condition, and any special rules for the day as appropriate (e.g., procedure for payout if less than 20 golfers participate).
  
- **18 Holes vs. 9 Holes:** SMGA play is an 18 hole event. Barring injury or illness, members should commit to playing 18 holes. If for any reason a member knows he cannot complete 18 holes that day, he should not participate in the ball drop. If, after the teams are decided, there are both 3-man teams and 4-man teams, the member may play with the last 3-man team, but outside the day's competition (no fee, but not eligible for team points, skins, or proximities). If the

ball drop results in all 4-man teams, no exception can be made.

- **Skins:** For games in which skins are played, low NET skins will apply on ODD calendar days; low GROSS skins will apply on EVEN calendar days. Guests may not participate in skins.
- **Skins will not be part of match play events.**
- **Rules.** All rules of the USGA and Dunes West Golf Club apply except:
  - When conditions are “Cart Path Only”, balls landing in rough or fairway (through the green outside of hazards) may be lifted, cleaned, and placed within 6 inches of the original spot, no closer to the hole.
- **Any putt counting for individual or team points must be played into the hole in stroke play. For team play, if a player picks up his ball, which would have counted for points, such player is considered out of that hole.**
- **For individual scores, which do NOT count for the team in daily play, putts may be given in an effort to speed up play.**
- **Handicap Control**
  - Each player must post his score on the DW handicap system in a timely manner.
  - The maximum allowed handicap for both daily and tournament play is 32 whether playing from the blue or white tees. In accordance with USGA rules for mixed tee contests, players playing from the White tees must reduce their White Tee handicap by 3 strokes.