
Golf Rules and Guidelines

Schedule

Play for the season runs May 1st through September 2nd.

Tee time is 4:00 - 5:00 PM. We must be off the tee by 5PM to accommodate the league that follows us. We begin on the FRONT nine and then alternate between the front and the back nine from then on.

Weather Cancellations

We won't cancel due to weather prior to 3:00 PM. You will be notified via e-mail or at the course if we cancel. If you decide not to play due to weather and the league has not cancelled, you forfeit your points.

In the event of rain, thunder, and/or lightning *after* play has begun, all matches that have been completed count. If six or more holes are completed, this will constitute a match and the remaining holes will be split. You do not have to go back out to finish the round if the weather clears. If fewer than six holes are played, points for all remaining holes will be split, unless:

- 1) the weather clears to enable completion of the match, and
- 2) all 4 players agree to go back out and complete the match, and
- 3) the course allows you to go back out and finish

Score Cards

Each team will keep a scorecard. Obtain blank scorecards at the Pro Shop when you sign in. When you are finished, a player from each team must attest the scores. If you play as a twosome, both must sign the card. Please note your team number on the card.

It is your responsibility to ensure that your card is turned in. Please turn your card in to Tracy Schumacher at the end of the night by taking a picture and emailing or texting it to her. If Tracy can't be there, she will let you know who will collect the cards. No need to do anything further, the software will determine points.

Please make an effort to make the score cards legible & include your team number.

Please include the last name of your substitutes, especially if they are not on the regular sub list.

When playing your match, it is acceptable to pair opponents on the scorecard. Example – the two lower handicapped players keep their score on the upper half of the card and the two higher handicapped players keep their score on the bottom half.

In the event you are not playing your opponents, each twosome needs to keep their own scorecard.

Substitutes

You should make attempts to obtain a sub if you cannot golf.

Subs will be handicapped on their individual scores until an average is established. After the third round they have played during the season, before points are determined, the Callaway method of averaging will be used.

When a sub plays, her average should be considered just like a regular team member when determining who plays whom.

Reminders

- Always **sign in** at Clubhouse before beginning play.
- You must make an attempt to play with your opponents. Please call them ahead of time or e-mail them and make arrangements to meet and play with them. If you cannot, please make an effort to play in a foursome.
- **10 Stroke Maximum per hole will be imposed** - If you reach 10 strokes on a hole, pick up your ball and enter a 10 on your scorecard with an 'X' through it. This rule is to help keep play moving. Note – If you sink the ball in the hole on the 10th stroke, that's a regular 10 (with no 'X').
- Be courteous to other golfers and leagues, be conscious of hollering (other than FORE) or foul language while on the course.
- Stand a safe distance from a swinging golfer and don't distract her by moving or talking.
- Do not take more than 2 practice swings.
- After the tee shot, the player farthest from the hole plays first.
- Replace your divots.
- Hit only when the players ahead of you are out of range. If your ball will land near others, holler FORE. If you hear FORE, protect your head.
- **Play without delay.** Study your next shot while others are hitting. Keep your clubs with you at all times. Be ready and at your ball when it's your turn to hit. This applies to putting also. Allow faster groups to play through to speed up play.
- Don't spend over **3 minutes** looking for a lost ball. If shot goes out of the fairway, line up where it went out with objects nearby.
- When you reach the green, leave your golf bag near the next tee, and carry your putter to the green. Leave the green when all four players have finished. Complete your scorecard when you reach the next tee. Do not leave your bag in front of the green, as this delays the next foursome's approach.
- On the green, don't walk, stand or allow your shadow to fall in the line of anyone's putt. The player closest to the hole should tend the pin once all four players are on the green.
- If a shot intended for the fairway lands on the wrong green, it must be moved off the green, but not nearer to the hole you're playing.
- It is advisable to carry insect repellent in your golf bag at all times!

On the green, if you leave your putt within 6 inches of the hole, pick it up and add one stroke to your score.

How Points are Calculated

8 Point scoring system. The software calculates the points so you do not need to compute your own.

A Players, and B Players are matched.

Low Net score is worth 2 points.

- Subtract your handicap from the gross score.
- The A player with the lower score gets 2 points.
- The B player with the lower score gets 2 points.
- The points are split in the case of a tie. That's the first 4 points.

Most holes won.

Giving Strokes:

- Subtract handicaps for A players.
- Subtract handicaps for B players.
- The difference is the number of strokes to give to the higher handicap.

For each stroke given – put a mark next to the hole number based on difficulty of hole. Begin with the most difficult hole, 1 being the most difficult and 18 being the easiest.

Each mark subtracts one from the higher handicap person's hole score, and then matched with the opponents score.

- Circle the lowest score for the hole.
- A tie score is a wash.
- An "X" 10 automatically loses the hole.
- The A player with the most circled holes gets 2 points.
- The B player with the most circled holes gets 2 points.
- The points are split in the case of a tie.

That completes the 8 points.

Forfeits

- If the wrong side is played, the match is forfeited unless we were requested by course officials to play that side.
- If you decide not to play due to weather and the league has not cancelled, you forfeit your points.
- If a player forfeits (fails to show or obtain a sub) the opponent automatically wins 2 points for the match. The additional 2 points can be won by that opponent if they shoot lower than or hit within 2 strokes of their own average.

Handicaps

The USGA method of handicapping is used. Handicaps are determined by subtracting course par from your average and taking 96% of the remainder. For returning league members, handicaps are rolled over from the end of the previous season to the current season.

For new golfers, the first 2 rounds of golf will be handicapped on individual scores (i.e., your score that night is your average). A handicap will be calculated after your third round. An average of all 3 scores (sum of 3 scores divided by 3, rounded up if .5 or above) will determine your handicap to be used to figure out points on that third week. Once you have six scores posted, your average is calculated by using the last six scores; eliminate the high and low of these six and dividing the result by 4 to obtain an average (Callaway Method).

- The course par will be averaged out at 37.
- The same handicap will be used for front and back nine holes.
- There is a maximum handicap of 35 for nine holes.

Position Night

There is one position night scheduled each season. The match ups for position night are determined by your standing as of the week ending just prior to that position night.

The team currently in 1st place plays the 2nd place team, 3rd place team plays the 4th place and so on. We'll announce the match ups on the website.

On Position nights, **subs** must have an established average or they cannot golf for you.

Rules for Penalty Strokes

- Out of Bounds – ball is brought back in bounds at the point it went out and dropped within 2 club lengths not closer to the hole – 1 PENALTY STROKE.
- Ball in The Woods Not Out of Bounds – a) may hit from where ball lay – NO PENALTY; b) may drop ball 2 club lengths toward the fairway from edge of woods, not closer to the hole and take 1 PENALTY STROKE; c) may hit from original spot and take 1 PENALTY STROKE.
- Lost Ball – a) may hit again from original position – 1 PENALTY STROKE (hitting 3); b) may hit from approx. spot where ball was lost – 1 PENALTY STROKE; c) if you find another ball, but not the ball you hit, it is still played as a lost ball as in b above; d) if ball must be advanced toward hole, 2 PENALTY STROKES.
- Whiff – count as 1 PENALTY STROKE.
- Teeing-Off – a) if ball falls off tee before you swing, it may be replaced – NO PENALTY; b) ball must be behind the tee markers, but not more than 2 club lengths; if teeing-off in front of markers – 1 PENALTY STROKE
- Wa-Noa Hole # 3 – if your ball goes into the pond by the willow tree, you may drop on the other side of the pond (just out of the rough, off the cart path one club length), taking a one stroke penalty.
- Wa-Noa Hole #9 (If your tee-shot goes into Pond) – if your ball goes into the pond on your tee shot, you may drop near the side of the pump house (just out of rough), but not in front of pond. You will then be hitting 3.
- Improve Your Lie – a) move loose branches, leaves or litter from near your ball – NO PENALTY. b) winter-lie rules: move your ball within 3 inches in the fairway to improve your lie – NO PENALTY. c) embedded ball – free relief anywhere in the general area.
- Divot, Casual Water, Ground under Repair, Scruff or Animal Holes – ball may be dropped out of obstruction, but not nearer hole – NO PENALTY.
- Relief from Manmade Obstruction – ball may be lifted from obstructions such as sprinklers or waterpipes and dropped at knee height within 2 club lengths, but not nearer to hole – NO PENALTY.
- Playing Wrong Ball – fairway or green- 1 PENALTY STROKE; displaced ball must be returned to original position.

- Hitting Another Player's Ball When One Ball is on The Green – if you hit onto the green and hit another ball already laying at rest on the putting surface, there is no penalty to anyone. The player whose ball was hit must return it to its original spot.
- Hitting Another Player's Ball When Both are on The Green – if both balls lay on the putting green prior to the stroke, and you putt and hit another ball, the **putter** incurs a 2 STROKE PENALTY.
- Ball in Penalty Area (red stakes) – ball may be dropped outside hazard, but not closer to hole – 1 PENALTY STROKE. You can hit out of any Hazard if you desire, a hazard is not out of bounds.
- Ball Is Unplayable – a) hit second ball from original position – 1 PENALTY STROKE (count both shots, hitting 3); b) drop ball within 2 club lengths of spot, but not nearer hole – 1 PENALTY STROKE; c) drop ball behind unplayable lie, as far back as desirable – 1 PENALTY STROKE.
- Lost Ball In Fairway – if all members of foursome agree ball was lost in the fairway, a new ball may be dropped where assumed lost – with NO PENALTY. If a twosome is out, 1 PENALTY STROKE must be taken.
- Ball Stuck In Tree or Under Trees – some courses have trees marked that are not to be swung around. Wa-Noa's are not clear. If a tree obstructs your swing and the tree is 5 feet tall or under, move your ball out by 2 club lengths – NO PENALTY STROKE is to be taken.
- Flagstick in Hole – player may make a putt with flagstick left in the hole. No penalty.
- Dropping – drop ball from knee height rather than shoulder height.