Wyboo Men’s Golf League Rules
Revised 7/01/2011

These are rules made to keep us all playing by the same standard. By and large, we play by the USGA rules, with the following exceptions:

1. **Out of Bounds:** If your ball is out of bounds you may drop a ball two-club lengths from where the ball crossed into the OB area. **Penalty: two strokes.**

2. **Lost Ball:** If your ball is lost on the fairway, rough or in the woods, you may drop at a point where you feel it was lost. **Penalty: two strokes.**
   Note: In either of the above situations, you can follow the USGA rules by hitting a ball from the previous spot and assessing a one stroke penalty.

3. **Ball in the Woods:** If the ball is deemed to be inbounds, you may elect to play the ball as it lies. If you deem it to be unplayable, follow the instructions under “unplayable lie” below.

4. **Moving the Ball:** You may “roll” your ball or lift, clean and place your ball in your own fairway no closer to the hole. Movement is not to exceed 12 inches. You may not move or touch your ball in the rough or the woods.

   - **Unplayable Lie:** If you find your ball in an unplayable lie any place on the course except in a water hazard, e.g., on a root, behind a tree, in a bush, etc., you may **under penalty of 1 stroke:**
     a. Play a ball as nearly as possible at the spot from which the original ball was last played, or
     b. Place a ball behind the point where the ball lies, keeping that point directly between the hole and the spot on which the ball is placed, with no limit to how far behind that point the ball may be placed, or
     c. Place a ball within 2 club lengths of the spot where the ball lies, but no nearer the hole.
     d. If the unplayable ball is in a bunker, proceed according to a., b. or c. above, but with b. or c. the placed ball must remain in the bunker.

   - **Plugged Ball:** If your ball is plugged in its own pitch mark through the green (any place on the course except hazards), you may lift, clean and drop the ball no closer to the hole, or you may place it if you are in your own fairway or if it is “cart path only”. No penalty. (Do not repair pitch mark until after your next shot.)
• **Fire Ant Hill Rule**: If your ball lies on or near a fire ant mound, you may drop the ball within 1 club length no closer to the hole. No penalty. This applies only to a fire ant mound and does not include small black ants crawling on the ground or on your ball.

• **Cart Path Only Rule**: When we have a “cart path only” hole, you may “roll” the ball or lift, clean and place the ball no closer to the hole in a fairway or in the rough. (“Rough” is defined as any area of the course that is regularly mowed but does not include the woods.) Movement is not to exceed 12 inches. No penalty.

• **Relief from Garden Areas**: If your ball is in a designated garden area, or close to staked trees, you may lift, clean and drop the ball within 1 club length of nearest point of relief, no closer to the hole. No penalty.

• **Drainage Ditch on #8 – Players Course**: If your ball comes to rest in the drainage ditch along the cart path on #8 and the ball is below the level of the cart path, you may drop the ball no nearer the hole, away from the drainage ditch so that the ball is not lower than the cart path. No penalty.

• **Water Filled Bunker**: If your ball is in standing water in a bunker, you may lift, clean and place it in the bunker no closer to the hole. If your only relief is closer to the hole, then place it there in the bunker. No penalty.

• **Dropping or Placing the Ball**: In general, you place the ball within 2 club lengths if you have to take a penalty. You drop the ball when taking relief where there is no penalty (except in a water filled bunker).

5. **Putt Everything Out**: If you do not hole out on a given hole, your score cannot be counted in team play. When playing individual stroke play, you will be D Q’d if you do not hole out.

6. **Show time**: All players are expected to show-up 30 minutes prior to their assigned tee time. Many times we are able to tee off early if all members of the team are present.

7. **Recording Your Score**: There are no max scores in League play! Always record your total strokes. If a hole is not completed, the equitable stroke control number should be entered along with an “X”. If that player is a blind for another team, then the coordinator will know their score cannot be used on that hole. The scorecard will be adjusted for handicap by USGA rules before entering the score into the League computer. If players are maintaining a USGA handicap at either of the club houses, it is up to them to enter their correct score into the USGA system.
8. **Blind Scores**: When teams are short a player, the coordinator will assign a “blind” golfer to that team before the team begins play. The person selected as the “blind” can buy into that team by paying an extra fee. If that team places in the money, then the blind golfer will also receive the prize money.

9. Observe golf course rules regarding cart path restrictions and two carts per foursome or threesome as posted.