

TAMARACK LADIES GOLF LEAGUE OFFICIAL RULES

This league will be governed by the official USGA Rules of Golf and it is the responsibility of each league member to know these rules as well as any adopted local rules.

The maximum course handicap allowed for league play is 45.

This league will play summer rules, meaning you play the ball as it lies. If your ball comes to rest in an area that could be considered ground under repair and the rest of your group agrees, take a free one-club length drop from the nearest point of relief, no closer to the hole.

All water hazards are lateral at Tamarack, and marked as red stakes. There are no yellow stakes.

The following explanations for the water hazards are for your easy reference only as they are official USGA Rules which are explained in the Rules of Golf:

Red Staked Water Hazard If ball is in the hazard (including water), you must use one of the following options.

- A) **Play ball as it lies. NO PENALTY.** Note: Player is NOT allowed to ground the club or remove natural loose impediments.
- B) Return and play another ball from the spot where the original stroke was played. **ADD ONE STROKE.**
- C) Player may drop a ball behind the hazard anywhere along a line extending from the hole thru the point where the ball entered the hazard. **ADD ONE STROKE.**
- D) Player may drop a ball within two club lengths from where the original ball last crossed the hazard, but no closer to the hole. **ADD ONE STROKE.**
- E) Player may drop a ball within two club lengths on the opposite margin of hazard, no closer to the hole. **ADD ONE STROKE.**

To speed play during scheduled weekly events only, there is a two-ball limit in a water hazard. After hitting two balls into the water from the tee, take a two-club length drop on the other side of the hazard and count the subsequent shot as your 5th. This rule can be applied to holes 5, 6, 9, 10, 12 and 16. (See ruling for Hole #17 below.) **Remember this 2-ball limit rule does not apply during any tournament.**

Sand Traps

If the cloth in a trap is exposed and will interfere with your swing, you may take a free one-club length drop. Your ball must remain in the trap no closer to the hole. Sand trap rakes are part of the hazard and should be replaced IN THE HAZARD. If your ball comes to rest against a rake, mark the ball, remove the rake and place the ball in its original position.

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Sand Traps (continued)

If a foursome agrees there is a stone, pebble or other item which could potentially be hazardous when swinging the club, a player may carefully remove the item. If the ball moves when removing the “hazardous item,” the player must replace the ball to its original position. No penalty incurred.

HOLE #5. An addendum to the original rule for Hole #5 was approved in June 2012 as follows: “At one time a ball was considered out of bounds along the left hand side all the way down to the green, however, the Club changed this ruling a couple of years ago and it is now considered a LATERAL HAZARD even though there are no stakes. If a player hits on the left side, she must know where it entered the hazard. If you are not ABSOLUTELY CERTAIN it went into the hazard, you must consider the ball a lost ball and hit another ball from the original spot.” In addition, if a player puts two balls in the water from the tee, she may then cross to the other side and drop her ball 2 club lengths from the hazard line (she is now hitting 5) and continue until holed out. **Remember this 2-ball limit rule does not apply during any tournament.**

HOLE #10. A free drop is allowed if your ball lands in the “flower bed/trees” on the left side of the green. No penalty is incurred.

HOLE #16. If when hitting off the tee, a player’s ball lands on the right side of the cart path along the willow trees, (whether in the water or in the hazard), the player has the option to play the ball as it lies (no penalty incurred) or she may drop the ball on the left side of the cart path no closer to the hole and will incur a one stroke penalty. The area to the left of #16 cart path (once you get up close to the green) is considered OUT OF BOUNDS. The person who owns the house has moved the stakes and roping right to the edge of the cart path so there is no leeway. If you cross the cart path you will have to go back and hit another ball with a one stroke penalty.

HOLE #17. During regular weekly play, after hitting two balls in the water which have not crossed over land, a player will be allowed to go to the “drop zone” at the far end of the water on the left. This area is marked as a “drop zone” by Tamarack and is used by the public to help speed up play. You are now hitting 5 and will complete the hole as you normally would until holed out. **Remember this 2-ball limit rule does not apply during any tournament.**

HOLE #18. The fence is considered an integral part of the course, not an immovable obstruction. If your ball comes to rest and is touching the fence, you are considered out of bounds. You must hit another ball from where you last hit (stroke and distance). If your ball is not touching the fence, is not beyond the white line indicating out of bounds, and you do not have a swing, you may take relief and incur a 1-stroke penalty. You do not get a free drop. Drop your ball no closer to the hole, 2 club lengths from where your ball came to rest.

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Putting

Once your ball is on the green, and you are putting, all subsequent strokes are counted as putts, even if you have to chip back onto the green.

Loose Impediments

You may now use any means to remove loose impediments from your line of putt. Examples of loose impediments are sand, stones, leaves or bird droppings. Spike marks or scuffed grass that have been lifted from the turf but are still intact are NOT considered loose. Remember to always mark your ball first and then remove the loose impediment. If you cause the ball to move when removing a loose impediment from the green, you must replace the ball and incur a one-stroke penalty.

Known or Virtually Certain Rule (New Verbiage 2008)

This ruling applies to ALL LEAGUE AND TOURNAMENT PLAY. If you or your playing partners did not see your ball go into the water, **you may not assume it went into the water**. It must be KNOWN OR VIRTUALLY CERTAIN that your ball did go into the water.

If your ball did go in the water, play it as you would normally play a lateral water hazard. If you are not VIRTUALLY CERTAIN that your ball went in the water or on a certain hole in the area marked *Ground Under Repair*, it is recommended that you PLAY A PROVISIONAL BALL from the tee. If you and your group are VIRTUALLY CERTAIN that the ball did not go into the water and is in the *Ground Under Repair*, and you can neither see it or find it in GUR, you may take relief without penalty. If you find or see your ball in the area marked *Ground Under Repair*, take one club relief from the indicated line and drop a ball with no penalty. If you do see your ball in *Ground Under Repair* area, and for safety reasons you choose not to retrieve your ball, you may drop another ball without penalty. However, if you do not find your ball and you are NOT VIRTUALLY CERTAIN it landed in the water you must consider it a lost ball and replay from last place you hit. **Because there is a blind spot on the left when hitting off the tee on #5, and a blind spot behind the green on #11, these two holes in particular apply to this rule.**

Altering/Changing the Course

Moving tee markers or altering the course in any way will not be tolerated and is cause for disqualification from the event of the day. The only exception will be if the **first group** out on Ladies' Day finds the tee markers set back further than the yardage printed on the score card for the silver tees. This group may and should move the tee markers to the proper position.

If a rule dispute occurs during either weekly or tournament play, you should play a provisional ball and request the Rules Committee to rule on the dispute after all play is completed.

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Extended Play Rule

Extended Play is intended for players who, on occasion, have work or scheduling conflicts. There will be three (3) days available to ALL league members. This allows a player to play at a later time on a regular scheduled league day.

Another league member must accompany her. The member that will accompany or play will not be playing under the extended play policy unless her situation is allowed under the rules.

All day time rules will apply for the Extended Play option. There will be no handicapping out due to weather or darkness.

Any abuse of attempting to use the Extended Play ruling, such as delaying a morning league round due to weather, sleeping in or illness, etc. will not be tolerated.

If the league has a rain out for that day, Extended Play will not be allowed for that day.

The Executive Committee will be monitoring this program. In the event of a conflict, the Executive Committee will make the final decision if a player's round will be allowed under the Extended Play rule.

It will be the player's responsibility to:

- Notify the President or member of the Executive Board prior to play that she plans to utilize the Extended Play option, the league member that will accompany her during the round and her reason for doing so.
- To set up the tee time with the Pro Shop.
- To get scores to the Handicap Chairperson or the president within 24 hours of having played her round.

The Player will receive credit for attendance when utilizing the Extended Play option. The Player is not eligible for any prizes for league events for that day such as Low Gross, Low Net, Low Putts, Chip in Pot and Par 3 Pot. However, her scores for the events listed above will be entered and will apply to all year-end prizes if meeting the following requirements:

- A league member is required to have ten (10) rounds posted on a scheduled league day to be eligible for all year-end prizes.