

PAR HOPERS RULES OF PLAY

RIDING CARTS – our club has been requested to follow two rules:

1. Keep the carts at least 10 feet from the greens. (the scorecard indicates 30, but Reeves has given us special consideration).
2. Carts are to stay out of the weeds and tall grass.

SAND – Playable – Play as it lies. Unplayable – See Ground Under Repair.

UNPLAYABLE LIE – Add 1 penalty stroke, drop the ball within 1 or 2 club lengths of the point of entry, no closer to the hole..

TALL GRASS – Play it as it lies, or call it an “UNPLAYABLE LIE.”

LOST BALL – Limit the search to 2 minutes upon arrival to the area. Then proceed by adding 1 penalty stroke, drop the ball within 1 or 2 club lengths of the area where lost, no closer to the hole. If weedy area, go to the point of entry.

IMPROVEMENT OF LIE

If none of the above apply, the ball can be moved a foot, no closer to the hole.

BALL AT REST ON GREEN-ball or marker accidentally moved after being marked, replace with no penalty.

PIN – does not have to be removed while putting on the green.

BALL DROP – was shoulder high, now knee high

GROUND UNDER REPAIR AND CASUAL WATER – No penalty.
Drop at the nearest point of relief, no closer to the hole.

FORWARD TEES – Super Seniors only

The members who are at least 80 by April 1st of the current year have the choice to hit from these tees. The same tees must be used for every round. Super Seniors alternating between tees will be disqualified from the Club Championship and Super Senior events. Non-Seniors using the forward Tees are disqualified from the Club Championship

Board Approved, August 24, 2020

The members who are at least 75 by April 1st of the current year have the choice to hit from the forward tees. The same tees must be used for every round. These members are not considered to be Super Seniors and therefore cannot participate in any Super Senior only events.

APPROVED: DECEMBER 2, 2019

TIE BREAKER –Proceeding with the most difficult holes, the net scores will be used. If still tied after going through nine holes, a coin flip is to be used.

PROVISIONAL SHOT – These are not allowed due to the practice of dropping a ball where unplayable or lost.

REGULAR SCRAMBLE EVENT – the club has voted to drop the rule of “two drives per player.”

SPEED OF PLAY – Keep pace with the group in front. Hitting when ready and continuous putting are encouraged if it does not interfere with other members of your group.

MAXIMUM STROKES –The maximum strokes, for handicap calculations, is double par on 3 and 4 par holes and 9 for a par 5 hole. For **non-event** days, a member is encouraged to stop playing the hole when reaching the limit. For **event** days, a member must complete the hole and record the actual score.

MULLIGANS – One mulligan per round is permitted, but is limited to the tee shot on the par 4 and par 5 holes only. The first ball is to be picked up and proceed with the second ball. **NOTE:** not allowed in events.

SCRAMBLE TEAMS WITH 3 PLAYERS-

1. Prior to the first shot, the team numbers the players 1, 2, 3.
2. Player 1 hits the extra tee shot; player 2 hits from the next position, and player 3 hits from the next position. This process continues for the entire round. **Do not start over on the tees.**
3. Should a player skip the extra shot, the next player will hit from the next position.
4. For scrambles using the adjustment table based on the total handicap, the average of the three players is added to the total for the fourth player.

ROUNDS REQUIRED TO PARTICIPATE

Team events – No restriction. If no handicap, use last years. If none is available, determine an estimated score subtract 35, and multiply by 90% (the Club rule).

Individual events – the minimum number of five rounds is required to participate.

:DUES – must be paid prior to starting your first round of play.