

Rum River Hills Men's Club Rules

Updated April 2016

ALL PLAY IN EVENTS OF THE RUM RIVER HILLS GOLF CLUB IS GOVERNED BY THE CURRENT U.S.G.A. RULES UNLESS STATED OTHERWISE.

Event Play

All play in the RRH Men's club is from the blue tees unless noted otherwise. SUMMER RULES APPLY UNLESS NOTED OTHERWISE. This means there is no moving the ball anywhere on the course (to improve a lie) or there is a 2 stroke penalty. There are exceptions when you have special circumstances as to obstructions or others listed below. **Note: The RRH Men's club board will post online (when feasible) and via written sign when lift, clean and place is to be played.**

Scorecards

Use the Men's Club Special cards; put your **local number**, your **full name** and your **18 hole** handicap on the card. Check to see that your score, and/or team score, is correct and **sign the card**. The deadline for turning in scorecards is ½ hour after the event is done. If you plan to play additional holes, you should make arrangements to have your card turned in or face disqualification. **Note: Incorrect* scorecards turned in will result in a two stroke penalty. If you have any questions on scoring an event, ask a board member before turning in your card.**

***Incorrect Scorecards can include one or more of the following: No local number(s); lack of full names; partial scores; no signature(s).**

Signing Up For Majors

The deadline for signing up for weekend major tournaments is 9:00 PM the Wednesday prior to the event. (Some tournaments may have a special requirement. An example of this would be the Calcutta which is the Tuesday before 5:30 golf.) Payment for that event is required at the time of sign up. Staple the money to the sign up card and slide it into the tournament drop box in the club room. **A late fee of \$5 will be added to all entries that are not submitted with payment by the deadline.**

Hole Out Every Putt

Except in singles and doubles match play, there are no "gimmes". Hole out every putt.

Local Rules

Rule 25-2. Embedded Ball. The embedded ball rule shall apply to all areas of the course through the green (except in a hazard).

Rule 7-1.b. Practice before rounds. This rule shall not be in effect for 9 hole Tuesday Men's club events. This rule is in effect for all Majors.

Hole 3 – Adding Provisional Ball Option and Add Drop Zone:

Two local rules have been adopted for hole 3.

1. Provisional ball for ball in hazard:

“If there is doubt whether a ball is in or is lost in the water hazard between the bridge closest to the 4th green and the behind the 4th green (wooded area to right on tee) the player may play another ball provisionally under any of the applicable options in Rule 26-1.

If the original ball is found outside the water hazard, the player must continue to play with it.

If the original ball is found in the water hazard, the player may either play the original ball as it lies or continue with the ball played provisionally under 26-1.

If the original ball is not found or identified within the five-minute search period, the player must continue with the ball played provisionally.”

2. Drop Zone for ball in creek:

“If there is doubt whether a ball is in or is lost in the water hazard between the 3rd hole and the 4th hole, and you are virtually certain that the ball has traveled past the bridge closest to the 4th green, and the ball is not found within the five-minute search period, the player must drop a ball in the designated drop zone under the penalty of one stroke.”

Hole 15 - Clarifying Hazard and eliminating OB on left side of hole: The lateral water hazard on the left side of the 15th hole (along river extending South along the creek) shall extend for the entire length of the 15th hole (and past the 16th tee up to but not past the courses corner boundary.) Playing out of private property is not permitted; please proceed under Rule 26 Water Hazards if your ball ends up in a back yard (no longer out of bounds.)

Hole 16 - Adding Drop Zone: If a ball is in or it is known or virtually certain that a ball that has not been found is in the water hazard to the right of the 16th green , the player may:

(i) proceed under Rule 26-1; or

(ii) as an additional option, drop a ball, under penalty of one stroke, in the dropping zone.

Rule Clarifications

Hole 10 - Ball Crossing Road and ending up on Hole 11: Any ball that crosses the road behind the 10th green and ends up on golf course property of the 11th hole is in bounds and should be played as it lies. Any ball that comes to rest on the road or in private property South of the road is out of bounds and should be played under rule 27-1.

Hole 14 – Defining out of bounds: Out of bounds on left side of the hole shall extend from the white post near the bunker due East to the river. Any ball lying in the unmaintained area (woods) North of this line shall be out of bounds.

Highlights of the Rules of Golf. *The list below is NOT all of the rules, please [click here](#) to see a complete list of the rules*

Out of Bounds

You must play another ball if your shot has gone out of bounds. Your first ball is no longer playable. Drop and play another ball from where you hit the first one, adding one stroke penalty. Do not drop a ball at the point where your ball went out of bounds. **Note: You may not move out of bounds markers and you do not receive a free drop from fences defining out of bounds. If any part of the ball is in bounds, the whole ball is in bounds.**

Lateral Hazards

(Red stakes, a painted red line, or any water not marked with yellow stakes)

You have five options:

1. Drop and play another ball from where you hit the first one, adding one stroke penalty.
2. Play the ball from where it lies in the hazard with no penalty stroke added. (You cannot ground your club in the hazard).
3. Find the point where your ball crossed the hazard line and drop within two club lengths, no closer to the hole, adding one stroke penalty.
4. Keep the point where the ball crossed the hazard line directly between you and the pin, and drop back as far as you wish along this line, adding one stroke penalty.
5. Find a location on the other side of the hazard, equidistant from the pin from where your ball crossed the margin of the hazard, and take a drop within 2 club lengths, no closer to the hole, adding one stroke penalty.

Direct Hazards

(Yellow stakes)

You have three options:

1. Drop and play another ball from where you hit the first one, adding one stroke penalty.
2. Play the ball from where it lies in the hazard with no penalty stroke added. (You cannot ground your club in the hazard).
3. Keep the point where the ball crossed the hazard line directly between you and the pin, and drop back as far as you wish along this line, adding one stroke penalty.

Lost Ball

You have 5 minutes to look for your ball. If you cannot find your ball and you have reasonable doubt your ball went into a hazard (in which case you play the same as if you saw your ball go into the hazard), you must go back the place where you just hit the ball, drop and hit another ball, adding one stroke penalty and abandoning your first ball. Do not drop where your ball was thought to be lost. **NOTE: If you find your first ball after you have hit a second one, you can no longer play it unless you have played a provisional. (See below)**

Embedded Ball

If your ball is plugged in its own depression, through the green (except in a hazard), you are entitled to a free drop at the point you were embedded. If you are plugged in a hazard, and don't wish to try and hit the ball, play the same as if you were just in the hazard, you do not get a free drop. If your ball is embedded in a bunker and you do not wish to play it where it lies, you have the option to use the rule of an unplayable lie. **NOTE: In wet conditions, there are places at RRH where a ball plugs in the fairway or rough and simply disappears. If you, and a member of your group feels this happened, you are entitled to a free drop, without penalty, at approximately where you think the ball disappeared.** (Often happens on left side of hole #3. This applies to RRH only).

Provisional Ball

If you think you may be out of bounds or lost outside a hazard, you may, after declaring your intent to play a "provisional ball", play a second ball from the point of the first. You can keep playing the provisional ball as long as you do not hit it from a location closer to the hole than your first ball. If you find your original ball before hitting the provisional ball from a point closer to the hole, you **must** play the original ball. If you have taken a shot with the provisional ball from a point closer to the hole than where you find your first ball, you must play your second ball and the first ball is no longer playable.

Unplayable Lie

You may declare any ball outside a hazard to be an unplayable lie at any time (you can have an unplayable lie inside a bunker). If you do so you have three options;

1. Play another shot from where you hit the original shot, adding one penalty stroke.
2. Drop within two club lengths, no closer to the hole, adding one penalty stroke.
3. Keep the spot where your ball lays directly between you and the pin and go back as far as you wish along this line, adding one penalty stroke.

If your ball is in a bunker, you must stay (your drop must be) in the bunker.

You may declare a ball inside a water hazard unplayable, but if you do, follow the same rules as if you were lost in the hazard, either direct or lateral.

Obstructions (Allowing free drop)

(Cart paths, fences not defining out of bounds, bridges, irrigation boxes and heads, drainage lines, planters, signs, ball washers, bushes under 2 feet and ground under repair)

Find the nearest point of relief, no closer to the hole. This is the nearest point where you can freely swing without having to stand on the obstruction. Place a tee where your ball would be in an imaginary swing. You may drop, without penalty, within one club length of this point, no closer to the hole than where your original ball lay.

Banded Trees

If a tree or a bush has a tag or a ribbon, play the same as for obstructions.

Don't Ground Your Club in a Hazard

If you are playing inside a hazard line, a fairway bunker (holes 12 & 13), or a greenside bunker, you may not ground your club. Waste bunkers at RRH are not hazards and are to be played as rough.

Waste Bunkers

Loose impediments such as rocks, leaves, or garbage can be moved within a waste bunker if the position of the ball is not affected without penalty.

Casual Water

If water has puddled on the course, and your ball or your stance is in a place where you can visibly observe water, including water that oozes up around your shoes when you take your stance, play the same as for an obstruction.

When in Doubt about the Proper Rule

Stroke Play: Play two balls for the hole and ask the pro for a ruling after finishing the round and then use the proper score.

During Match Play you have to decide what the ruling is between the competitors if there are no officials available and not play a second ball. Playing a second ball would be a two stroke penalty. When a hole is completed in Match Play, it cannot be changed after the next hole is started even if incorrect rulings were used.

Traditions

Hole-In-One: The RRH Men's club will provide you with \$150 if you are lucky enough to get a hole-in-one during a sanctioned Men's club event.

Cheering from the Deck: Once your round has been completed, cheering on your fellow competitors from the deck is encouraged during major events. Please be mindful of those who may be teeing off on the first hole.

Club Championship Eligibility

You must play in at least 2 of the 9 majors and a total of at least 8 events. MPGA events (including 16-Man and Senior 8 Man events), MGA events, the Senior Championship and the RRH Pro Am count as an event, but not a major.

Team Handicap Calculation

2-Man Scramble:

35% of lower 18-hole USGA handicap plus 15% of higher 18-hole USGA handicap (rated for 9 holes)

Combination (no handicap restrictions for team):

48% of lower 18-hole USGA handicap plus 35% of higher 18-hole USGA handicap (rated for 9 holes)

2-Man Alternate Shot (Chapman format):

60% of lower 18-hole USGA handicap plus 40% of higher 18-hole USGA handicap (rated for 9 holes)

4-Man Scramble:

20% of lowest 18-hole USGA handicap plus 15%, 10%, and 5% of higher 18-hole USGA handicaps, respectively (rated for 9 holes)