

# Rum River Hills Men's Club

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.

## 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).**

## Hole Out Every Putt

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

## \*\*\*\*\*FORMAL 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.

### **Bunkers**

Loose impediments such as rocks, leaves, or garbage can be moved within a 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.