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LFWGA 9 Holes Golf Rules 2019

Asterisk indicates new rules from 2019 USGA

ETIQUETTE:

1. Be on time and ready to play. Check in at least 30 minutes before your tee time.
If you are cancelling, call another member or your group and the club prior to your golf time.
2. Remain quiet while others are hitting.
3. Rake sand traps when you have used them. At LaFortune, leave rake with handle outside of trap and teeth inside trap. At South Lakes, leave rake inside trap.
4. Don't step in another player's line of putt.

PACE OF PLAY

5. Carry extra ball and tees in your pockets.
6. Keep pace with the group in front of you
7. Play "ready golf" as a method to speed up play. Each golfer in a group hit when ready.
8. Record your score at the next hole - Move away from the green to allow players behind you to hit.
9. Leave two players on the green and move on to the next Tee Box – It is not necessary for all players to remain on the green until all have puttied out.
10. When you walk or ride up to the green, please go around to the back of the green with your push cart or to the side of the next hole before putting - This allows the people behind you to go ahead and hit onto the green. Never leave a pushcart or club cart parked in front of the green.
11. Put your club in your bag at the next stop if your group is behind and clean clubs and put head covers on at that time if this is your routine.
12. Take extra clubs around the green for pitches, chips, and putts to allow your cart partner to go ahead to park the cart. Take extra clubs with you to save a trip back to the cart on "Cart Path Only Day."
13. Drop your cart partner off at her ball and proceed to yours, when feasible, or walk to your ball while your cart partner is preparing for her shot.

STRIKING THE BALL

14. The ball must be placed between the tee markers on the tee box and no more than two club lengths back. Feet may be outside this area.

15. When the ball falls off the tee or is knocked off by the player without the intent of making a stroke. THERE IS NO PENALTY. The ball is re-teeed. If a stroke is made at the ball, THE STROKE COUNTS.
16. Some players hit farther than others. If you know you will not hit into the group in front of you, even though they may not be the farthest back. Go ahead and hit your ball. If for any reason you think you might hit into the group in front of you, wait.
17. No more than two practice strokes on the fairway.
18. "Winter Rules" the entire season. You may improve your lie by moving the ball (in the fairway) with the club head only, no more than 6 inches and no closer to the hole. You may not move your ball in the rough, sand trap, green or behind an obstruction.
19. Accidental deflection-Player's ball accidentally hits the player or the person attending the flagstick or the removed flagstick. NO PENALTY

Putting with flagstick in is permitted with NO PENALTY

A ball wedged against flagstick and side of hole is DEEMED HOLED

PENALTY AREAS AND HAZARDS

20. Casual hazards such as standing water, staked trees, ground under repair, sprinkler head, ropes and stakes used to mark such areas, entitle you to free drop one club length (after taking your stance) no closer to the hole.
21. Fences, trees, electrical boxes and such are deemed 1-STROKE PENALTY. You may lay out 2 club lengths and drop no closer to the hole.
- *22. Dropping the ball. The ball must be dropped straight down from knee height (the height of the player's knee) when in a standing position.
- *23. Measuring a drop. Use longest club (except putter)
24. Water ball. If a ball lands in the water. The player will drop another ball as within 2 club lengths and not nearer the hole at the point where the ball entered the hazard, 1 STROKE PENALTY. The count would be: stroke 1 hitting the ball in the water, stroke 2 is removing the ball, and stroke 3 is hitting the ball.
25. Hitting across a frontal hazard (local rule) To speed up play after hitting 2 balls into the water, you may carry the ball and drop on the other side. If you do decide to try just one ball over the water, you can drop on the other side, but you are out as TWO STROKES in the water. Examples: first shot in water, count as stroke 1, stroke 2 is out and stroke 3 is back in the water, stroke 4 is out and stroke 5 is walking the ball to the other side and you are now hitting stroke 6.
26. If a player sees her ball land in a sand trap, the player could declare an unplayable lie and hit another ball From the same place before advancing. The score would be counted the same for a ball being hit into a water hazard i.e. stroke 1 in the strap, stroke 2 is out, hitting 3. The ball in the sand would be picked up as play progresses past the sand trap.

Bunker ball. If a ball lands in a bunker, the player can proceed to the bunker, then drop another ball within 2 club lengths and not nearer the hole at the point where the ball entered the hazard, 1STROKE PENALTY. The count would be stroke 1 hitting the ball in the bunker, stroke 2 is removing the ball, and stroke 3 is hitting the ball.

*27. Player incidentally touches sand in a bunker with her hand or club when the ball is in the bunker. NO PENALTY EXCEPT: 1) to test the conditions of the bunker 2) in making a practice swing 3) with the club in the area right behind or right in front of the ball, or in making the backswing for the stroke. These result in a 2 STROKE PENALTY.

28. BUNKER RELIEF RULE (local rule for certain play days)

The morning of play, the Sports Chairperson will either contact the LaFortune or South Lakes pro shops and inquire about the condition of the bunkers on the 9 holes scheduled for league play.

If the bunker has standing water, then it is to be treated like casual water. The player may retrieve the ball and be entitled to a free drop one club length (after taking their stance) no closer to the hole. There is no stroke penalty.

If the sand in the bunker is like mud and there is no drier spot in the bunker, then it is to be treated like casual water. The player may retrieve the ball and be entitled to a free drop one club length (after taking their stance) no closer to the hole. There is no stroke penalty.

The Pro shop associates should inform the players when they sign in to play and there will be a posted sign stating the Bunker Relief rule is in effect.

*29. Search time for a lost ball is reduced to 3 minutes. To speed pace of play, if after a 3-minute search you cannot find your ball (such as lost in leaves or deep rough) drop a new ball at the spot where you believe your first ball is lost. 1 STROKE PENALTY.

30. Hitting the wrong ball. Any time you hit a wrong ball- 2 STROKE PENALTY

31. Hitting another person's ball in the fairway. If your ball hits another person's ball, replace the hit ball as close to the original position as possible. NO PENALTY.

32. Hitting another person's ball on the green. If your ball hits another person's ball on the green as you are coming onto the green, replace the ball as close as possible to the original position. NO PENALTY

33. Mark your ball on the putting green. Failure to do so results in a 2 STROKE PENALTY on the person putting if your ball is hit. Your ball is then replaced to its original position.

*34. Player accidentally moves the ball or ball-marker on the putting green. NO PENALTY

35. Out of bounds. It is stroke and distance. To speed up play, drop ball 2 club lengths in bounds from where ball first went out of bounds. 2 STROKE PENALTY.

SCORING

36. Every swing you make with the intent to hit the ball counts as a stroke. This applies to putts as well as full swings. Even if you swing and miss, it is a stroke.

37. GIMME PUTTS: (Following rule was adopted by LWGA 9-hole league in April, 2007)

A gimme putt is a putt that is 18" or less to the edge of the cup. To be eligible to use a gimme putt, your putter must be marked by one of the golf pros at either LaFortune or South Lake golf course. To measure, rest the head of your putter inside the edge of the cup and if your ball is within the 18", then pick up your ball. This is meant to speed up play. Be sure to count the "gimme" as a putt on your scorecard.

If your putt is within the 18", you can say "that's a gimme" or another member of your group can say "that's good," and you may still attempt the putt. Once a putt is conceded, but the player decides to make the putt for practice and misses, it is still good. Remember, the whole point of gimme putts is to speed the pace of play, so try to limit these extra putts.

38. Sub-total your score on the next to last hole and be ready to total quickly when finished. Compare your total with the person keeping the master card. This is important if you are going play another 9 holes of golf.

HANDICAP POLICY

39. When we have the use of the flag, we may drive the cart beyond the "no cart sign" and white painted line, BUT, do not drive too close to the green (20 feet or less). Do not go up to the green and putt, (your partner may be (your partner may be able to help you with your cart), return to cart path and drive to green. Park on the cart path or if not on the path be sure you are parked behind the green. We caution every driver to never drive over a curb and please not too close to the tee boxes.