

LFWGA 9 Holers Golf Rules (Also available in your 2023 Directory)

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 putted 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-tee'd. 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 trap, 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, 1 STROKE 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.

E-5 Alternative to Stroke and Distance for Lost Ball or Ball Out of Bounds

Purpose. When a provisional ball has not been played, significant issues with pace of play can result for a player needing to take stroke-and-distance relief for a ball that is out of bounds or cannot be found. The purpose of this Local Rule is to allow a Committee to provide an extra relief option that allows a player to play on without returning to the location of the previous stroke.

The Local Rule is appropriate for general play where golfers are playing casual rounds or playing their own competitions. The Local Rule is not appropriate for competitions limited to highly skilled players (that is, professional competitions and elite amateur competitions). For guidance on when and how this Local Rule may be used in order for scores to be submitted for handicapping purposes, consult the rules or recommendations contained within the Handicap System operating in the local jurisdiction.

Where a Committee has introduced such a Local Rule for general play, and removes it for competitions, it should ensure that all players are aware of this before play begins.

A Committee may introduce such a Local Rule for all play on the course or only for one or two specific holes where it may be especially useful (for example, where players are unable to see the landing area and therefore may not know whether or not to play a provisional ball).

This option allows the player to drop in a large area between the point where the ball is estimated to have come to rest or gone out of bounds and the edge of the fairway of the hole being played that is not nearer the hole.

The player gets two penalty strokes when using this relief option. This means that the relief is comparable to what could have been achieved if the player had taken stroke-and-distance relief.

This Local Rule cannot be used for an unplayable ball, or for a ball that is known or virtually certain to be in a penalty area.

If a provisional ball is played and neither the original ball nor the provisional ball can be found, then the Local Rule may be applied for the provisional ball that cannot be found.

Model Local Rule E-5

“When a player’s ball has not been found or is *known or virtually certain to be out of bounds*, the player may proceed as follows rather than proceeding under *stroke and distance*.

For **two penalty strokes**, the player may take relief by *dropping* the original ball or another ball in this *relief area* (see Rule 14.3):

Two Estimated Reference Points:

a. **Ball Reference Point:** The point where the original ball is estimated to have:

- Come to rest on the *course*, or
- Last crossed the edge of the *course* boundary to go *out of bounds*.

b. **Fairway Reference Point:** The point of fairway of the hole being played that is nearest to the ball reference point, but is not nearer the *hole* than the ball reference point.

For purposes of this Local Rule, “fairway” means any area of grass in the *general area* that is cut to fairway height or less.

If a ball is estimated to be *lost* on the *course* or last crossed the edge of the *course* boundary short of the fairway, the fairway reference point may be a grass path or a teeing ground for the hole being played cut to fairway height or less.

Size of Relief Area Based on Reference Points: Anywhere between:

- A line from the *hole* through the ball reference point (and within two *club-lengths* to the outside of that line), and
- A line from the *hole* through the fairway reference point (and within two *club-lengths* to the fairway side of that line).

But with these limits:

Limits on Location of Relief Area:

- Must be in the *general area*, and
- Must not be nearer the *hole* than the ball reference point.

Once the player puts a ball *in play* under this Local Rule:

- The original ball that was *lost* or *out of bounds* is no longer *in play* and must not be played.
- This is true even if the ball is found on the *course* before the end of the three-minute search time (see Rule 6.3b).

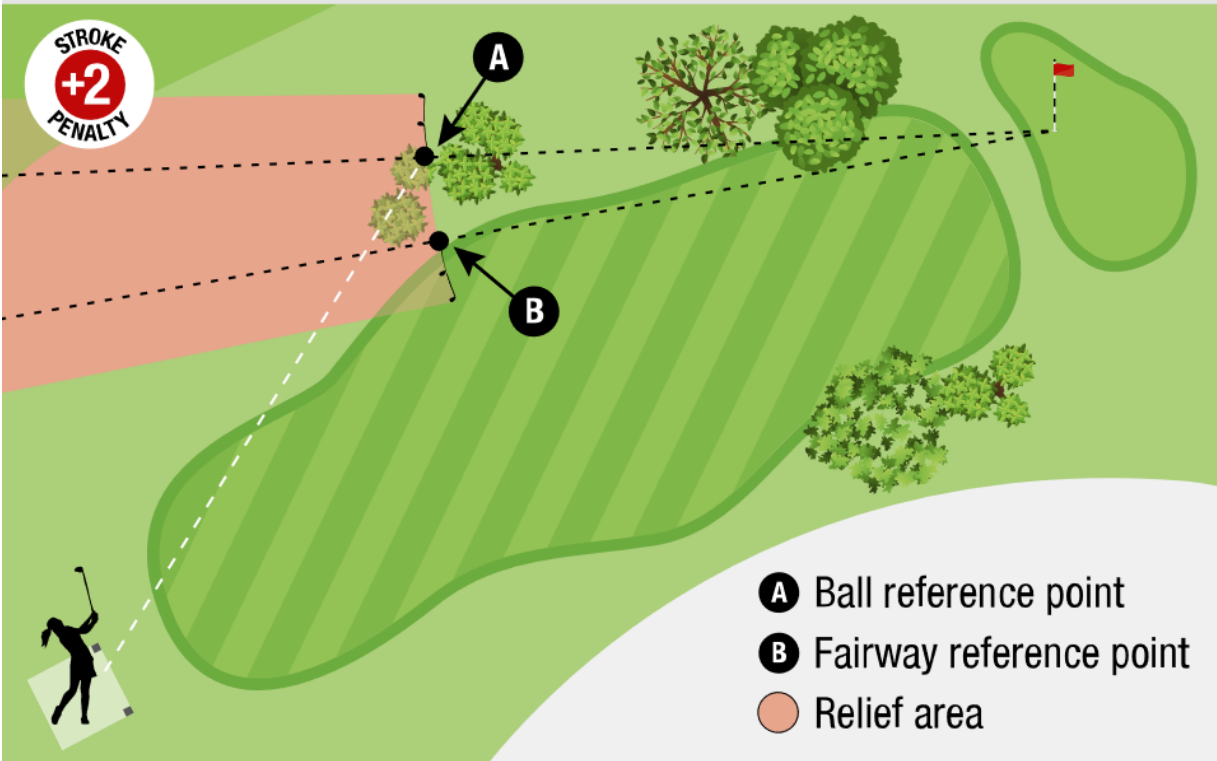
But the player may not use this option to take relief for the original ball when:

- That ball is *known or virtually certain* to have come to rest in a *penalty area*, or
- The player has played another ball provisionally under penalty of *stroke and distance* (see Rule 18.3).

A player may use this option to take relief for a provisional ball that has not been found or is known or virtually certain to be out of bounds.

Penalty for Playing Ball from a Wrong Place in Breach of Local Rule: *General Penalty Under Rule 14.7a.*”

MLR E-5 DIAGRAM 1: BALL NOT FOUND



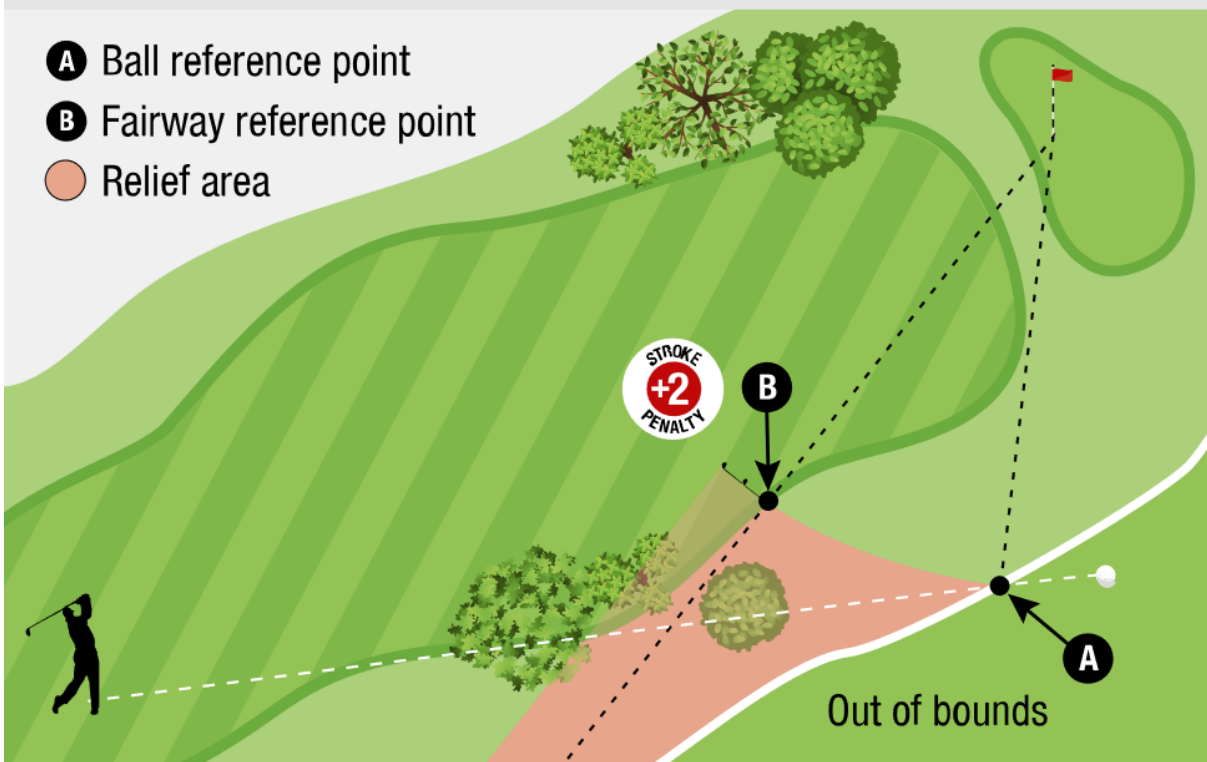
When a player's ball has not been found, the player may take stroke-and-distance relief, or when Model Local Rule E-5 is introduced, the player has the additional option to drop a ball in and play from the relief area described below for two penalty strokes:

Reference Points	Size of Relief Area	Limits on Relief Area
<p>A. Ball Reference Point: The point where the original ball is estimated to have come to rest on the course (point A)</p> <p>B. Fairway Reference Point: The point of fairway of the hole being played (point B) that is nearest to the ball reference point, but is not nearer the hole than the ball reference point</p>	<p>Anywhere between:</p> <ul style="list-style-type: none"> • A line from the hole through the ball reference point (point A) (and within two club-lengths to the outside of that line), and • A line from the hole through the fairway reference point (point B) (and within two club-lengths to the fairway side of that line) 	<p>The relief area:</p> <ul style="list-style-type: none"> • Must not be nearer the hole than the ball reference point, and • Must be in the general area

Player Notes:

As the relief area is likely to be very large, the ball could roll a considerable distance from the spot where it first strikes the ground and not need to be dropped again.

MLR E-5 DIAGRAM 2: BALL OUT OF BOUNDS



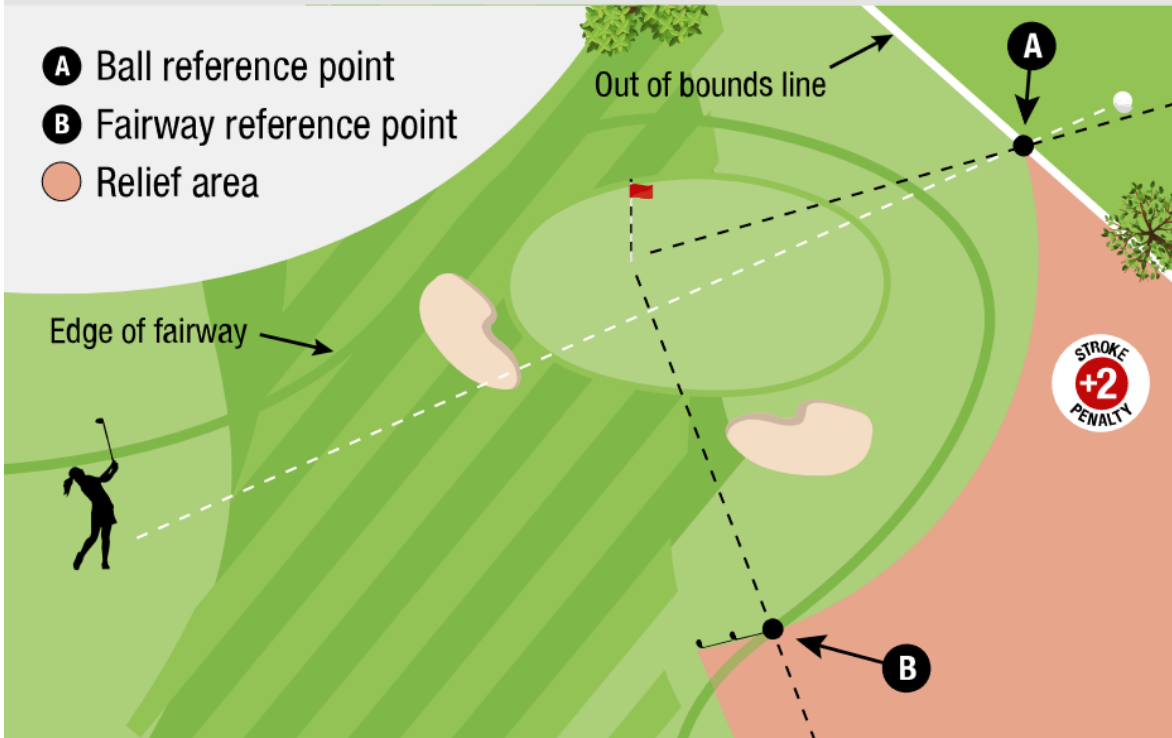
When a player's ball is known or virtually certain to be out of bounds, the player may take stroke-and-distance relief, or when Model Local Rule E-5 is introduced, the player has the additional option to drop a ball in and play from the relief area described below for two penalty strokes:

Reference Point	Size of Relief Area	Limits on Relief Area
<p>A. Ball Reference Point: The point where the original ball is estimated to have last crossed the edge of the course boundary to go out of bounds (point A)</p> <p>B. Fairway Reference Point: The point of fairway of the hole being played (point B) that is nearest to the ball reference point, but is not nearer the hole than the ball reference point</p>	<p>Anywhere between:</p> <ul style="list-style-type: none"> • A line from the hole through the ball reference point (point A) (and within two club-lengths to the outside of that line but still on the course), and • A line from the hole through the fairway reference point (point B) (and within two club-lengths to the fairway side of that line) 	<p>The relief area:</p> <ul style="list-style-type: none"> • Must not be nearer the hole than the ball reference point, and • Must be in the general area

Player Notes:

As the relief area is likely to be very large, the ball could roll a considerable distance from the spot where it first strikes the ground and not need to be dropped again.

MLR E-5 DIAGRAM 3: BALL NOT FOUND OR OUT OF BOUNDS CLOSE TO GREEN



When a player's ball has not been found or is known or virtually certain to be out of bounds, the player may take stroke-and-distance relief, or when Model Local Rule E-5 is introduced, the player has the additional option to drop a ball in and play from the relief area described below for two penalty strokes:

Reference Points	Size of Relief Area	Limits on Relief Area
<p>A. Ball Reference Point: The point where the original ball is estimated to have come to rest on the course or last crossed the edge of the course boundary to go out of bounds (point A)</p> <p>B. Fairway Reference Point: The point of fairway of the hole being played (point B) that is nearest to the ball reference point, but is not nearer the hole than the ball reference point</p>	<p>Anywhere between:</p> <ul style="list-style-type: none"> • A line from the hole through the ball reference point (point A) (and within two club-lengths to the outside of that line), and • A line from the hole through the fairway reference point (point B) (and within two club-lengths to the fairway side of that line) 	<p>The relief area:</p> <ul style="list-style-type: none"> • Must not be nearer the hole than the ball reference point, and • Must be in the general area

Player Notes:

As the relief area is likely to be very large, the ball could roll a considerable distance from the spot where it first strikes the ground and not need to be dropped again.