

1. NEW LOCAL RULE FOR LEAGUE PLAY

If your ball comes to rest on the landscape rock, you may pick up your ball and drop one club length onto the rough-No closer to the hole. NO PENALTY! " for Mixers & team play: play it from where it lands!

Important! Keep you cart away from tee boxes, and 30 feet from greens. Do not drive close to water hazards, grassy mounds or bunkers.

Etiquette reminders and other rules:

1. 90 degree rule-When carts are permitted on fairways, please stay on path until opposite ball, then drive to ball and back to the path Do not drive on the landscape rock
2. Golf cart!, Park the cart **on the cart path** beside the green, never in front of the green or on the other side of the green. **Do not drive closer than 30 FEET from the green.**
3. If using pull cart, park it along either side of the green but never in front of the green and never on the green.
4. Count **ALL** whiffs.
5. Line up your putt on your own time - don't wait until it is your turn.

6. Do your **SCORE KEEPING** on the next tee so that the group behind you may advance.
7. **Keep the game moving. Be aware of the group in front and in back of you.**
8. Take sand with you and **fill your divots**, rake the traps.
9. Play ready golf. See rules for ready golf.

2. BASIC RULES & PENALTY & NO PENALTIES STROKES

PENALTIES

1. Water Hazard

Play the lake on #10 as a water hazard. Drop the ball within 2-club lengths of the point where the ball entered the water, no closer to the hole.

Take a 1-STROKE PENALTY.

If your ball lands in “casual water” on the fairway (water should be actually seen), you may take it to the nearest relief but no nearer the hole – NO PENALTY.

2. Unplayable Lie

A ball may be unplayable at any place on the course. If a player deems the ball unplayable, there is a 1-STROKE PENALTY for the following: under a bush, against a tree, against a residential block wall. Lift ball and drop it up to 2-club lengths no nearer the hole. If the ball lands in a tree and you can identify it, take a vertical line down from the ball and proceed as above. If you can't see the ball, treat as a lost ball.

NO PENALTIES:

1. Cart Path or Sprinklers

A player does not have to stand or hit off a cart path or a sprinkler head. Lift ball and drop within 1-club length no nearer the hole. No penalty.

2. Immovable Objects on the Golf Course

A player may take relief from obstructions of man-made objects. Example: buildings, restrooms, staked trees, guide wires, fences, electric boxes, and water pipe covers. Lift ball, find the nearest point of relief, and drop within 1- club length, no closer to the hole. In some cases, substitute a ball.

PUTTING:

If your ball is $\frac{1}{2}$ on the green and $\frac{1}{2}$ off, it is considered on the green. Be careful not to walk through the path or on a player's line.

When a player prepares to make a stroke and accidentally causes the ball to move, No Penalty, replace ball. If player accidentally kicks and moves her ball, No Penalty, ball must be replaced.

No scraping, pushing or raking the ball into the hole!

See New Rules in 2019 for additional information.

HITTING ANOTHER BALL ON THE GREEN:

If you are putting from the green and your ball strikes another ball on the green, take a 2-STROKE PENALTY. The other ball must be returned to its

original position. Always mark your ball if there is a chance it might be in someone's way. If you are hitting from off the green and your ball strikes your opponent's ball, NO PENALTY, but put the other ball back in its original position.

HITTING "WRONG BALL" ON THE FAIRWAY:

If this happens, you must take a 2-STROKE PENALTY and play your own ball. The other ball is returned to its original position. If neither of you recognizes the mistake, and the other player plays your ball, she must also take a 2-STROKE PENALTY.

LOST BALL:

If you cannot find your ball within 3 minutes, you must hit another ball from the spot the lost ball was hit and take a 1-STROKE PENALTY. Make sure you count your original shot as well as the penalty stroke. Your next shot is your third shot. *Alternative. When you are sure your ball is lost, you may proceed under **Model Local E-S** for two penalty strokes.*

TEE SHOTS AND OUT OF BOUNDS:

Once you have hit a ball from the tee, you must continue with that ball unless it goes out of bounds, is lost, or goes into the water. If you hit the ball out of

bounds, hit another tee shot plus count a 1-STROKE PENALTY. Remember to also count your original shot. IF YOU ARE NOT SURE IF THE BALL WENT OUT OF BOUNDS, HIT A PROVISIONAL SHOT, JUST IN CASE.

If your ball goes out of bounds when you hit off the fairway, you must play your next shot from the same spot where your original shot was played – take a 1-STROKE PENALTY.

You may not pick up an out-of-bounds ball, drop it within bounds and then hit it! Addressing the Ball: If your club

bumps the ball off the tee, it is not a stroke. You may re-tee it. You may not move the ball after it is in play on the fairway or in the rough. It will count as a stroke.

#14 OLEANDER HEDGE LE COURSE RULE:

If you overshoot the green and your ball lands within two feet of the oleander hedge, you may drop the ball to either side of the hedge, not nearer the hole. NO PENALTY.

If your ball goes through the oleander hedge, and beyond two feet you may play it as it lies. If you declare an unplayable lie, you may move the ball to the left or right of the hedge, and take a 1- STROKE PENALTY.

3. Rules added 2019

1. When taking relief from a hazard, etc. drop the ball **from** knee height. If ball rolls out of relief area it must be dropped again. If it won't stay, place it where the ball struck the ground on the second drop.
2. There is no penalty for an accidental double hit, just the stroke itself counts.
3. You are allowed to ground your club in a penalty area. You may move loose impediments in a penalty area. (A penalty area used to be called a hazard area.)
4. A player can now putt leaving the flagstick in the hole, but player must decide this before she hits.
5. No penalty if ball accidentally strikes an attended flagstick when a stroke is made from the green.
6. Loose impediments in a bunker may be moved, provided the ball does not move. If the ball moves there is a one stroke penalty and the ball must be placed in its original spot.
7. You may touch the sand in bunker with hand or club but not while making a practice swing.
8. No one can help the player with the alignment of a stroke.

9. A player is no longer required to announce that she is lifting the ball to determine identification. Simply mark the ball and lift it.
10. If ball is accidentally moved on the green, it may be moved back, no penalty.

4. SUN CITY WOMEN'S GOLF ASSOCIATION RULES FOR READY GOLF AND REMINDERS...

Imagine how the speed of play would move if every golfer was aware of, and practiced the following rules of "ready golf":

1. Track the shot of everyone in your group so you don't have to waste time looking for balls. There is a 3-minute limit.
2. One practice swing should be enough before you address the ball.
3. Think ahead. Start planning your next shot as you approach the ball and be ready when it's your turn.
4. After you play your ball get in the cart with your clubs and put them in your bag after you stop for the next shot.
5. Play "ready golf" on the fairway. While other players are deciding which club to use, you may play your ball even if you are not the one furthest from the hole. But...Buy. Careful

6.If you can't drive your cart to the ball, take three clubs-the one you think you'll use plus one more and one less.

7.Line up your putt while others are putting.

8.If someone is raking the bunker while others are on the green, they may begin putting. **PLACE THE RAKE ON THE SIDE OF THE GREEN, NOT IN FRONT OR BACK.**

9. See hole #14 Oleander hedge rule on previous pages.

10.After putting, get off the green. Mark your scores and place your putter in the bag at the next tee box.

11.If there is a hole open in front of your group, make an effort to close the gap! When the first two members of your foursome putt out, they should go to the next tee box and tee off.

12.When you finish your round, go to the patio to complete your scoring.