

Course and Rules Information:

USGA and specified local rules shall govern play.

Penalty areas (red): #1, 7, 9, 13, and 10 (left side)

Out of Bounds: #10 (driving range)

Desert Areas: You may play from the desert. Loose impediments may be moved but there is a 2-stroke penalty if your ball moves. Attached branches, attached leaves, etc. may not be moved so as to give you an advantage on your shot (2 stroke penalty for breach).

There is free relief for stance and swing (nearest point of relief plus one club length) for all man-made objects: 150-yard markers, artificially surfaced cart paths, sprinkler heads. If your ball is in tire tracks in the fairway you play it as ground under repair.

Hole #13: During league play, if your tee shot goes in the penalty area you may:

- Hit again from the tee box (1 penalty stroke)
- Hit the ball from where it lies
- Go to the drop zone (1 penalty stroke)

You may not use the 2 club lengths from the edge of the penalty area. (Due to confusing or missing penalty area lines.)

**Model Local Rule B-3 (as modified for Hole 1 at Crooked Tree)**

If you hit your ball across the pond on Hole 1 and are not sure if it made it across, you may play a provisional ball (provisional balls are not usually allowed if the ball may be lost in a penalty area). If you then find your ball in the penalty area (within 3 minutes of beginning search) you may choose to hit it and abandon the provisional ball. If you either do not find your ball (presumably lost in the penalty area) or you find it in the penalty area and choose not to hit it, then your provisional ball is in play. Once you have hit a provisional ball under this rule you may NOT use any of the other remedies for a ball in a penalty area.

**Model Local Rule E-5 (as modified for Hole 1 at Crooked Tree)**

If your ball goes into the bushes to the right of the Hole 1 fairway and is not found, you have two options. You may a) go back to where you hit it and hit again with a 1 stroke penalty or b) take a 2 stroke penalty and then drop within 2 club lengths of a point in the *fairway* that is nearest to the point at which the original ball is estimated to have come to rest and not closer to the hole. Fairway means an area of grass in the general area that is cut to fairway height or less. Once the ball is in play under this local rule the original ball that was lost is no longer in play, even if it's found on the course within the 3-minute search time.

GPS systems are allowed for distance only.

Cell phone calls are not allowed during play except in case of emergency.

When relief is taken, with or without penalty, inform your playing partners of your intentions. If there is doubt as to a rule or procedure that cannot be resolved, the competitor should announce to her marker or fellow competitor that she intends to play two balls and which ball she wishes to count if the rules permit the procedure used for that ball. Before returning her scorecard, the competitor must report the facts of the situation to the Rules Committee. If she fails to do so she is disqualified.

### **Posting of scores**

The Tournament Committee will be posting all scores from league play. You will continue to be responsible for posting all other scores.

### **Tournaments**

All SWGA tournaments will be played to a maximum of 36 course handicap. Members must have played five (5) of the official play days prior to the Club Championship and/or the President's Cup tournaments to qualify for these events. Members may petition the Board for an exception. Official rules for each SWGA tournament will be distributed prior to the start of the tournament.

A regular scheduled golf day that is cancelled by the tournament committee due to inclement weather causing carts to not be allowed on the course shall count toward this minimum for those members who signed up to play and did not cancel before play was cancelled.