

JEFFERSON WOMEN'S GOLF LEAGUE (JWGL)

General USGA Rules

Anytime you have to measure, use your longest club.

The flagstick can be tended, pulled or left as is. It is no longer a penalty if your ball hits the flagstick.

Before teeing off on Hole #1, announce to your group what ball you are using.

You are allowed a maximum of 3 minutes to search for a lost ball.

You are allowed 40 seconds to take your shot.

When dropping a ball, make the drop from knee-height.

2019 LOCAL PLAYING RULES

For the most part, the JWGL follows current USGA golf rules and League members are responsible for knowing those rules.

1. **DRAINAGE DITCHES (HOLES #1 [LEFT], #6 & #8):** Play the ball as it lies (*no penalty*) or, with a **1 stroke penalty**, drop a ball within 2 club lengths of the point where the ball entered, no closer to the hole.

2. **PONDS:**

Ponds on Holes #1, #5, & #6 are lateral water hazards: Take a **1 stroke penalty** and drop ball within 2 club lengths of point of entry, no closer to the hole.

Drop Zone: On hole #4, if your ball goes into the lateral water hazard on your drive, drop a ball any distance behind the ball's point of entry into the hazard and take a **1 stroke penalty**. If your ball goes into the lateral water hazard on any shot other than your tee shot or a shot made past the drop zone, proceed to the drop zone and take a **1 stroke penalty**. If a shot made from past the drop zone goes into the hazard, drop a ball within 2 club lengths of the point where the ball entered the hazard (no closer to the hole) and take a **1 stroke penalty**. Note: The lateral water hazard is defined by the red stakes and beyond.

3. **ENVIRONMENTALLY SENSITIVE AREAS (also called No Play Zones):** Take a **1 stroke penalty** and drop a ball within 2 club lengths of your ball's point of entry, no closer to the hole. Do not enter the No Play Zone to search for or retrieve your ball. If your ball is close to the No Play Zone and taking your normal stance would put you in the No Play Zone, you may drop your ball away from the No Play Zone and no closer to the hole.

4. **LOST BALL Inbounds, but Outside of a Penalty Area and/or Outside of a No Play Zone:** You have a maximum of 3 minutes to find your ball. After 3 minutes, drop a ball as close as possible to where it was lost and take a **1 stroke penalty**.

5. **SAND TRAPS:** If your club touches the sand before or behind your ball at any time prior to your taking your stroke in a sand trap, **2 stroke penalty**.

6. **INTERIOR OUT OF BOUNDS (OB)** (White stakes on Holes #5, #6, #8 & #9): If your ball is out of bounds, bring it in bounds 1 club length from the line of the OB white stakes (no nearer the hole) **no penalty**.
7. **EXTERIOR OUT OF BOUNDS (OB)** (Fences): The boundary fence surrounding Jefferson may come into play on holes #1, #3, #6, #7, #8 and #9. If your ball comes to rest in bounds close to the fence, but unplayable, you may drop a ball within two club lengths of the fence (no nearer the hole), **no penalty**. If your ball goes over the fence, it is OB, **1 stroke penalty** and drop a ball within 2 club lengths of where the ball went over the fence.
8. **LIE OF BALL: Flower Beds** (Holes #2, #4 & #9) After removing your ball from the flower bed, drop it to the left or right of the flower bed within 2 club lengths of where it was, no nearer the hole, **no penalty**.

Fairway and Rough: You may improve the lie of your ball anywhere in the fairway without penalty ONLY if course conditions require lift, clean, and place rules to be in effect. (See front desk at the beginning of the round for instructions if you have any questions.) Or if your ball has become embedded into the ground upon landing, you are allowed to pick it up, clean it and drop it within 1 club-length but not nearer to the hole, **no penalty**. Do not improve your lie in the rough (exception: ground under repair). You may move a ball if it is on a cart path or embedded in rock **no penalty**, 2 club-lengths, no closer to the hole). If you move your ball from behind an obstacle, such as a root or a tree trunk, you must take a **1 stroke penalty**.

9. **WRONG BALL:** If you hit someone else's ball, take a **2 stroke penalty**, replace the other player's ball and take your shot with your ball (stroke made with the wrong ball does not count).
10. **DOUBLE PAR:** When a player reaches double par (see below) and has not reached the green, the ball must be picked up and placed at the nearest point on the green, walking in a straight line from where the ball was lying on the course. Putts are then added to the double par for the total score for that hole. Double par is:

8 strokes for Par 4 and Par 5 holes, plus putts

6 strokes for Par 3 holes, plus putts

11. **OVERHEAD WIRES:** If your ball strikes an overhead electrical wire, you have the option to play the ball as is or to replay the shot with **no penalty**.

Helpful Tips

Teeing Ground: If your ball falls off the tee before you take your forward swing, re-tee the ball, no penalty. If you swing and “top” the ball causing it to fall off the tee, play the ball where it lies and count the stroke (even if your ball is still on the tee box).

Mulligans – No mulligans are allowed.

Whiffs – If you swing and miss (a whiff), this counts as a stroke.

Sand traps – Rake disturbed sand after you have hit and leave the rake inside the trap along the edge.

Putting

Be prepared to putt when it is your turn.

Putt out if the ball is within 1 foot of the hole.

Do not step on another player’s line.

Do not stand directly behind the cup while another player is putting.

There is no penalty if you, your partners, your equipment, or their equipment accidentally move your ball or ball marker. Replace your ball or ball marker where it was.

ETIQUETTE

PLAY READY GOLF: When the foursome in front of you is down the fairway far enough for you to safely hit the ball, you should tee off. Practice swings should be limited.

FLIGHT OF BALL: Observe the flight of the ball for each player in your foursome ~~ it helps you and your partners locate balls and speeds up play.

PACE OF PLAY: Keep pull cart with you through the fairways. Park pull carts and power carts on the exit side of the green (between the pin and the next tee box) to speed play.

RECORDING SCORE: Leave the green as soon as your fou some has finished putting; record the score at the next tee box.

DIVOTS AND BALL MARKS: Replace all divots on the fairways and repair all ball marks on the greens.

ANNOUNCING THE STROKES: Upon reaching the green, announce your number of shots to that point. This will help in remembering the players’ strokes at each hole.

CELL PHONES: Please turn off your cell phones and remain quiet while others are hitting their ball.