

HSV LADY DUFFERS LEAGUE RULES

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1. **Purpose**- To follow the rules and etiquette of golf for more enjoyable play.
2. **Dues** – Annual dues may vary from year to year as costs change. Dues are **non-refundable**.
3. **Green Fee** – The POA sets all fees and charges.
4. **Penalties** – The POA allocates tee times to the Lady Duffers. This allocation is subject to reduction if not used. **Signing up to play and not showing up may cause the loss of tee times for the League.**
5. **Prizes** – Prizes are awarded at the discretion of the Prize Committee in the following categories: Weekly and Year End Awards, which are calculated based on the Lady Duffer Year End Awards criteria. All awards are given at the end of the year.
6. **Handicap** – for the purpose of establishing a handicap prior to League play. It is **mandatory for new members to submit current scorecards for three 9-hole games at Coronado PRIOR to playing in league.** Handicaps are updated periodically and posted on the Lady Duffer's website.
7. **League Sign Up** – Sign up for play day is made on the Lady Duffer website. Deadline is **Wednesday @5:00 PM** preceding the Wednesday play day. Tee times are assigned randomly with the exception of a request for EARLY/LATE tee time or special circumstances. Parings will be posted to the Lady Duffer website no later than Friday afternoon prior to play. Call the Parings Committee if there are questions about signing up for play.
8. **Duties of Captains:**
 - A. **ONE member** of the foursome serves as captain. The first player on the scorecard is the CAPTAIN.
 - B. **Scorecards** - Keep **two** sets of scorecards, one in each cart or two per walking foursome. Circle all birdies. Sign both cards, have attested and deposit in Lady Duffer box at end of play. **NOTE – If the scorecards do not match, the foursome will be disqualified from competition for that play day.**
 - C. All captains MUST be familiar with the rules
9. **Duties of the Player:**
 - A. **Attendance** – Players who have signed up have the responsibility to play on that play date or to notify the Pairings Committee if unable to play. If an emergency occurs on the morning of league play, call the Pro Shop.

- B. **League Sign UP** – If a Lady Duffer, who has signed up for play is not on the website roster for that day, she should contact the Parings Committee.
- C. **Play Time** – Arrive at the golf course 45 minutes before assigned tee time. With cancellations the starter may need to send the players out early.
- D. **POA Cards** – Each player must have their POA card when paying at the Pro-Shop desk.
- E. **Rain-** Come to the course as scheduled, unless you receive an **EMAIL** that play has been cancelled.
- F. **Rain Out** – If 50% of the scheduled players complete 7 holes or more, the day is NOT a rained out play day. Prizes will be awarded to completed games only.
- G. **League Service** – Members are **required** to serve as captain at various times during the season and **shall** accept this duty when requested.
- H. **Rules** – All members should have a copy of the rules and they can be copied from the Web site. All captains **MUST** be familiar with the rules.

10. Faster Play Suggestions

- A. Take **Only ONE** practice swing. Make sure no other player is nearby.
- B. **Between tee to green, players should be ready to hit their ball, whether they are away or not.** This will help maintain pace of play.
- C. When it becomes evident that a lost ball will not be easily found, **No Longer Than 2 Minutes**, the player drops another ball at the approximate point it went out (NO CLOSER TO THE HOLE) plays it and adds a one-stroke penalty to her score for that hole. Players **CANNOT** play a second tee shot when the first one hits out of bounds, (NO PROVISIONALS).
- D. The responsibility for playing the proper ball rests with each player. Each player should put an identifying mark on her ball.
- E. Standing quietly while others hit eliminates needless distractions.
- F. When carts are restricted to the cart path, players should **carry three clubs to the ball in the event a different club is needed – one above, one below and the correct one.**
- G. **Carry extra tees, balls and markers on your person at all times during play.**
- H. **After each hole, return to the cart, BUT return clubs to bag at the next stop. Move to the next tee box before recording scores.**

11. Courtesy Play Suggestions

- A. No talking or moving while others are playing a stroke. Do not stand in the sight line of player taking the stroke.
- B. Please remain at a courteous distance from the foursome teeing off ahead of you.
- C. On the green, never step on a player's putting line
- D. Repair ball marks on the green, yours and one or two more.
- E. Keep carts (**Pull and Motorized**) at least **10 yards** from the greens.
- F. **Duffers do not teach golf to others during a round.**

12. Golfing Guides

- A. Read **LEAGUE RULES** carefully.
- B. **Marking the Ball on the Green**- Always place marker behind the ball. If your ball is in the putting line of another player, use your putter head to mark to the side and replace your ball at your original lie.
- C. **Bare Rock** – If the player elected to take a relief, proceed as follows. Find the closest point of relief at least one club length, **no closer to the hole**, and drop the ball without penalty.
- D. **Ball in Water Hazard** – If the player goes in the water she shall under penalty of one stroke, drop a ball no closer to the hole within two club lengths of where the ball last crossed the margin of the hazard.
- E. **Out of Bounds** – This is a modified rule for pace of play. Determine where the ball last crossed the out of bounds line and under the penalty of one stroke, drop a ball no nearer the hole with in two club lengths of that spot.
- F. **Mulligan** – During specified special events, one mulligan may be purchased by the player and used as designated on the day of play from drive through the hole including the tee box and putting green. If you use a mulligan, the mulligan shot becomes the ball in play.
- G. **Gimmie** – A gimmie is a ball that lies 18”or less from the hole, measured from the putter grip end. **Gimmies count as one stroke.**
- H. **Hitting Another Players Ball on the Green** – Two penalty strokes are incurred if a player already on the green putts her ball and hits another player’s ball that is at rest. To avoid the penalty, the player putting the ball should ask the other player to mark her ball. There is no penalty incurred if a player hitting from off the green hits a player’s ball on the green, the player whose ball was hit must replace her ball to original position.
- I. **Playing Another’s Ball** – If a player plays another person’s ball it is a one stroke penalty. The player whose ball was hit **MUST** replace her ball on its original position.
- J. **Bunkers** Each stroke must be counted until the ball is out of the bunker. Before making a stroke at a ball, which lies in a bunker, the player’s club shall not touch the sand. Players cannot test the condition of the sand. Rake sand and place rake in bunker before leaving.
- K. **Lift Clean & Place** – In adverse condition, such as mud, extreme wetness and protection of course, before hitting another shot, a player may lift their ball, clean it off and place it within a club length of the original lie, **NO CLOSER TO THE HOLE.**
- L. **Tee Box Play** – When a stroke is made at the ball, the ball will be played where it landed no matter what the distance may be, but cannot be teed up again.
- M. **Cell Phone** – for safety reasons players should carry a cell phone when possible. Please be courteous to other players.

13. Scoring

- A. It is the player's responsibility to be honest in her scorekeeping and accurate in counting strokes, including whiffs. Remember that **each whiff is one stroke**. Do not forget to add penalty strokes. At the next tee, give the captain your total score first, including whiffs, penalties, fairway strokes and putts, and then give her the number of putts separately.
- B. EAXMPLE Six with two putts means the player hit, whiffed or has penalty strokes four times before getting to the green and then puttred twice on the green for a total score of six.
- C. On the **fairway count a MAXIMUM** number of strokes on the following
 - 6 Strokes Par 3s
 - 8 Strokes Par 4s
 - 10 Strokes Par 5s

This includes whiffs and penalty strokes. Then, pick up the ball walk to the green and place the ball on the edge of the green closest to current flight path, **but no closer** than one flag stick length from the hole, putt from there with a maximum of three strokes. If the ball is not in the hole, pick it up and count four putts.

Maximum total strokes to be counted on a hole are

10 Strokes – Par 3s

12 Strokes – Par4s

14 Strokes – Par 5s

HSV Lady Duffers

GOLF TERMS

- ◇ **Gimmie** – A gimmie is a ball that lies 18” or less from the hole, measured from the putter grip-end. All putts of 18” or less are gimmies. (**Gimmies** are allowed only on certain play days.)

- ◇ **Hole High** – A ball that is even with the hole but off to one side.

- ◇ **Line Up** – To study the green in order to determine how the putt should be played.

- ◇ **Mulligan** – A second shot that is allowed to be taken in friendly play when the player has “muffed” the first one. (Mulligans are allowed only on certain play days.)

- ◇ **Out of Bounds** – The area outside of the course in which play is prohibited.

- ◇ **Putt Out** – To hole the ball with a putt.

- ◇ **Reading the Green** – Determining the path, which the ball will take on its way to the hole by analyzing the contour and texture of the green.

- ◇ **Starter** – A person who determines the order of play.

- ◇ **Whiff** – To swing and miss the ball completely.