

WIL-MAR LADIES GOLF LEAGUE

2012 LOCAL RULES

USGA rules will govern all league play.

Rainouts will be decided by the golf club. If weather is doubtful, please call golf club.

Each week play will start with an 8:30 shotgun start. At 8:15 each player will draw a number to determine which hole they will start their round. All players need to check in at the Pro Shop (**8:00 recommended**) before the draw to be included in the draw. Immediately following the draw all players will proceed to their starting holes. ***It is imperative that all players be at the course with their equipment ready to play before the draw.***

At your first tee, use last names alphabetically to decide order of play. On following holes, tee off order is determined by low gross or ready up to speed up play. Tee ball up between and behind red markers and not more than two club lengths behind red markers.

Play winter rules in all seasons. You may improve lie of the ball in your own fairway one club length, no closer to the hole. First cut of rough is not considered fairway.

On hole #2, you must tee off at least one ball. If ball goes into water, you have three options. #1- Hit another ball from the tee box, you will be hitting 3. #2- Drop ball behind water line of flight, you will be hitting 3. #3- If you move your ball to the green side of the water to the drop sight provided, you must take a one stroke penalty. You will be hitting 3.

There are out of bounds white stakes on holes 3, 8, 9, 10 and 11. If your ball goes out of bounds or you think it has, you must play a provisional ball. If your first ball is found in bounds, you must play it. If out of bounds, you must play your provisional ball and take a one stroke penalty.

You may drop a ball without penalty from all cart paths, bridge approaches, man made objects, benches, equipment, ground under repair (areas marked with white paint) and rut marks made by machinery in the rough. Drop is taken one club length from the nearest point of relief, no nearer the hole. On rocky rough, you may mark your ball and pick up to clear the area of rocks and replace the ball.

Lateral water hazards are marked by red stakes on holes 3, 4, 6, 11, 12, 13, 14, 15, 16, and 18. Swampland on left of 13 and 14 are also lateral water hazards, but may not be marked. Water line is the boundary if not marked. USGA rules apply for lateral water hazards.

Hole #15, the ditch to the left of the fairway is a free drop if it is wet (casual water). If it is dry, ball must be played as it lies.

Hole #18, the first pond on the left and the ditch close to that pond are both lateral water hazards. The pond near the 150 yard marker is both a water hazard (yellow stakes) and lateral water hazard (red stakes) and is marked as such.

Water Hazards: are defined by yellow stakes on holes 2, 12, 16 and 18. Determine the spot where the ball last crossed the hazard line and keep that spot and the flag stick in straight line and drop your ball along that line as far back as you like, and take a one stroke penalty.

On any given hole, you are only allowed a total of 10 strokes. If you have reached 10 strokes and are not yet in the hole, pick up your ball. On your score card, list 10, with 3 putts. Your total for that hole is a 10. This rule is to speed up play.

Players MUST putt out. (Exception: 10 Stroke max rule above.) If a temporary green is being used, take a maximum of two putts.

*****WHIFFS DO COUNT***NO MULLIGANS ALLOWED***NO GIMMEES*****

HANDICAPS: Five games are required to establish a handicap. Post all scores played at Wil-Mar and away courses with course rating and slope index. Count all shots, whiffs, penalties and dribbles. All scores must be

posted to get a true handicap. Handicaps will be re-evaluated once a month. If a member does not have a handicap, they will not be qualified for any event that requires a handicap. Maximum handicap for any league or tournament play is 40.

TOURNAMENT DAYS: The first Monday of each month is tournament day, except September due to Labor Day and October when it will be the last Monday. Tournament winners will be posted.

CLUB CHAMPIONSHIP: The championship tournament will have a gross champion and a net champion. To play, a member must have played in a third of playable league days to be eligible or by the discretion of the president of the league.

SCORING: Pick up your computer generated cards each week. You will exchange cards with your playing partners on the first tee. You will be the scorer for another player and keep your score on their card, also. The card is designed to accommodate this. Be sure the date is on the card. You will compare cards with your scoring partner, sign the cards, and place them in the provided score card box at the end of each round. You will score the ringer sheet, birdie tree and putts weekly. Chip-ins will be a separate game weekly. Once a card is signed and attested, no changes may be made. **CARDS MUST BE SIGNED, DATED AND SUBMITTED CORRECTLY; ANY CARDS FOUND TO BE IN ERROR ARE SUBJECT TO DISQUALIFICATION.**

The Stableford System of scoring will be used as our weekly points system. Points will be scored as follows on the **NET SCORE** of each hole:

Bogey	= 1 point	Eagle	= 4 points
Par	= 2 points	Double Eagle	= 5 points
Birdie	= 3 points	4 under net par	= 6 points

GOLF ETIQUETTE

Before playing a stroke or making a practice swing, the player should ensure that no one is standing close by or in a position to be hit by the club, the ball, or any object that may be moved by the swing.

No one should move, talk, or stand close to or directly behind the ball or the hole when a player is addressing the ball or making a stroke.

No player should play until the players in front of him or her are out of range.

Player searching for a ball should let the players behind them play through if the hole ahead is clear. They should not continue play until the players playing through are out of range. Also, if your foursome is holding up the group behind you, and there is an opening, please be sensible and let them play through.

Always be ready to shout fore if your ball is heading in the direction of other players.

Players should immediately leave putting green after holing out and mark score at the next tee.

Carts should follow the rule of the day posted by the club.

REPLACE ALL DIVOTS. REPAIR ALL BALL MARKS AND DAMAGE ON GREENS. RAKE ALL SAND BUNKERS.