

River Pointe Men's Golf League 2014

Rules of Play

- Tee off from White Cages (1st 9 holes) and the White Spheres (2nd 9 holes)
- Only one drive should be played from each tee. If a 2nd drive is required **(One Stroke Penalty)**
- Ball may be moved up to six inches in fairway or rough to improve lie **(No Penalty)**
- In a sand trap, players may lift, rake and replace their ball to improve lie **(No Penalty)**
- Ball may be moved from cart path, road, ground under repair, casual water, small bushes in front of green or man-made objects up to two club lengths from the edge of the obstruction, but no closer to the pin **(No Penalty)**
- If ball is unplayable in the woods, rough, tall grass or due to other natural objects, ball may be moved up to two club lengths from the edge of the woods or obstruction, but no closer to the pin **(One Stroke Penalty)**
- If ball goes into a water hazard, play next shot from the other side of the hazard along the line of flight from the point of entry into the hazard. On the 1st hole if the water hazard is encountered, play next shot from the rough which is beyond and left of the water hazard **(One Stroke Penalty)**
- If ball cannot be found, play next stroke from approximate point of loss **(One Stroke Penalty)**
- If ball is lost in the woods, play the next stroke up to two club lengths from the edge of the woods, backward along the line of flight at the approximate point of entry **(One Stroke Penalty)**
- In sand trap, if club head touches sand at address **(One Stroke Penalty)**
- An attempt to hit the ball is considered a stroke
- Putt out on all holes; each putt is a stroke
- Play Ready Golf: if a player is ready to make his next stroke, he should do so without delay, regardless of which player is "away"
- Practice etiquette of the game: replace divots, repair ball marks on green and rake sand traps