

2021 League Officers

Officers

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Betty Beal

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Committee

Carla Ball

Information Coordinator

Marilyn Reilly

Committees

18 Hole Chairperson

Cindy Tyler

9 Hole Chairperson

Mary Mietz

Rules

Golf Pro

USGA GHIN

Golf Pro

League Play Days

All participants must be a Lake Valley member and pay league dues of \$5. All participants must also be a GHIN member which costs \$25.

Tee Times 9 and 18 Hole - 8:30 AM (*Except as noted.)

Club House Arrival

Arrive at the clubhouse **30 minutes prior to tee time** for weekly event & pay mandatory event fee of \$3.00.

Signing Up to Play (before Noon on Wednesday)

9 Hole and 18 Hole members must sign up in the Pro Shop for weekly play **before Wednesday Noon**.

To Cancel Play (before Noon on Wednesday)

9 Hole and 18 Hole members must call the Pro Shop to cancel play **before Wednesday Noon**.

Minimum Games

Members **MUST PLAY A MINIMUM OF 5** games to be eligible to play in the League Championship.

Score Card Information

The score card must be signed and dated and turned in to the Pro Shop.

1. Score Cards 9 and 18 Hole – The official score card provided by the Pro Shop must be kept listing each person and their score. Depending upon weekly event, putts may also need to be recorded.
2. Circle each player's hole score for birdies and eagles.
3. After play, the official scorer totals the scores. Score accuracy is your responsibility. The score marker and score attest person must sign and date each scorecard, which verifies its accuracy. Turn in signed score cards to Pro Shop.

The first Thursday of every month, we will have a 9 and 18 hole combined scramble.

All holes must be putted out; “gimmees” are not permitted!

Lake Valley League & Local Course Rules

All USGA rules apply except where local rules are in effect.

Learning the Rules of Golf

It's up to you to learn the rules of golf. No doubt, you've heard of times when knowing the rules won or lost a game. Give yourself every opportunity. The rules provide advantages as well as penalties. Don't ever let not knowing a rule stand between you and the excitement of winning.

HOLE 1 – All ditches are penalty areas. Relief from pump house on left, stance plus one club length. Establish the nearest point, no closer to the hole, where there is no interference, and drop within one club length at that point.

HOLE 2 – No penalty areas. Wooded area on right and left of fairway are rough.

HOLE 3 – Tee box to ditch is rough. Ditch is a penalty area.

HOLE 4 – Ditch is a penalty area.

HOLE 5 – Ditch is a penalty area. Out-of-bounds on the left, marked by white stakes.

HOLE 6 – Out of bounds on left, fence is the boundary.

HOLE 7 – Ditch behind green is a penalty area.

HOLE 8 – Ditches on right & left are penalty areas.

HOLE 9 – Ditch directly left of tee block is a penalty area.

HOLE 10 – Ditch directly left of tee block is a penalty area.

HOLE 11 – No penalty areas; out of bounds on left.

HOLE 12 – Wooded area to left is rough.

HOLE 13 – Ditch behind green is penalty area. Wooded area on right and left of fairway are rough.

HOLE 14 – Ditch on right is a penalty area. White stakes mark out of bounds on left. Pond on right is a penalty area.

HOLE 15 – No penalty areas.

HOLE 16 – Pond is a penalty area. Ditch across fairway is a penalty area.

HOLE 17 – Pond is a penalty area.

HOLE 18 – Ditch to left is a penalty area. Bridge crossing the creek is NOT part of the penalty area.

USEFUL RULES AND INFORMATION

CHECK BALLS – Before teeing off, state what brand ball and what number or identifying mark you are using to avoid confusion.

CART PATH – If a ball lies on the cart path or the cart path interferes with your stance, you may have a free drop of 1 club length from the nearest point of relief, but no closer to the green with **no penalty**.

PLAY THE WRONG BALL – If you hit the wrong ball, except in a hazard, take a 2 stroke penalty. Play the hole out with your correct ball and replace the wrongly played ball as near as possible to the spot where you hit it.

LOST BALL - Players may spend no more than 3 minutes searching for a ball.

– If a ball is lost, the player may take:

- 1) stroke and distance relief by adding one penalty stroke and playing another ball from where the previous stroke was made OR
- 2) two strokes and drop another ball at point of entry within two club lengths and no closer to the pin.

OUT OF BOUNDS BALL - Players may spend no more than 3 minutes searching for a ball.

– If a ball is out of bounds, the player may take:

- 1) stroke and distance relief by adding one penalty stroke and playing another ball from where the previous stroke was made OR
- 2) two strokes and drop the same ball or another ball at point of entry within two club lengths and no closer to the pin.

PROVISIONAL BALL – If you think your ball may be lost or out of bounds, you may play a provisional ball. You must declare that you are hitting a provisional before you hit the second ball. Also declare the brand & number of the provisional ball. The provisional must be different from the first ball hit.

HITTING ANOTHER BALL ON THE GREEN – While playing on the putting green, if another ball on the green is hit, you must take a 2 stroke penalty. No penalty for hitting another ball when approaching the green but must replace the ball to its original position.

UNPLAYABLE LIE OUTSIDE OF A PENALTY AREA – If you deem your ball unplayable (ex: in rocks or behind a tree - you are the sole judge), you may under penalty of one stroke:

- 1) play the original ball or another ball from where the previous stroke was made OR

- 2) drop the original ball or another ball in a relief area that is based on the reference line going straight back from the hole through the spot of the original ball OR
- 3) drop the original ball or another ball in the lateral relief area (two club lengths not nearer the hole).

UNPLAYABLE BALL IN THE BUNKER - CHECK LOCAL BUNKER PLAY RULE FOR THE DAY! If you deem your ball unplayable inside a bunker (you are the sole judge), you may decide one of the four options:

- 1) one stroke penalty, take stroke and distance relief from where the previous stroke was made OR
- 2) one stroke penalty, take back-on-the-line relief **in** bunker OR
- 3) one stroke penalty, take lateral relief **in** bunker OR
- 4) two stroke penalty, back-on-the-line relief outside of bunker.

CASUAL WATER, GROUND UNDER REPAIR (GUR) – If your ball is in casual water, ground under repair or a hole or cast made by a burrowing animal, you may drop without penalty, within one club length of the nearest point of relief no closer to the hole.

PENALTY AREA – If your ball is known, or virtually certain to be in a **RED** penalty area, you have relief options, each for one penalty stroke:

- 1) Stroke and Distance Relief (play that ball or another ball from previously played spot) OR
- 2) Back-on-the-line Relief OR
- 3) Lateral Relief (2 club lengths from the reference points, not nearer the hole).

GROUNDING CLUB – You must NOT touch sand in the bunker with a hand, club, rake or other object to test the sand. You CAN touch the ground when in a penalty area while taking a practice stroke or in making a stroke.

MARKING BALL ON THE GREEN – Never touch your ball on the green unless you have a marker down. Always mark behind your ball before picking it up. Always replace your ball before picking up your marker.

HITTING THE FLAGSTICK - There is NO penalty for hitting the flagstick left in the hole while putting from on the green or off of the green.

14 CLUB RULE – Players are allowed no more than 14 clubs in your golf bag during play.

LOST BALL TIME LIMIT – Players may spend no more than 3 minutes searching for a ball.

GROUND UNDER REPAIR AND OTHER – If the ball lands on ground under repair, you may have a free drop at your nearest point of relief, no closer to the hole. If in a bunker, drop the ball back into the bunker. Hoses, equipment, animal or sprinkler holes or casual water: free move of one club length from the nearest point of relief from the hazard with **no penalty**.

BRIDGES – No relief from on or under bridges. If ball is moved, take a one stroke penalty. EXCEPTION: Bridge on #18