

RRSGA - LOCAL RULES of PLAY

Effective September 2024

The following local rules will apply at all RRSGA tournaments. These rules have been reviewed and approved by the Board of Officers and may be amended as necessary by the board. Current USGA Rules of Golf will apply with the following exceptions which allows for Local Rules some of which are about improving pace of play while others address course conditions.

Violation of the Rules: During play any questions concerning these rule interpretations will be addressed with other members of the playing group at the time of occurrence. Any unresolved disputes should be noted and brought to the attention of the Vice President (at the scoring table) at the end of the round.

Pace-of-Play Support: Affirmative encouragement of “READY GOLF” in stroke play. Search for lost ball is now limited to (3) three minutes and players should take no more than 30 seconds to play a stroke.

1. **Mulligans.** No mulligans are permitted.
2. **Fourteen (14) Club Rule.** The fourteen (14) club rule is waived.
3. **Maximum Strokes.** THREE STROKES OVER PAR is the maximum score to be taken and recorded on any hole except in match play where the hole is played out until it is won, halved, or conceded.
4. **Putts.** All putts must be holed out. NO GIMMIES! Once the ball is on the green a “putting ball” may not be substituted. Any imperfections on the line of the putt (spike marks, ball marks, club marks, ground under repair, dead grass, damaged grass, an old hole, etc.) may be repaired without penalty. If the imperfection cannot be repaired the ball may be moved keeping the same distance from the hole, without penalty.
5. **Moving and Cleaning the Ball.** After every shot the ball may be cleaned and moved one club length no nearer the hole when in either the fairway or the rough. The ball cannot be moved from the rough to the fairway. When the ball is in a penalty area it may not be moved or cleaned.
6. **Penalty Areas (formally known as water/lateral water hazards (Red Stakes/Lines))** Penalty Areas will be marked with red stakes or a red line. However, over time red stakes tend to disappear. Use other players in your playing group to determine if the ball is in a penalty area or not. Hole #4: The entire right side of #4 is a penalty area. The line for the penalty area is the left edge of the cart path. The options listed below are from the USGA manual: We chose to list them here because most amateur golfers do not play this rule correctly.
 - 1) Play the ball as it lies without any penalty.
 - 2) Play a ball at the spot from which it was last played. Add one (1) penalty stroke. If that last shot was a tee shot from a tee box then the ball may be re-teeed from the tee box.
 - 3) Determine where the ball entered the penalty area. Place a ball two club-lengths outside the penalty area from that spot. **An additional club length may now be taken per Local Club Rule #5.** Add one (1) penalty stroke.
 - 4) Determine where the ball entered the penalty area. From that spot draw a line from the pin. The ball may be placed on that line as far back as you wish but not any closer. Add one (1) penalty stroke.

- 5) Just because a player gets to move the ball per above parts 3 & 4 the ball may still be in a bad spot or situation. Moving the ball does not give the player permission (or the right) to be in the fairway with a perfect lie and a clear line to the green.
7. **Lost Ball.** When a ball has not been found within 3 minutes it is presumed to be lost. Under penalty of one (1) stroke, drop a ball in the area of where the ball was lost.
8. **Out of Bounds.** When a ball goes out of bounds, play the ball as if the ball had gone into a penalty area. Advance to the point where the ball is presumed to have gone out and under penalty of one (1) stroke, drop a ball two club lengths from the determined spot, not nearer the hole. An additional club length may now be taken per Local Club Rule #5. Thus most of our players take 3 club lengths and place the ball, it's just faster.
9. **Fence marking the perimeter of the golf course.** When a ball comes to rest in bounds but near a boundary fence the player can take full relief from the fence without any penalty.
10. **Bunkers.** The following options exist when the ball is in a bunker.
 - 1) First, attempt to play the ball as it lies.
 - 2) If the ball is in an abnormal ground condition such as a footprint (human or animal), divot, or eroded area the player may lift the ball, rake the sand and place the ball back in its original position. (no penalty)
 - 3) If the ball is in growing grass, mud or standing water, the player may pick up the ball and place it in another area of the bunker, no closer to the hole. (no penalty)
 - 4) Rocks, leaves, sticks, trash or other loose objects may be removed without penalty.
 - 5) If the ball is "plugged", it may NOT be moved.
 - 6) If the ball is near or against the edge of the bunker, that condition alone does not make it a bad lie and thus cannot be moved to another part of the bunker. (unless it happens to be a grass area)
 - 7) When it is announced on the day of the tournament that the bunkers will not be in play, the ball may be placed out of the bunker (without penalty) at the closest point of relief no nearer the hole.
11. **Distance Measuring Devices.** Distance measuring devices, such as GPS and laser rangefinders, may be used. Other artificial devices that measure wind, slope or direction (compass) are not allowed.
12. **Score Keeping.** Each player is responsible for confirming their gross score on every hole, each nine gross total, grand gross total and grand net total. A secondary scorecard should be kept on the other cart and compared at the end of the round for accuracy. Please make your writing legible.
13. **Drop Zones (Ball Drops).** Holes #4, #7 and #12 have designated drop zones. Hole #4 will have 2 drop zones. (1) From the tee shot, no matter where the ball enters the penalty area (left, right, short, long), the drop zone may be used with a one stroke penalty. The use of the drop zone is not mandatory. The ball may be played under normal USGA penalty area rules (see local rule #6). (2) An additional drop zone which will be used only on the approach shot to the green, If the approach shot enters the creek area short right and/or left of the green, utilize the drop zone located at the front of the green, with one stroke penalty. Do not enter the creek areas.