



**CSGC**

CLEARVIEW SENIORS GOLF CLUB

Organized 1975

CLUB

&

MODIFIED

PLAYING

RULES

CLEARVIEW SENIORS

GOLF CLUB

EXECUTIVE OFFICERS

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VICE PRESIDENT – LARRY FEILICH

SECRETARY – TOM DOHERTY

TREASURER – HARVEY BIENSTOCK

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TONY YACOVONE

1<sup>ST</sup> ALTERNATE JOHN WONG

2<sup>ND</sup> ALTERNATE HERB MANDELL

PAST PRESIDENTS

TOM COWHEY, IRWIN KATZ,

JOE VALENZA, JOHN YACOVONE



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## **CLUB RULES**

### **1. SEASON:**

1.1. The Clearview Seniors Golf Club will start on the first Wednesday of April and finish on the last Wednesday of October.

### **2. CLUB DUES:**

2.1. Dues for the CLUB, are due starting the first week of October.

2.2. If a member submits his dues after October 31<sup>st</sup>, he will be assessed a \$25 late fee.

2.3. If a member submits his dues and is unable to play the following season, a refund will be given by the CLUB.

### **3. LEAGUE PLAY:**

3.1. League Play will start on the first Wednesday of April and end on the last Wednesday of August.

4. **CLUB CHAMPIONSHIP & PRESIDENT'S CUP:**

4.1. The Club Championship &

President's Cup will start on the Wednesday following the Fall Classic.

4.2. Each member needs TEN (10) round to qualify for either the Club Championship or President's Cup by the end of League Play.

4.3. The format for both Club Championship & President's Cup shall be THREE (3) rounds of match play.

4.3.1. Club Championship: 1<sup>st</sup> to 8<sup>th</sup> Place

4.3.2. President's Cup: 9<sup>th</sup> to 16<sup>th</sup> Place.

4.4. Both will be at 80% of your handicap.

5. **RAINOUTS:**

5.1. The Rainout decision will be made at 5:15-5:30 am the morning of play.

5.2. Club members will receive an email the night before to check your email in the morning.

- 5.3. If there is a cancelation or not, members will receive an email at 5:30 am with that notification.
- 5.4. In the event a round is started and it starts to rain, the rainout committee will make the decision to cancel the day. Not anyone else. If the day is canceled, any completed scores will not count.
6. **TEAM CAPTAINS:**
  - 6.1. Team Captains will be in **RED** on the TEE TIME list.
  - 6.2. Team Captains will collect the greens fee and pay for the **FOURSOME**.
7. **CLUB SHIRTS & HATS:**
  - 7.1. All Club Members are required to wear the Club Shirt & Hat during the season.
  - 7.2. If a Club Member fails to wear his Club Shirt, he will get a warning at Check-In.
  - 7.3. If a Club Member fails for a **SECOND TIME** to wear his Club

Shirt, his score will not count for that round.



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## MODIFIED PLAYING RULES

### 1. **SCORING:**

- 1.1. Gross Score: This is the score that is put on the score card.
- 1.2. Net Score: This is your score minus your handicap.
- 1.3. League Score: This is your TEN (10) best scores for the season.
- 1.4. All holes played will be a MAXIMUM 4 over PAR.
  - 1.4.1. PAR 3 will be 7.
  - 1.4.2. PAR 4 will be 8.
  - 1.4.3. PAR 5 will be 9.

### 2. **PACE OF PLAY:**

- 2.1. All players should keep a steady pace of play.
- 2.2. Try not to have any open holes.

3. **UNPLAYABLE LIE:**

3.1. Ball lands in woods and is not found, player determines an unplayable lie.

3.2. Ball is up against a fence or tree:

3.2.1. If unplayable anywhere in the woods, drop two (2) club lengths from edge of woods on a line from where the ball is found.

New lie can be in rough or fairway but cannot result in ball being on fringe. **ONE (1)**

**STROKE PENALTY.**

3.2.2. If ball is up against a fence or tree, follow same rule as 3.2.1.

**ONE (1) STROKE PENALTY.**

3.2.3. Player may try too hit ball out of the woods or against a tree or fence.

4. **LOST BALL FROM TEE:**

4.1. Hit another ball from TEE (provisional ball). *This must e taken before leaving TEE AREA.*

4.2. If first ball is found, see unplayable lie ruled. (Rule 3)

4.3. If first ball is lost:



- 4.3.1. Stroke and distance from estimated entry point. Sitting Three (3), Hitting Four (4).
- 4.3.2. Play provisional ball. Sitting Three (3), Hitting Four (4).
- 4.3.3. Player has choice of either 4.3.1 or 4.3.2.
- 4.4. If provisional ball is not played and ball is not found, player may go back to tee and hit a provisional ball.
- 5. **LOST BALL HITTING FROM FAIRWAY:**
  - 5.1. **TWO (2) STROKE PENALTY** from entry point.
  - 5.2. **TWO (2) club length drop** no closer to hole.
- 6. **LOST BALL IN FAIRWAY:**
  - 6.1. If agreed upon, place ball on fairway where you assumed it landed. **NO PENALTY.**
- 7. **WATER HAZARD:**
  - 7.1. Play ball where it lies. **NO PENALTY.**
  - 7.2. Return to previous lie. **ONE (1) STROKE PENALTY.**

7.3. Place ball behind hazard online with hole and where it entered hazard.

**ONE (1) STROKE PENALTY.**

**8. PREFERRED LIES:**

8.1. **CLEARVIEW:** Because of the conditions of golf course, lift, clean and place in fairway and rough, but no closer to hole/ Ball may be placed no mor than TWELVE (12) INCHES from original place if ball is in rough, it must stay in rough.

8.2. **CLEARVIEW:** I ball is on cart path or in one of the many rocky and dirt areas, ball may be moved, so that you may safely hit the ball. Movement should be no closer to hole.

**9. PLAYING WRONG BALL:**

9.1. **TWO (2) STROKE PENALTY.**

9.2. Player shoes ball was hit in error, should hit another all from approximately the place where the ball was hit from.

9.3. If this occurs in the CLUB CHAMPIONSHIP or PRESIDENT'S CUP or any other

match play situation, hitting wrong ball, **AUTOMATICALLY LOSES THE HOLE.**

10. **BALL IN SAND:**

10.1. Can rake sand if ball is in footprint of similar lie. **NO PENALTY.**

10.1.1. Ball cannot drop on mound.

11. **PUTTING GREEN:**

11.1. If ball at rest is struck from ball off, of green, that ball must be returned to its original position. The ball that it did hit, remains where it landed.

11.2. A ball that is hit by a putt, is a **TWO (2) STROKE PENALTY**, on struck ball, as long, as the person who hit the ball asked for the ball to be marked.

11.3. Severe green damage or puddles allows ball to be moved no closer to hole.

11.4. Gimmes, should only be given if agreed upon by an opponent in a

match play situation. All others should be played out.

12. **SPECIAL SITUATIONS:**

- 12.1. **DOUGLASTON:** Drop area on **SECOND (2<sup>nd</sup>) HOLE**, is bottom of hill by water hazard,
- 12.2. **DOUGLASTON:** **THIRD (3<sup>rd</sup>) & FOURTH (4<sup>th</sup>) HOLES**, all players hit from **RED TEES**.
- 12.3. **DOUGLASTON:** Drop area on **FIFTH (5<sup>th</sup>) HOLE** is by **RIGHT SAND TRAP**.
- 12.4. **DOUGLASTON:** Drop area on **SEVENTEENTH (17<sup>th</sup>) HOLE** is on **LEFT SIDE OF GREEN**, not by **SAND TRAP**.
- 12.5. **CLEARVIEW:** **FOURTH (4<sup>th</sup>) HOLE**, all players hit from **RED TEES**.
- 12.6. **CLEARVIEW:** **SIXTH (6<sup>th</sup>) HOLE**, all players hit from **RED TEES**.

**13. HITTING FROM WHITE AND RED  
TEES:**

**13.1. ALL PLAYERS IN  
CHAMPIONSHIP FLIGHT WILL  
HIT FROM WHITE TEES ON ALL  
HOLES. (THIS INCLUDES HOLE  
4, HOLE 6, AND HOLE 16.**

**13.2. ALL PLAYERS IN SENIOR  
FLIGHT HAVE THE CHOICE OF  
HITTING FROM EITHER RED OR  
WHITE TEES.**