



CSGC

CLEARVIEW SENIORS GOLF CLUB

Organized 1975

CLUB & MODIFIED PLAYING RULES

2024

CLEARVIEW SENIORS GOLF CLUB

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VICE PRESIDENT – SAL TOBACCO
SECRETARY – TOM GIUDICE
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PAST PRESIDENTS

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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 RULES:

- 2.1. Dues for the Club are due starting the first week of October.
- 2.2. If a member submits his dues after October 31st, 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 July.

4. CLUB CHAMPIONSHIP & PRESIDENT'S CUP

- 4.1. The Club Championship & President's Cup will start on the 1st Wednesday of August.

- 4.2. Each member needs Eight (8) rounds to qualify for either, the Club Championship or President's Cup.
- 4.3. The format for both the Club Championship and President's Cup shall be Three (3) rounds.
- 4.3.1. The selection of players for competing in the Club Championship shall be the three players with the lowest scores among the White Tee players at the end of the league play. There will be (3) three Rounds of Match Play. The Second-Place player will compete against the Third-Place player in Gross Scores. The winner of that match will play the First-Place player for the Club Championship. An appropriate trophy and prize monies will be awarded to the Club Champion at the Awards Dinner. The players must have 8 rounds of play to qualify.
- 4.3.2. All players that are not competing in the Club Championship and have 8 rounds of play will be registered to compete in the President's Cup. The format will be the Gross Score Net Score winners in each of the various flights. The President's Cup will be Three Rounds. In the Net Score category, the handicap system for each player will use 80% of the player's handicap.

5. **RAINOUTS:**

- 5.1. The rainout decision will be made at 5:15 – 5:30 am the morning of play via email. c
- 5.2. Club members will receive an email the night before to check your mail in the morning.
- 5.3. 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. **CLUB SHIRTS AND HATS:**

- 6.1. All Club Members are required to wear their Club Shirt during the season.
- 6.2. If a Club Member fails to wear his Club Shirt, he will get a warning at Check-In.
- 6.3. If a Club Member fails for a **SECOND TIME** to wear his **CLUB SHIRT**, his score will not count for that round.

7. **CHANGING FLIGHTS:**

- 7.1. Notify the Club at the Annual Meeting if you want to change your Flight.
- 7.2. If you start in a Flight, you stay in that Flight until next season.



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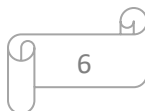
MODIFIED PLAYING RULES

1. **SCORING:**

- 1.1. Gross Score: This is the score that is put on the score card.
- 1.2. Net Score: This is score, minus your handicap.
- 1.3. League Score: This is your Eight (8) best NET SCORES for the season.
- 1.4. All holes played will be a MAXIMUM THREE (3) strokes over par.
- 1.5. If you reach 2 over par, pick up and take triple bogey.

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. **ONE (1) STROKE PENALTY.**
4. **LOST BALL FROM TEE:**
 - 4.1. NO PROVISIONAL BALLS. Take TWO (2) club lengths from area where ball is lost. **ONE (1) STROKE PENALTY.**
 - 4.2. If the first ball is found, see unplayable lie (RULE 3.2.1).
5. **LOST BALL IN FAIRWAY:**
 - 5.1. **ONE (1) STROKE PENALTY.**
 - 5.2. Place the ball in area where ball was lost.
6. **BALL LOST IN ROUGH FROM FAIRWAY TO THE CART PATH:**
 - 6.1. If the ball is LOST between CART PATH and FAIRWAY in rough, **NO PENALT**, but ball cannot be placed in fairway.
7. **BALL LOST IN BOUNDARY WOODS OR OUT OF BOUNDS:**
 - 7.1. Place the ball where it crossed out of bounds or into woods. Place TWO (2) club lengths from crossing. **ONE STROKE PENALTY.** This also applies on shots from

fairway or rough, Ball cannot be place back on FAIRWAY.

8. **WATER HAZARD:**

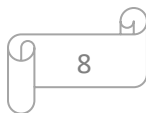
8.1. Hit from drop zone, **(ONE) STROKE PENALTY.**

9. **PREFERRED LIES:**

- 9.1. Because of the conditions of the golf course, lift, clean and place in fairway and rough, “C” & “Senior” flights only, but no closer to hole. Ball may be placed no more than TWELVE (12) INCHES from original place if ball is in the rough, it must stay in rough.
- 9.2. If the ball is on the cart path or in one of the many rocky and dirt areas, the ball may be moved, so that you may safely hit the ball. Movement should be no closer to hole.

10. **PLAYING THE WRONG BALL:**

- 10.1. **TWO (2) STROKE PENALTY.**
- 10.2. Player whose ball was hit in error, should hit their ball from approximately the place where the ball was hit from.
- 10.3. If this occurs in the CLUB CHAMPIONSHIP, or match play situation, hitting wrong ball, **AUTOMATICALLY LOSES THE HOLE.**



11. **BALL IN SAND:**

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

11.2. Ball cannot drop on mound.

12. **PUTTING GREEN:**

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

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

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

12.4. Gimmes should only be given if agreed upon by an opponent in a match play situation. **ALL OTHERS SHOULD BE PLAYED OUT.**

13. **CLUB CHAMPIONSHIP:**

13.1. All competitors **MUST RIDE** together, **NO WALKING.**

14. **FLIGHTS:**

14.1. "A", "B" flights will hit from the **WHITE TTEES**

14.2. "C", "D" flights will hit from the **RED TEES.**

Prepared by
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&
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