

HWGL LOCAL RULES

IT IS VERY IMPORTANT FOR ALL OF US TO “PROTECT THE FIELD” DURING OUR TOD’S. IF A SITUATION ARISES IN YOUR GROUP OVER THE INTERPRETATION OF A GOLF RULE, PLEASE TRY TO RESOLVE IT AS A GROUP. IF THE SITUATION CANNOT BE RESOLVED TO EVERYONE’S SATISFACTION, PLEASE BRING IT TO THE ATTENTION OF THE RULES COMMITTEE SO THAT A FINAL DECISION CAN BE MADE.

1. First group may **MOVE** the markers in the tee box.
2. **Improvements** are allowed on the putting green including **REPAIRING** ball marks and **FIXING** the shape of the hole.
3. Pace of Play Play “**Ready Golf**”. Don’t lose sight of the group in front of you.
4. **Picking Up If you reach 5 over par, you must pick up your ball and put a box around your score for that hole.** Maximum score is 8 on par 3’s, 9 on par 4’s and 10 on par 5’s. You are still eligible for the TOD. Tiebreaks will go to a non-boxed score.
5. Scorecards Each group is required to keep accurate scorecards listing the players IN TEE TIME ORDER with their course handicaps. The cards must be dated, signed and attested to in order to be eligible for the TOD. **TWO MATCHED CARDS ARE TO BE TURNED IN AFTER THE ROUND.**
6. USGA/GHIN INDEX AND WORLD HANDICAP SYSTEM
Golfers are required BY THE WHS to maintain a GHIN. Posting Hole by Hole on day of play is also required. Any incorrect scores can **only** be corrected by your “home course” administrator.
7. Weekly Competition HWGL uses Net Play to determine the outcome of our weekly competitions. All players will participate in the TOD.
8. Net Competitions Use same day CHC for TOD net competitions. Maximum course handicap for TOD is 36. **DURING TEAM EVENTS, FULL HANDICAPS WILL BE USED.**
9. Match of Cards (MOC) Is used when players have the same final score in a net competition. The tie break is based on the best net score on the #1 handicap hole. If tie isn’t broken go to the #2 handicap hole and so on.
10. Preferred Lies HWGL allows the rolling of the ball in the fairway-no closer to the pin and no more than 6 inches.
11. **Free Relief on Hardpan Can only be taken if your ball has come to rest on a large root OR imbedded gravel or stone. Place the ball on the nearest tuft of grass no closer to the pin. Ball must still be on hardpan**

12. **Hole #4** Free relief from damaged cart path area near the drop zone on right side of fairway. Roped off area.
13. Hole #6 Free relief from protective back stop fence. No closer to the hole.
14. Bunkers – Lift, Smooth (with your foot) and Place when in a footprint or other abnormal condition.
15. For Discrepancies Play two balls. Take a picture if you wish for discussion by the Rules Committee.
16. **Lost Ball or Ball Out of Bounds** Player should take a provisional shot if they think their ball is lost or out of bounds for a **one stroke penalty**. OR player has the option of dropping a ball two club lengths into the fairway where their ball went in for a **two stroke penalty**.
17. **Ball in Woods EVEN IN POISON IVY**
Play it as it lies...no penalty
OR
Treat your ball as unplayable and you have three options with a one stroke penalty
 1. Take lateral relief 2 club lengths from the ball
 2. Replay the ball from the last position
 3. Back on the line relief, going straight back in line with the pin
18. SOME REASONABLE DECISIONS
 1. Free relief from goose poop
 2. Free drop if crow steals ball
 3. Relief from Aeration Holes
 4. Ball goes down drainage hole.
 5. Drop zones on #'s 1, 4, 8 and 9

REMEMBER: A WHIFF COUNTS AS A STROKE