

AHMGC PLAY GUIDELINES

- All AHMGC events are governed by USGA rules.
- Members are expected to act in a manner that reflects true sportsmanship and maintains the integrity of the game.
- You must complete every hole. Exceptions will be when you are out of the hole in Stableford and Skins games by taking a 7x score.
- If you sign up . Show Up! If you cannot make it, call the check-in desk @ 928-273-3166.
- If you sign-up for someone else, inform them.
- **DO NOT ERASE NAMES AND/OR MOVE NAMES WITHOUT PERMISSION!**
- Arrive at least 40 minutes before your scheduled tee time. Prepare for an earlier tee time due to no-shows. Your tee time could be changed or canceled if you do not check-in on time.
- The check-in desk closes ½ hour before last scheduled tee time.
- Respect the course and club management. Do not cause destruction of any golf property.
- Follow course rules regarding cart signs.
- When playing with a handicap sign on cart, stay 10 yards from greens.
- **CODE OF CONDUCT:**
 - Do not throw or slam golf clubs in anger.
 - Do not cause destruction of any golf course property.
 - Do not have any physical contact or verbal abuse with any competitor/opponent.
 - No loud or profane language.
 - For correcting poor behavior, the AHMGC Tournament Committee reserves the right to assess a two (2) stroke penalty to any member that breaches the Code of Conduct. For offenses deemed extreme by committee, disqualification from the tournament may be warranted. If a member is assessed disqualification by breach of conduct, that member has the right to appeal at the next AHMGC board meeting. The disqualified member must notify the BOD President or Vice President that he intends to appeal 48 hours prior to meeting.
- Ready golf means **BEING READY** to play:
 - Keep up with the group in front of you.
 - Walk to your ball as soon as possible so that you can choose your club and think about the shot in advance, not just when it is your turn.

- If you believe that your ball might be out-of-bounds or think there might be a problem in locating your ball, claim provisional and hit again. This will save a lot of time from having to go back to the original spot and hitting again.
- When unsure how to proceed under a rule, the player may play 2 balls according to Rule 20.1c. He should inform fellow players of his intention. If there is a dispute, this rule applies and consult with Rules Committee Chairman before turning in scorecard.
- When driving a cart, drop off your playing partner first with club of choice and drive to your own ball to get ready to play.
- NEVER play in a caravan, moving in a group from ball to ball.
- When on the green, line up your putt BEFORE it is your turn. Putt out immediately instead of marking if you are not standing in someone else's line.
- Try to play your ball within 20 seconds.
- Post scores at the next tee.
- Do not use your cell phone during play that delays pace of play