TBDGL Special Rules

League Committee: Mike Kettler, Phil Nagorski & Jim Skarzynski.
Alternates: John Mitroka & Bill DeJaeger.
Treasurer: Don Smith.
Website: Scott Smiddy

USGA Rules apply unless otherwise noted.

Gold Tees – Age 65+
White Tees – Age 0-64.

Subs are allowed to count for the match. It is recommended that teams get subs from the verified sub list – or let the League Committee know who you plan on using in the beginning of the year so they can put them on the verified sub list. All handicaps will be determined by the League Committee. The subs that count for the match have the option to pay $10 to qualify for skins and greenies that week. The $10 goes into that week's pot: $4 for greenies, $6 for skins. Two subs are only allowed on ***non-position*** weeks. On position weeks, one team member must be present. Also, when two subs are used, at least ONE sub MUST come from the verified sub list. Please notify the League Committee President of any potential subs as early as possible in the season.

Teams are allowed to have one player (no sub counting for the match) ONLY TWICE per half. If a team plays solo a third or more times, 7 points are taken off that week's point total for the team. If both team members are gone and no subs are playing in the match for the missing team, that team gets 1 point less than the week's lowest point total. The opponent of the missing team will draw their match from a hat between the final tee time of the day.

Rain Delays will consist of waiting 45 minutes. Once 45 minutes have passed, a final decision will be made by the League Committee to continue playing or cancel the week. Riverview Highlands may also decide to cancel our league play if the course closes due to rain.

If a player starts a match and has to leave for any reason prior to the end of the match, that player forfeits the next hole, and the match will then convert to the single player playing against both players for the remaining holes.

Cart Path Only days will allow all players to lift, clean, and place the ball EVERYWHERE.

All bunkers are to be played as lift, clean, rake and place for the entire season. The ball must be placed as near as possible to the original location.

Ground Under Repair areas may not be marked – consult your opponent and agree to take relief or play it as it lies.

Water Hazards on the Gold (4, 5, & 8) Red (3, 4, 7, & 9) and Blue (1, 3, 4, 5, 7 & 8) are to be played as normal USGA rules. 8 Red is a Lateral Hazard marked by the fence line. If the ball is under the fence, or on the course side of the fence – and the fence impedes your swing – you get relief from the fence. If the ball is on the hazard side of the fence, NO relief is to be taken.

Out of Bounds played under USGA Rules, Stroke and Distance.

Gold #2 - Out of Bounds starts at the first white stake and ends at the green box for the tee shot only. After the tee shot, OB will be from the first white stake to the last white stake. These OB stakes do not come into play when playing Gold #6.

Any other lost ball in woods or tall grass will have two options. - #1 Re-hit from last shot (1 Stroke Penalty) or take a 2-Stroke penalty and drop out towards the fairway no closer to the hole from where the ball crossed into the woods. 3 Minute Rule for lost ball search applies. PLEASE hit two off the tee if you think your ball may be lost.

Tall Grass on the Right side of 3 Red (past pond) is a Penalty Area. Play as a Penalty Area and drop where the ball last crossed either the pond or the tall grass. The mowed path between the pond and tall grass is part of the penalty area. If a player hits his drive and the ball crosses the pond and the lands in the tall grass, the player must drop where the ball crossed the pond. You cannot drop on the path between the pond and tall grass. (See Image Below)

