

County Meadows Tuesday Ladies Club

I. LOCAL GOLF RULES

PREFERRED LIES in effect now: If your ball lands in mud or a divot you may lift, clean and place your ball within a 6 inch radius no nearer the hole.

STROKES

- If you reach **10 strokes** on any hole, pick up and move on. Mark PU (picked up) under your score

Hole #8

- If your ball enters the water in front of the green or on either side of the green, you **may** use the drop zone except on **PIN ROUND Days or any COMPETITION** days, when you **MUST** clear the water. Don't put undue pressure on yourself to clear the water. You can just write "DQ" (disqualified) if you can't clear the water.
- If your ball clears the green or hits the green and then goes back into the water and it has cleared the hazard line that goes all around the green, you drop the ball two club lengths from where you last crossed the hazard line no closer to the hole. One stroke penalty.

OUT OF BOUNDS OR LOST BALL:

- if you think you may have hit ball out of bounds (or lost it), hit a provisional ball from the same location. If the provisional ball was hit from the tee box, you will be **lying three**, the next time you hit the provisional ball.
- you may choose to find the point where the ball went out of bounds (or was likely lost) and then find the point nearest fairway edge (and add 2 club lengths onto the fairway), no closer to the hole. You may drop ball between those two spots for 2 penalty strokes. You will be **lying three**, next time you hit the ball.

Hole #17 and Hole #18

- If your ball is in bounds but up against the barbed wire, you can take relief (make sure you have a swing free of the barbed wire) and take one club length – no closer to the hole – drop your ball and continue your play. **NO PENALTY!**
- The grassy elevated area on the left side of the 18th fairway behind the rock wall is "in bounds".
- Should your ball come to rest on a bridge deck, you have the option to play the ball as it lies on the bridge or accept a penalty stroke and proceed under the Water Hazard Rule.

II. COURTESY ON THE GOLF COURSE

Pace of Play:

Keep up with the foursome in front of you at all times.

If you are falling behind, the first 2 players to putt out should proceed to the next hole and tee off.

- Country Meadows should be golfed in approximately 3 hours.
- Generally the person furthest from the hole will hit first but if they are not ready, someone else may play.
- Play "Ready Golf". Have your club selected and be ready to hit your ball when it is your turn.

Teeing Off:

- Always prioritize safety by waiting for the group in front to clear the area before playing your shot, yelling "Fore!" if your ball is heading toward someone, and standing a safe distance away from other players while they swing.
- Most of us cannot hit from tee to green. Those who are not long-ball hitters should tee off first if there is no risk of hitting players playing in group ahead.

Where to park your golf cart:

- Pull your cart to the side of the green towards the next tee box. Keep the fairway in front of the green clear.
- On Hole #3 and #4, players should leave the green and **walk off on the "pathway" nearest the green** and NOT down the golf course back to the Tee box. This allows the next group of golfers to tee off.

Keeping Score:

- Walk to the next tee box before marking your card.

III. BASIC GOLF RULES that are helpful to know. For more specific information, check out rules at [Rules of Golf](#)

Abnormal Conditions: You may lift your ball out of casual water. Place the ball outside the abnormal course conditions, as far as you need to but no nearer the hole. (no penalty) If water in bunker you can place ball within one club length inside the bunker (no penalty).

Bunkers

If a ball is in the sand trap you have some choices.

- play the ball as it lies. (No penalty)
- lift the ball out of the trap, put it in a direct line back behind the trap from where it went in and play from there. (2 stroke penalty).

Hitting out of a bunker:

You cannot ground your club in a bunker before making a stroke. Touching the sand with your club before the stroke results in a penalty.

Flagsticks:

The flagstick typically remains in the hole at all times to speed up the game and eliminate the need to touch the flagstick. A player may choose to take the flagstick out for particular putts.

Players are allowed to centre the flagstick in a safe manner while another player putts, as this may be desirable in windy conditions.

Changing your ball:

You cannot change your ball on a hole UNLESS your ball is lost (trees or water). If you don't want to lose a ball and there is water on that hole, you must start off with a "waterball". You cannot change it in the midst of the hole when you get near the water.

Looking for a lost ball:

You may **not spend more than three minutes** looking for a lost ball. A lost ball results in a one-stroke penalty. Return to the spot of your previous shot and play a new ball.

Swing and miss: If you swing and miss the ball it counts as a stroke. There are no "gimmies" or "mulligans".

Accidentally hitting ball when on tee box or green:

If you accidentally knock your ball off the tee while making a practice swing, it *doesn't* count as an actual stroke and it's not a penalty. Simply re-tee and play on. You also can replace your ball without penalty on the putting green if you accidentally move it in any way, including while making a practice swing.

Cart path:

If your ball lies on the cart path you may:

- Hit it from where it lies on cart path
- Find point of nearest relief that is off cart path. (No penalty)
- **However** . . . at Country Meadows on hole #15, a right handed player will usually find that their nearest point of relief is to the left of the path where there is a big hedge. They can't play the ball from there so they have to then declare their ball is unplayable, drop the ball on the fairway side of the path and take a penalty stroke.

If you need to stop playing before you complete your round:

If you need to stop playing when you have only completed 10 - 17 holes, you can still submit the scores for all of the holes that you completed. The system will make the necessary adjustment for the holes that you didn't get to complete.