

2024 Tuesday Night Golf League Rules

League play is governed by the USGA Rules of Golf unless otherwise over-ruled by Whitetail Golf Course rules or Tuesday Night League Rules. It is each Team Captain's responsibility to be familiar with the USGA Rules of Golf, the Whitetail Golf Course course-specific rules, and the Tuesday Night league-specific rules.

At any point in time during a match that there is a dispute over a ruling, the hole should be continued using two balls – one played following one side of the dispute's interpretation and one played following the other side of the dispute's interpretation. After the round is completed, the League Officers will rule on which of the two interpretations was correct (or closest to being correct if neither was 100% accurate) and that score will be recorded for that hole.

LEAGUE RULES – Highest Level of Rules Hierarchy

- This is a Men-Only League. Women are not allowed as team members or as subs.
- Winter rules are in effect throughout the entire season. This means that when a ball comes to rest in the fairway, it can be moved ("fluffed") up to one foot (12") to improve the lie. This movement must be done using a golf club – the ball cannot be placed by hand or foot. When a ball comes to rest off of the fairway, the ball must be played as it lies unless governed by one of the exceptions in the USGA rules of golf (i.e. course under repair, standing water, immovable obstruction).

The penalty for moving a ball not in the fairway is a one-stroke penalty and the ball must be placed back in its original position.

- All rounds are scheduled to begin at 5:30 PM unless otherwise posted in advance by the League officers (i.e. playoff rounds usually start at 5:00 PM because of the shortened daylight hours at that time of the year). TO AVOID A BACK-UP IN THE FLOW OF PLAY, TEAMS SHOULD NOT START EARLY. AT 5:30 TEAMS SHOULD TEE OFF. If a team has less than four players in attendance at the time of the first tee shots by both of the two foursomes of that match either:
 - A. If a player fails to show entirely, the corresponding opponent will play a "blind" match". In this case, the team with a no-show is awarded zero points for that match and the player who does not have an opponent's points earned will be based on the net-score of that player. **A net score of 38 or higher earns 6 points, for each net stroke below 38 the player earns another point (37 = 7, 36 = 8, 35 = 9, 34 = 10, 33 = 11, 32 or less = 12). Current rule is 6 points if you shot higher than your handicap, 9 points if you shoot lower than your handicap.**
 - B. If a player shows up after the round has begun, that player automatically forfeits the 1-point per hole that he did not complete as well as the 3 match points. His 9-hole score for handicap will be extrapolated by the league Secretary (for handicap purposes). Under no circumstances is that player allowed to "make up" the incomplete holes for score or for match purposes.

- C. If a player leaves the course during a match for any reason other than an official cancellation of play by the League Officers or by Whitetail Golf Course Management, that player automatically forfeits the 1-point per hole that he did not complete as well as the 3 match points. His 9-hole score for handicap will be extrapolated by the league Secretary. Under no circumstances is that player allowed to “make up” the incomplete holes for score or for match purposes.
- Weather decisions prior to the scheduled shotgun start time of 5:30 PM will be made by the League Officers no later than 4:00 PM. Once the decision has been made to cancel an event, it will NOT be reversed even if the weather improves prior to 5:30 PM. If a decision is made at 4:00 PM to play and the weather deteriorates before 5:30 PM, the League Officers may still make the decision to cancel or possibly to delay the start if there is potential of improved weather very shortly.
 - Once play has started, only the League Officers OR the Whitetail Golf Course Management can suspend play for bad weather. The only exception is that when a player believes that there is danger from lightning, play can be suspended without League Officer approval.
 - A. If the League Officers or Whitetail Management suspend play for weather an immediate decision will be made as to whether there is reason to wait out the weather and resume play that evening or if play for that evening should be cancelled at that point in time.
 - 1. If play is cancelled and at least 5 holes have been completed by EVERY pairing, the remaining holes of the matches will be determined by extrapolation of scores and handicaps by the League Secretary.
 - 2. If any or all pairings have completed fewer than 5 holes at the time of the cancellation, the entire match for all teams and pairings will be replayed in its entirety at the next scheduled date.
 - B. If any number of players discontinues play because of an assumed threat of lightning while other players continue their rounds, the incomplete score cards from the players who discontinued play will be completed by extrapolation by the League Secretary.
 - C. If any number of players discontinues play and no official suspension of play has been made by either the League Officials or the Whitetail Golf Course Management, AND it is determined by the League Officials that there was never any threat from lightning, those players who discontinued play will forfeit the 1-point per hole for any holes not played as well as the 3-points for the match. (Therefore it is important that if you are in doubt as to whether a suspension of play has been called because of weather and you do not feel in danger from lightning, you should continue to play out remaining holes, EVEN IF YOUR OPPONENT HAS ELECTED TO DISCONTINUE PLAY).

NOTE: If **ALL players in a foursome AGREE** that the weather conditions are unplayable AND the league officials and/or course management have not suspended play, the foursome may discontinue play and agree upon a “proxy” scorecard which will be turned in for that evening’s play. The method of extrapolation of the holes that were played to determine the “proxy” scores on the unplayed holes is to be determined and agreed upon by the four players who collectively decided to suspend their match. If this decision is not agreed upon by ALL 4 PLAYERS, the scoring will be determined according to the rule described above in item “C”.

- Play in the Tuesday Night League is to be considered “READY” golf. In order to improve the pace-of-play, when you reach your ball, be prepared to play your shot as soon as the course is open in front of you. It is not necessary to wait for a player that is behind you, unless that player has already begun to address his ball for his shot.

Additionally, IT IS ENCOURAGED THAT putts within 3’ of the hole NOT BE MARKED, BUT RATHER PUTTED OUT TO SPEED UP PLAY. READY GOLF APPLIES ON THE GREENS AS WELL – WHEN IT IS YOUR TURN TO PUTT, HAVE YOUR PUTT LINED UP AND BE READY TO GO. Do not wait until it is your turn to look at the putt from every angle to find your line and then take several practice swings before finally stepping up and taking your putt.

The goal is to have all rounds completed by 8:00 PM (5:30 shotgun start). In order to maintain a 15-minute per hole average pace, “READY” golf must be the format that is followed. Additional steps to maintain this pace are detailed below.

- The maximum number of strokes allowed on any hole during regular season league play is 10. If you have not made your shot after your 9th stroke, pick up your ball and record your score as a 10. If your opponent also picks up after his 9th stroke, both will score a 10 on that hole and the hole will be determined a “push” (1/2 point to each player) EVEN IF ONE PLAYER WAS RECEIVING ONE OR MORE STROKES FROM THE OTHER. (It does not matter if after 9 strokes one player is 10’ from the hole and the other player is 100-yards from the hole, the hole will be scored as a push). NOTE: During all rounds of the league playoffs there is no maximum number of strokes per hole. Each hole must be played until the ball is holed or your opponent tells you to “pick it up”. All strokes are recorded and used in both the hole point and match points calculation during the playoffs (scores will be adjusted as needed prior to the next handicap calculation).
- **SENIOR TEES** – League members aged 65 and over have the option of playing from the forward tees. All other players must play from the white tees. Any Senior that elects to hit from the forward tees must do so FOR THE ENTIRE SEASON starting with that player’s first week of play and must establish a forward tee handicap. Players hitting from the forward tees are eligible for ALL hole events, including Long Drive.

- **BALL IN PENALTY AREA or UNPLAYABLE LIE** (red stakes) – The PENALTY AREAS on the Whitetail Front-9 include: the water hazard on hole #2, the weedy/wet waste area between the pond and the cart path on hole #2, the overgrown patch of weeds between holes #1 and #5, the natural area between holes #6 and #8, the water hazard on hole #4, and the water hazard on hole #5. The PENALTY AREAS on the Whitetail Back 9 include: the staked area to the right of hole #10 from tee to green that separates #10 from #11 and #16, the wooded area behind hole #10 green and to the left of #11 green, the wooded area to the right of #11 from tee to green separating #11 from #16 tee to green, the wooded area on hole #12 to the left of the mowed fairway to the green, the heavily wooded area to the right of hole #12 fairway from tee to green, hole #14 on the left side of the fairway from tee to forward tees, hole #14 woods on the right side from tee to green, hole #14 tree line between the fairway and #15 tee box, hole #15 water hazard and the wooded area between #15 green and #16 tee box, the overgrown grass between #16 and #15, tree line and grass area to the right of #16 green and approach, #17 water hazard by green and long of green towards the road, #18 water hazard in front of tee box.

IT IS RECOMMENDED THAT ANY TIME THAT YOU HIT A SHOT THAT HAS POSSIBLY GONE INTO ONE OF THESE PENALTY AREAS THAT YOU HIT A SECOND “PROVISIONAL” SHOT BEFORE LOOKING FOR YOUR BALL – GOING BACK AND REPLAYING THE SHOT IS NOT AN OPTION IN THE Tuesday Night LEAGUE. If you hit a shot into a PENALTY AREA your options are:

- A. Play the ball where it lies with no penalty (**there is NO penalty for grounding your club in a PENALTY AREA as long as grounding your club does not improve your lie**).
 - B. Drop a ball within a designated ‘Drop Area’ and continue play with a 1-stroke penalty. Note: **The area to the right of the cart path on the West side of the PENALTY AREA on hole #2 is a designated ‘Drop Area’ for balls hit into the weedy/wet waste area between the pond and the cart path or for balls hit into the waste area between hole #1 and hole #5. This is NOT a designated ‘Drop Area’ for balls hit into the pond on hole #2**
 - C. Drop a ball within 2 club lengths of where the ball entered the PENALTY AREA, no closer to the hole and continue play with a 1-stroke penalty.
 - D. Drop the ball anywhere along an imaginary line that extends from the flagstick through the point where the ball entered the PENALTY AREA as far back (away from the hole) along that line as the player would like and continue play with a 1-stroke penalty (**Back-of-Line Rule, NOT Line-of-Flight**) **Is this what we want?**
 - E. Play the “PROVISIONAL” ball after taking a 1-stroke penalty. If no “PROVISIONAL” ball was played, this is no longer an option – we do not allow going back and replaying a shot or a “PROVISIONAL” after the group has moved on down the hole (so as to maintain pace of play).
- **OUT-OF-BOUNDS** (white stakes) – The penalty for hitting a ball out-of-bounds is “stroke-and-distance”. The out-of-bounds areas on the Whitetail Front-9 course are:

into the trees/road to the left of hole; into the driving range between holes #3, #4, & #5; on or across the road to the left of hole #4; the cart shed, parking lot, sidewalk around clubhouse, and bushes/gravel/etc... around clubhouse behind hold #4; into the trees/road to the right of hole #6; into the trees/agricultural field to the right of hole #7; sidewalk/patio/parking lot behind #9. The out-of-bounds areas on the Whitetail Back-9 course are: left of hole #12 from tee to mowed fairway area (the corner where the woods juts out), left of hole #13 from tee to green, #17 right of the fairway and fence from tee to green, #18 right of fairway from tee to shed, #18 parking lot

IT IS RECOMMENDED THAT ANY TIME THAT YOU HIT A SHOT THAT HAS POSSIBLY BEING OUT-OF-BOUNDS THAT YOU HIT A SECOND "PROVISIONAL" SHOT BEFORE LOOKING FOR YOUR BALL – GOING BACK AND REPLAYING THE SHOT IS NOT AN OPTION IN THE TUESDAY NIGHT LEAGUE. If you hit a shot out-of-bounds your options are:

- A. Drop a ball within 2 club lengths as close as is possible to where your ball crossed the out-of-bounds area on the edge of the fairway, but no closer to the hole, OR ANYWHERE ALONG THE LINE OF FLIGHT BETWEEN THE POINT AT WHICH THE BALL WAS STRUCK AND THE POINT AT WHICH THE BALL CROSSED INTO THE OUT-OF-BOUNDS AREA, and continue play with a 2-stroke penalty. Note that if you hit a shot over #9 green onto the sidewalk or parking lot, this is out-of-bounds. If you have not taken a "PROVISIONAL", you will have to drop in the designated "drop area" (defined as an area near the #1 tee box) with a 2-stroke penalty.
 - B. Play the "PROVISIONAL" ball after taking a 1-stroke penalty (in addition to counting the stroke on the "provisional" ball). If no "PROVISIONAL" ball was played, this is no longer an option – we do not allow going back and replaying a shot or a "PROVISIONAL" after the group has moved on down the hole (so as to maintain pace of play).
- **LOST BALL** – The penalty for losing your ball is "stroke-and-distance". IT IS RECOMMENDED THAT ANY TIME THAT YOU HIT A SHOT THAT HAS POSSIBLY BEING LOST THAT YOU HIT A SECOND "PROVISIONAL" SHOT BEFORE LOOKING FOR YOUR BALL – GOING BACK AND REPLAYING THE SHOT IS NOT AN OPTION IN THE TUESDAY NIGHT LEAGUE. The maximum amount of time allowed for looking for a lost ball is 3 MINUTES. If after 3 minutes the ball cannot be found, the player who has lost his ball can:
 - A. Drop a ball "as close as is possible" to the area where the original ball was thought to be – even if that location is within a PENALTY AREA – OR ANYWHERE ALONG THE LINE OF FLIGHT BETWEEN THE POINT AT WHICH THE BALL WAS STRUCK AND THE POINT AT WHICH THE BALL WAS PRESUMED TO BE and continue playing with a **2-stroke penalty**. If the dropped ball is within a PENALTY AREA, the PENALTY AREA rules listed above should be applied after the drop and penalty strokes for the lost ball have been assessed.

- B. Play the “PROVISIONAL” ball after taking a 1-stroke penalty (in addition to counting the stroke on the “provisional” ball). If no “PROVISIONAL” ball was played, this is no longer an option – we do not allow going back and replaying a shot or a “PROVISIONAL” after the group has moved on down the hole (so as to maintain pace of play).
- **HANDICAPS** – All players must have a Whitetail League handicap.
 - A. A handicap from another recognized league or a valid USGA can be used by a substitute on a first round of play in the League. The opponent of a substitute using a handicap from another league or USGA handicap may request verification (League Secretary will attempt to verify upon request, however this may take place later in the week).
 - B. Once a substitute using a handicap from another league or a USGA handicap has completed a round in the League, that player will have established a Whitetail League handicap for use in any future league rounds.
 - C. If a player does not have a Whitetail League handicap, they will “establish” a Whitetail League handicap at the conclusion of their first round of play during competition. The following guidelines are used for calculating Whitetail League handicaps:
 - D. “Fun Night” scores cannot be turned in to establish or contribute to a handicap.
 - E. Playoff scores DO contribute to a handicap – ALL scores are used in handicap calculations and handicaps are recalculated weekly through the playoff championship.
 - F. A player who is “establishing” a handicap will receive an initial handicap that is equivalent to 80% of the difference between the player’s first round gross score and 35.5 (e.g. if an establishing player shoots a first round gross score of 46, his handicap would be 80% of 46 minus 35.5, or 80% of 10, which is an 8.4, rounded to an 8. Fractions are rounded to the nearest whole number so 80% of 14 (11.2) rounds down to an 11 while 80% of a 16 (12.8) rounds up to a 13.
 - G. As additional rounds are turned in, handicaps are calculated as:
 1. Following 2 rounds - 100% of the difference between the one lowest score of first two scores and 35.5.
 2. Following 3 rounds - 100% of the difference between the average of the two lowest of first three scores and 35.5.
 3. Following 4 rounds - 100% of the difference between the average of the two lowest of first four scores and 35.5.
 4. Following 5 rounds - 100% of the difference between the average of the three lowest of first five scores and 35.5.
 5. Following 6 rounds - 100% of the difference between the average of the three lowest of first six scores and 35.5.
 6. Following 7 rounds - 100% of the difference between the average of the five lowest of the first seven scores and 35.5.

7. Following additional rounds - 100% of the difference between the average of the five lowest of the most recent eight scores and 35.5.
- H. Players with no score posted for a year will be removed from the handicap list. If a player plays one round during a year, their handicap will remain active with all scores listed on the Whitetail League Handicap sheet.
- I. At the start of the new season, established players will begin with their ending handicap from the prior year, if available. If the player does not have a Whitetail League Handicap, they will begin to establish as described above.
- WEEKLY POINTS – Each individual match is worth 12 points so a 4-player team match is worth 48 points. There are 9 hole points (1 point per hole) and 3 match points for each pairing. On each hole, a player will win the full point, split the hole, or lose the full point. There are no carry-overs. Opponents will give or receive strokes based on differences between handicaps. For example, if a player with a 12 handicap is competing against a player with a 9 handicap, the player with the 12 handicap will receive a stroke on each of the 3 LOWEST handicapped holes (hole handicaps are shown on the scorecard). On any hole that a player is receiving strokes, that player's net score (actual score shot on that hole minus any strokes given by the opponent) is matched against the opponent's gross score (actual score shot on that hole) to determine who wins the hole point. If the net score for the player receiving strokes ties the gross score of the person giving strokes, the hole is a tie and each player receives 1/2 –point for that hole. After the round has been completed, the gross score should be calculated (actual total strokes scored) and then the handicap subtracted to calculate the net score. The player with the lowest net score receives 3 match points. If the net score is a tie, each player receives 1-1/2 match points. Each player's total points won is the sum of his hole points and his match points. Again, each match is worth a total of 12 points so the sum of opponents' point totals should be 12 and the sum of team point totals on a single scorecard should be 24 (for a total of 48 for all 4 matches scored on 2 scorecards) – the only exception would be if one or more players was playing against a no-show (see above).
 - PLAYOFF SYSTEM – The Tuesday Night League is limited to 32 teams separated into two divisions. Depending on the number of teams, the number of times you play a team may change. Every attempt will be made by the league secretary to ensure every team plays all teams in their division at least once. The playoffs are limited to the top 8 teams from each division at the conclusion of the year.
 - If there is a tie for a playoff spot, the tie breaker will be the regular season head-to-head matchup between the two teams that are tied (whichever team scored the highest team total points during that matchup will win the tie breaker). If that matchup was a 24-24 split, the tie breaker will be team total low net in the head-to head match, followed by matching scorecards for the head-to-head match, starting at hole #9 or #18 and working backwards (matching points won, not strokes).

- If there is a tie during the playoffs, the tie breaker will be team total low net for the match, followed by matching scorecards for the match starting at hole #9 or #18 and working backwards (matching points won, not strokes), followed by the regular season head to head match (whichever team scored the highest points will win the tie breaker), followed by the team total low net during the regular season matchup, followed by matching score cards from the regular season match up starting at hole #9 or #18 and going backwards, followed by a coin toss.
- PLAYOFF ELIGIBILITY – All team members and subs participating in playoff matches must have posted at least one score on the Whitetail Handicap list during the regular season.
- SUBSTITUTES – It is each team’s responsibility to arrange for substitutes if one or more team members is unable to make it to league night. Whitetail Management and the League Officers may be of some assistance, but are under no obligation to arrange for a substitute.
- SUBS DURING THE PLAYOFFS – Anyone with an established Whitetail League handicap can be used as a substitute during the playoffs. No new players (establishing handicaps) are allowed during the playoffs. During the playoffs, a team can use up to two substitutes during any match (at least 2 regular team members must participate in all playoff rounds).
 - Subs used during the playoffs should have an approximate handicap to the person they are subbing for. Ideally +/- 5 strokes. This is a guideline, not a rule.
- SLOW-PLAY – The 10-stroke rule, the “READY GOLF” format, and the deviations from the USGA PENALTY AREA /lost-ball/out-of-bounds rules that prohibit going back to replay a shot are all designed to maintain the pace of play. Additionally, starting hole assignments will be made in a manner that spreads the groups as evenly throughout the entire course as is possible. Any team that would like to file a formal complaint against another team for slow play should report the slow play to the League Officers immediately following the completion of that night’s round. League Officers will investigate the complaint and take action up to and including:
 - A. First confirmed incident – verbal warning to slow playing group
 - B. Second confirmed incident – last chance warning to slow playing group
 - C. Third confirmed incident – Team penalty of 5 points
 - D. Subsequent confirmed incidents – Team penalty of 10 points
- SCORE CARD PENALTIES – It is each team’s responsibility to ensure that their scorecards are turned in AND completed before they are turned in. A “complete” scorecard lists first AND last names of all competitors, gross score, net score, hole points, match points, and total points for each player, AND team totals for points earned. Incomplete scorecards submitted to the League Secretary will result in:
 - A. First confirmed incident – verbal warning to group with incomplete card

- B. Second confirmed incident – last chance warning to group with incomplete card
- C. Third confirmed incident – Team penalty of 5 points
- D. Subsequent confirmed incidents – Team penalty of 10 points
- E. Grossly incomplete cards will result in that card scoring 0 points for both teams.

A “late” scorecard is one that is turned in at least 15 minutes after play has completed. This is generally caused by teams deciding to “play in” to the clubhouse. “Playing in” is allowed by the Whitetail Golf Course Management, but players who chose to do so are thereby accepting that if one or more scorecards have not been turned in after the 15-minute grace period, the following penalties will be assessed:

- A. First confirmed incident – Players will not be eligible for weekly prizes and BOTH teams will be penalized 5 points.
- B. Second confirmed incident – Players will not be eligible for weekly prizes and BOTH teams will be penalized 10 points.
- C. Subsequent confirmed incidents – Players will not be eligible for weekly prizes and BOTH teams will be penalized 15 points.

Missing scorecards are also BOTH teams’ responsibility to see to it that they are turned in. The League Secretary will notify any team members that are in attendance whenever a scorecard appears to be missing. If that scorecard is considered late, the late scorecard penalties will apply. If the scorecard does not get turned in before the League Secretary leaves the clubhouse for the evening, each team will receive zero points for those matches that are missing.

- LEAGUE FEES – Each team is required to pay a League Entry Fee to the League Secretary and a Blind Bogey Fee to the Whitetail Golf Course Management. The amounts of these fees are determined annually by reviewing the annual budget. Additionally, upon league Team Captain approval, each regular player may be required to make a one-time-per-season “Hole-In-One Insurance” payment (again the amount to be decided by the Team Captains). All fees are due no later than June 1st. Teams will not have their players’ names entered into the Blind Bogey drawings until all fees have been paid. Any teams that have not paid all fees by June 1st will be penalized 5 Team points per week until all fees are paid. If all fees have not been paid by the end of the first half of the season, that team will be disqualified from the league.
- “GIMME” Putts – There is no rule governing “gimme” putts. The decision as to whether you can pick up a ball on the green and consider it “in the hole” with one more stroke is entirely up to your opponent. Some people will give you a 6-foot putt and others will make you putt out from 1-foot. That is your opponent’s prerogative. If your opponent indicates that you can “pick it up” (or other signal that the next putt is “good”) and you decide to stroke the putt anyway, it does not matter if you make or miss the putt as your opponent already told you that it was good.

WHITETAIL GOLF COURSE RULES – Second Level of Rules Hierarchy

- FREE-DROP AREAS – The following areas have been designated as “FREEDROP” areas (no penalty strokes) by the Whitetail Golf Course Management:
 - A. If your ball comes to rest on any green other than the one that you are playing OR on the practice putting green, you are required to move your ball off of the green to the nearest point of relief, no closer to the hole, and to take a free drop at that location.
 - B. If your ball comes to rest in the flower-planter beside the #1 tee box, you are entitled to a free-drop at the nearest point of relief, no closer to the hole.
 - C. When playing the back-9, if your shot comes to rest in a position such that the pump-house located next to the pond between #15 & #16 interferes with your swing (not interferes with your shot – only if it interferes with your swing), you are entitled to a free-drop at the nearest point of relief, no closer to the hole (not automatically far enough away to remove the obstacle from your shot path). Note that the same rule would be in effect for the pump house behind the #2 tee box, but this should rarely if ever come into play.

USGA RULES – Final Level in Rules Hierarchy

- Each team in the League should have a copy of the OFFICIAL USGA RULES OF GOLF. These will be available for download on to your phone (just do a search in the app store). It is recommended that at least two members from each team, especially the Team Captain, become familiar with these rules.
- USGA RULES THAT COMMONLY COME INTO PLAY – this section is by no means all-inclusive. The following is a listing of the most commonly encountered USGA RULES OF GOLF that come into play regularly:
 - A. GROUNDING YOUR CLUB IN A SAND TRAP – 2 stroke penalty – see 2019 USGA Rule Changes:
<https://www.usga.org/content/usga/home-page/rules-hub/rulesmodernization/major-changes/major-changes.html>
 - B. LIMIT OF 14 CLUBS IN YOUR BAG (including putter) – 2 strokes per hole per extra club that is played with one or more extra clubs up to a total of 4 strokes.
 - C. PLAYING A CLUB FROM ANOTHER PLAYER’S BAG – 2 stroke penalty for each time that the club is used up to a total of 4 strokes UNLESS between the two players, they are carrying no more than 14 clubs TOTAL.
 - D. CLEANING YOUR GOLF BALL – other than when on the green, a player must get his opponent’s permission to lift, clean, & replace a golf ball UNLESS “LIFT, CLEAN, & REPLACE RULES” are announced by the League Officials or Whitetail Golf Course management. When lifting, cleaning, & replacing a

ball, the lie must be recreated as accurately as possible. If permission is not obtained, there is a 2-stroke penalty for moving the golf ball without permission (other than the “fluff” in the fairway allowed by winter rules)

- E. REMOVING A BALL FROM PLAY – If a player wishes to remove a ball from play during the play of a hole because the ball has become damaged, the player must get his opponent’s permission. If a ball is removed from play without obtaining the opponent’s permission, there is a 2-stroke penalty. **See 2019 clarifications.**

- F. A “WHIFF” IS A STROKE – NOT A PRACTICE SWING.

- G. PLAYER ACCIDENTLY HITS BALL WITH PRACTICE SWING OR WHILE ADDRESSING THE BALL – Since the player has not completed addressing the ball, the ball must be replaced as closely to the original lie as possible and then the stroke played with no penalty. **See 2019 clarifications.**

- H. BALL MOVES DUE TO ACTIONS OF THE GOLFER – If any action on the part of a golfer causes the ball to move while setting up for a shot (cleaning leaves or other debris away, stepping on the ground close to the ball and causing it to move, etc...) the ball is to be returned to its original location and the stroke is played after taking a 1-stroke penalty. **See 2019 USGA clarifications.**

- I. BALL MOVES BY “NATURAL” CAUSES – If a ball that is in play is moved by “NATURAL” causes, the ball must be returned to its original lie with no penalty UNLESS the movement occurs during the act of swinging (in which case the ball is played from where it was hit with no penalty). **See 2019 USGA clarifications.**

- J. PLAYING THE WRONG BALL – The responsibility for playing the proper ball rests with the player. Each player should put an identification mark on his ball. If a player makes one or more strokes using the wrong ball, there is a 2stroke penalty for each stroke taken using the wrong ball AND the player must go back and either find the correct ball and play on from that point OR must declare the original ball lost and apply the LEAGUE “LOST BALL” rule.

- K. UNPLAYABLE LIE – If after hitting a shot, a player suspects that his lie will possibly be unplayable (perhaps it is seen rolling under a tree with low branches), a “PROVISIONAL” shot is recommended. A ball can be declared an “UNPLAYABLE LIE” anywhere on the golf course except in a PENALTY AREA – EVEN IF THE LIE APPEARS PLAYABLE TO ANY OTHER PLAYERS. If a player declares a ball to be in an UNPLAYABLE LIE, this player must take a 1-stroke penalty and:
 - (i) Play a ball as nearly as possible at the spot from which the original ball was last played – Note that LEAGUE RULES require that this shot be played as a “PROVISIONAL” before looking for the original shot and determining it to be

“UNPLAYABLE” - GOING BACK AND REPLAYING THE SHOT IS NOT AN OPTION IN THE LEAGUE.

- (ii) Drop a ball behind the point where the ball lay, keeping that point directly between the hole and the spot on which the ball is dropped, with no limit to how far behind that point the ball may be dropped, no closer to the hole.
- (iii) Drop a ball within two club-lengths of the spot where the ball lay, but not nearer the hole.

If the unplayable ball is in a bunker, the player may proceed under Clause (i), (ii) or (iii). If he elects to proceed under Clause (iii), a ball must be dropped in the bunker. When proceeding under this Rule, the player may lift and clean his ball or substitute a ball. When proceeding under clause (ii), the ball may be dropped outside of the bunker with a 2-stroke penalty.

- L. CASUAL WATER - “Casual Water” is any temporary accumulation of water on the course that is not in a PENALTY AREA and is visible before or after the player takes his stance. A player can choose to take relief from Casual Water by dropping at the nearest point of relief no closer to the hole. NOTE: The player MUST drop outside of the Casual Water (you cannot choose to drop in a “less wet” part of the Casual Water, you must fully escape the Casual Water area).
- M. PROPER “DROP” TECHNIQUE – When making a drop, a player must stand erect, hold the ball at KNEE height and let go of it so it falls straight down. If the ball when dropped touches any person or the equipment of any player before or after it strikes a part of the course and before it comes to rest, the ball must be re-dropped, without penalty. There is no limit to the number of times a ball must be re-dropped in these circumstances. A dropped ball must be re-dropped, without penalty, if it:
 - (i) rolls into and comes to rest in a PENALTY AREA;
 - (ii) rolls out of and comes to rest outside a PENALTY AREA;
 - (iii) rolls onto and comes to rest on a putting green;
 - (iv) rolls and comes to rest out of bounds;
 - (v) rolls to and comes to rest in a position where there is interference by the condition from which relief was taken under Rule 24-2b (immovable obstruction), Rule 25-1 (abnormal ground conditions), Rule 25-3 (wrong putting green) or a Local Rule (Rule 33-8a), or rolls back into the pitch mark from which it was lifted under Rule 25-2 (embedded ball);
 - (vi) rolls and comes to rest more than two club-lengths from where it first struck a part of the course; or
 - (vii) rolls and comes to rest nearer the hole than:
 - (a) its original position or estimated.
 - (b) the nearest point of relief or maximum available
 - (c) the point where the original ball last crossed the margin of the PENALTY AREA or lateral PENALTY AREA.

If the ball when re-dropped rolls into any position listed above, it must be placed as near as possible to the spot where it first struck a part of the course when re-dropped.

- N. BALL RESTING AGAINST FLAGSTICK - When a player's ball rests against the flagstick in the hole and the ball is not holed, the player or another person authorized by him may move or remove the flagstick, and if the ball falls into the hole, the player is deemed to have holed out with his last stroke; otherwise, the ball, if moved, must be placed on the lip of the hole, without penalty.

HANDLING DISPUTES REGARDING THE LEAGUE RULES, COURSE RULES, OR USGA RULES

All disputes must be settled on the golf course. Penalties cannot be assessed in the club house so it is strongly encouraged to review the scoring at the conclusion of each hole on the course.

If during your round you and your opponent disagree about how to play a shot in a given situation, play the original ball using one interpretation and then re-create the lie with a second ball and play it with the other interpretation. Finish out both balls until holed and following the round explain your situation to one of the League Officers. The League Officers will make a determination as to which score should be used for that hole and then the round can be scored and the scorecard can be completed and turned in.

ROLES AND RESPONSIBILITIES OF LEAGUE OFFICERS

PRESIDENT:

- Participate in all weather decisions
- Field complaints and rule discrepancy appeals from golfers
- Judiciary responsibilities
- Levy penalties when appropriate
- Know and understand League, Course, and USGA rules of Golf and be available as a resource to league members to clarify rulings regarding the league play.

VICE-PRESIDENT:

- Participate in all weather decisions
- Field complaints and rule discrepancy appeals from golfers
- Judiciary responsibilities
- Levy penalties when appropriate
- Know and understand League, Course, and USGA rules of Golf and be available as a resource to league members to clarify rulings regarding the league play.

SECRETARY/TREASURER:

- Participate in all weather decisions
- Administer penalties when directed by Judiciary decisions
- Tie-breaker for Judiciary decisions
- Maintain league schedule of play
- Maintain up-to-date handicaps for all league players and substitutes
- Verify and tally points earned by each team at the conclusion of each week of play. Assist players with score card (scoring) questions (i.e. playing a blind, new player establishing handicap)
- Announce all hole prize winners and unofficial results at the conclusion of each week of play
- Determine playoff eligibility, seeding, and playoff schedule
- Order and distribute trophies to division and league champions
- Maintain supply of league scorecards
- Administrate the weekly Blind Bogey, Gift Certificate, and other drawing giveaways
- Provide hole-in-one insurance money to any golfer who scores a hole-in-one during league play
- Provide league budget prior to the start of the season
- Prepare agenda and facilitate league team captains' meeting prior to the start of the season

- Contact all teams prior to the start of the season to determine who will be participating each year – also notify each team of time and date of pre-season team captains' meeting.
- Know and understand League, Course, and USGA rules of Golf and be available as a resource to league members to clarify rulings regarding the league play.